



**Domains of Dread:
Pathfinder
in the Mists**

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Table of Contents

Chapter One: What Is Ravenloft?	6
The Gothic Milieu	7
Chapter Two: The Lay of the Land.....	10
Good and Evil	11
The Semblance of Reason.....	11
The Domains	12
The Mists	12
False History	13
Necromancy and Shadow	13
Divination	13
Other Worlds.....	13
The Gods.....	14
The Dark Powers.....	14
Chapter Three: The Heroes of Ravenloft.....	16
Races	17
Humans	17
The Near Human.....	18
Calibans.....	18
Changelings.....	19
Dhampir	20
Giomorgo (Half-Vistani)	21
Half-Elf (Changelings, fey-born).....	22
Halflings.....	23
The Nonhuman.....	24
Dwarf	24
Elf.....	26
Gnome.....	27
The Inhuman	29
Classes.....	30
Alchemist	30
Barbarian.....	30
Bard.....	31
Cavalier	32
Cleric.....	33
Druid	33

Domains of Dread

Fighter.....	33
Gunslinger.....	34
Inquisitor.....	34
Magus.....	34
Monk.....	35
Oracle.....	35
Paladin.....	36
Ranger.....	37
Rogue.....	37
Sorcerer.....	38
Summoner.....	38
Witch.....	38
Wizard.....	39
Dread Companions.....	40
Animal Companions.....	41
Skills.....	42
Feats.....	43
Altered Feats.....	43
New Feats.....	44
New Feats In Brief.....	48
Equipment.....	49
Technology Levels.....	49
New Equipment.....	51
Weapons.....	51
General.....	53
Alchemical.....	54
Faiths of the Mists.....	55
Ezra.....	55
Hala.....	55
The Lawgiver.....	56
Hearth Gods.....	56
Minor Faiths.....	56
Chapter Four: Magic in the Mists.....	60
The Semblance of Reason.....	61
Altered Magic.....	62
New Magic.....	66
The Mist Domain.....	78

Chapter Five: The Ways of the World	80
Innocence	81
Xenophobia	81
Ethereal Resonance and Sinkholes of Evil	82
Fear, Horror and Madness.....	83
Dreams and Nightmares.....	87
Reality Wrinkles	88
Curses.....	88
Powers checks.....	90
Chapter Six: Prestige Classes.....	94
Altered Prestige Classes.....	95
New Prestige Classes	96
Anchorite.....	96
Avenger.....	98
Ba'al Verzi Assassin	99
Courtier	101
Crypt Raider.....	104
Dreamcaster	105
Guardian.....	106
Herald of the Dawn	107
Knight of the Shadows.....	109
Mesmerist.....	110
Monster Hunter	111
Moonchild	113
Tepestani Inquisitor	114
Chapter Seven: Forged of Darkness	116
The Great Divisions	117
The Mundane	117
The Mystical	117
The Magical	118
Companion Items	118
Altered Magic Items	119
Cursed Items	119
Intelligent Items	119
New Magic Items.....	120



**Chapter One:
What Is Ravenloft?**

What is Ravenloft?



*ale Terror trembling guards the fountain's head,
And rouses Fancy on her wakeful bed;
From realms of viewless spirits tears the veil,*

And there reveals the unutterable tale.

—Matthew Lewis, “Introductory Dialogue”

Somewhere, deep within the ethereal mists that fills the void between worlds and link the lands of the living and the lands of the dead, where the passions can be as tangible as iron, a dark and nameless dimension is ruled by dark and nameless powers. Some say it is a prison for the damned; some say it is a crucible to test the virtuous. It is a land of mist and shadow, love and death, sacrifice and seduction, beauty and horror. It is a land of whispered fears made manifest. It is the Realm of Dread.

Perhaps you have sensed its touch? Tendrils of its ethereal Mists sometimes reach out to caress the Material Plane at the behest of its Dark Powers. They stroke the skin at the back of your neck when a creaking floorboard warns that you are not alone in the dark. They are drawn to innocence and villainy, to loathing and desire, to obsession, and to despair. They seek out squandered dreams and inner demons. They savour the decay of the spirit. The Mists snatch up fiends at the moment of their ruin and steal upon heroes in their moments of doubt.

The land itself is a construct, stolen from other worlds or created wholesale from the Mists in imitation. The misted lands respond like no other to the passion plays and conflicts carried out upon them, becoming impregnated with emotion and warping to reflect the most evil villains imprisoned within them.

To what end do the Dark Powers add these souls to their tarnished collection? To torment them? To purify them? To answer the eternal question of whether Good can triumph over Evil? None can say, for although the Mists are easy to enter, they are almost impossible to leave, and few drawn into the Realm of Dread ever leave to tell the tale.

Welcome to the Land of the Mists. Welcome to Ravenloft.

The Gothic Milieu



t might be said that the Gothic novel is a primitive detective story in which God or Fate is the detective.

—E. F. Bleiler (editor), *Three Gothic Novels*

We invite you now into a world of Gothic adventure: where innocence battles corruption, where love destroys and redeems, where magic cannot overcome morality, and where divine justice comes to all.

At its most basic, Gothic horror is about the contest between good and evil. In this contest, though, the armies are seemingly not equally matched: the forces of evil are vastly more powerful and influential than the forces of good, and often far greater in number. Where evil goes, it leaves a mark that can endure for centuries.

However, although they may be physically weaker and seemingly friendless, the forces of good have courage, purity, the redemptive power of love, and the force of divine justice on their side. More than any other genre, Gothic horror is about heroism, because the protagonists must struggle to do good in a world that doesn't necessarily reward that effort. They work alone, against almost insurmountable odds, without financial rewards (no half a kingdom for killing a dragon!), and often without recognition—without even a kind word to

help them along. It is not a battle that can truly be won with fists or swords, and it is a battle that may cost them everything they have in order to fight it—but fight it they must. Sometimes, they fail, or fall into evil, but when they win, the victory is so much sweeter, because the road is so much harder to travel.

Gothic tales were infused with an atmosphere of supernatural dread. They played upon both the thrill and the fear of the unknown. They were often highly symbolic, even dreamlike. Ancestral curses and mournful ghosts manipulated events and eroded the characters' sanity. Unnatural deformities such as scars, strange birthmarks, or hunched backs turned men into monsters, apparent punishments for the crimes of their fathers. They were tales of madness and obsession, evoking subtle horrors (often so subtle that the supernatural could be explained away entirely, come the light of day, once the tale's central mystery was resolved), deriving terror from foreboding, not gore. The ghosts and ghouls were, above all, allegorical doppelgangers: reflections of *human* evil. When Frankenstein rejected his monster, he rejected the terrible consequences of his *own* profane actions, which returned to haunt him in the form of his forlorn creation.

How does it work within the Pathfinder rules system?

Both players and GMs must put aside a lot of the preconceptions associated with roleplaying, particularly any sense of an adversarial relationship between them, while playing Ravenloft. Instead, think of yourselves as collaborating to jointly tell a Gothic horror tale. For that reason, trust and participation are vital. The players must trust the GM to be scrupulously fair (to the spirit of the story, if not to the roll of the dice), especially if they are going to be set against enemies far more powerful than they are, and to respond to the themes they want to explore and the directions they want their characters to go in. A player should feel the GM is likely to accept the player adding in extra details to a scene (traditionally the sole province of the GM) in order to develop their characters and improve the story. (Of course, the key word there is *improve* the story, not derail it: the GM is still within their rights to say no, but the players should still feel they have a reason for saying no that will be made apparent later, not just a lack of flexibility).

Conversely, the GM must trust the players to engage with the genre: they need to understand and accept that it is a world that offers more kicks than kisses, and particularly, that sometimes in horror stories, the protagonist does stupid things. Overtly or publically awarding an XP bonus at the end of each session to the GM's choice and player's choice for best horror roleplaying, for example, might be a good way of encouraging this sort of collaboration.

How far the balance goes between the GM setting challenges the players respond to and having truly collaborative story telling between near equals, is something individual groups needs to establish. Both "sides" need to give a little.

The reason this interaction is so important is that Gothic horror thrives on detailed characters. The PCs, the characters they frequently interact with (including those that often don't get fully detailed, such as familiars, animal companions and cohorts), and the villains should all be complex, three dimensional characters with desires and failings that aren't necessarily consistent or in the best interest of either themselves or (for cohorts) the PCs. It makes the game more engaging, and it makes it easier for the GM to tailor adventures to the PCs' backgrounds.

On a similar note, although the world may be largely indifferent to or against the PCs and their allies, not every attachment or friendship should be an excuse for betrayal or kidnapping. There needs to be some light in the world—Good is always an active force, even if it is subtle. Otherwise, what are the PCs fighting for? Why would they keep going if failure was inevitable and everyone they knew and loved would either die or betray them? Similarly, failure is not inevitable—there needs to be a fine balance between struggling and failing. This

☪ Chapter One: What Is Ravenloft? ☪

is particularly important for cohorts and dread companions, which are class features of the character or have been bought through feats. Primary control belongs to the player, and any elements the GM provides should enrich the relationship between PC and NPC, not ruin it.

Nuanced characterisation is part of the reason why (in the internal logic of the world), darklords and heroes both survive. Some villains are cruel or tyrannical and hold power through force of arms. Others, however, are seen as champions of their people. Many certainly don't see themselves as a villain, and have positive features, such as honour, loyalty, patriotism, humour, or love. By definition, darklords are truly evil, but they may not always appear so, especially to a casual view. The battle between good and evil occurs on two fronts: at a divine, objective level, where the sides are absolute, and at the level of the world the characters inhabit, where it is much more murky and not always clear where people stand. A character may be evil, but may also be reliable, even trustworthy, or more concerned with seeking pleasure than oppressing innocents. If the PCs are interested in fighting werebeasts, a darklord with similar interests may even act as patron for them—until near the end of the campaign, at least.

Finally, remember that PCs are not average inhabitants of Ravenloft. Most people go their entire lives without seeing any supernatural beings or magic, although they live on actively in superstition. Most have learnt that if you don't go into *that* house, or *that* wood, or if you keep your head down when the moon is full and don't answer the door to strangers, you can live a life not drastically dissimilar to those in other, happier worlds. In contrast, the PCs actively seek trouble. They are people singled out by Fate for great or fell purposes. Their lives are lives of struggle and adversity, enriched with magic and experiences that the closed minds of the common folk can't even dream of. They are the heroes and antiheroes of our stories.



**Chapter Two:
The Lay of the Land**

The Lay of the Land



All this was forgot in contemplating the glorious and awful scenery before him—light struggling with darkness—and darkness menacing a light still more terrible, and announcing its menace in the blue and livid mass of cloud that hovered like a destroying angel in the air, its arrows aimed, but their direction awfully indefinite.

—Charles Maturin, *Melmoth the Wanderer*

On the surface, the Land of the Mists seems much like any other low-magic setting. Spellcasters and nonhumans (or at least, creatures that are obviously nonhuman) are rare, and common folk seldom witness the supernatural, understanding it only through folklore (although that folklore is frightening prevalent). Few know that the natural laws of their realm have been insidiously rewritten.

Good and Evil

Although some people dismiss the concept of absolute morality as an antiquated myth, Good and Evil are vital and fundamental forces, locked in eternal struggle. The darkness of the world allows the light to shine so much brighter. Characters who preserve their innocence are subtly protected from the forces of darkness, while those who commit evil acts find themselves physically or mentally warped to reflect their corruption. People who wholly embrace the lures of evil may eventually find themselves trapped in prisons of their own making. Even then, even the blackest soul has the potential for redemption, should they be willing to face the personal failings that led to their downfall.

Any effect that detects moral alignment (good and evil) beyond simple observation simply doesn't work in Ravenloft. Natives of the Land of the Mists believe that such divination magic is impossible, and scoff at outlanders who believe otherwise. By shielding Good and Evil, the Dark Powers force mortals to rely on their own judgement. Perhaps they do it to complicate the game of fates they play? Perhaps they seek to explore the effect this shielding has on corruption and redemption?

While Good is undeniably more subtle in its touch than Evil, it is no less powerful in the long run. It demands much—patience, compassion, self-sacrifice—and its rewards are often obscure, but it woven into the fabric of the world. It may cost everything a hero has to do the right thing, but Good is by no means pointless or unachievable. It may be painful, difficult, and with the temptation to compromise your principles at every turn, but it is worth doing. Don't surrender this world to the night.

The Semblance of Reason

Although Ravenloft is an artificial realm, full of supernatural horrors, it has the veneer of normalcy. Like a corpse that appears fresh until some disturbance sends its hidden corruption spilling into view, unnatural forces in the Land of the Mists normally remain hidden. Creatures like vampires or werebeasts move disguised among normal humans; magic is contained within isolated towers and the cloisters of universities, and lacks the obvious flair it has in other realms. Even nonhumans like elves and dwarves are rarer, and hide themselves away.

Magic, especially divine magic, does not have the same visual stigmata that it does in other realms. Wherever possible, it is silent and invisible. Those that are subject to it are in no doubt of what they have encountered, but others standing nearby may be blissfully unaware that anything has happened.

Scholars in the most advanced domains in the Land of the Mists often treat magic as a natural study, using labels like “psychic science” or “fundamental energies.” Many maintain that the unnatural is simply the misunderstood, and with enough study, magic will be shown to be some combination of natural forces and psychosomatic influence, tangled in superstition. Of course, those who can harness the most powerful forces may think otherwise, but they keep their thoughts—and their power—to themselves.

The Domains

The Land of the Mists is composed of scores of small pocket “nations” like the cells of a prison. Each of these artificially constructed countries, called domains, is the prison of a singular evil entity: its darklord. A domain may stand alone as an Island, surrounded on all sides by Mist, or it may join seamlessly with other domains in a Cluster to form a continuous landscape on some sides and perhaps open to the Mists on others. A domain may be as small as a single room or as large an empire. The borders between domains may be recognised as political boundaries, or may be indicated by purely physical landmarks. A traveller may have no way to tell she has crossed into a new den of evil. However, each domain is, mystically, a separate plane. Magic cannot cross domain borders unless it is powerful enough to pierce planar boundaries.

Every aspect of a domain, from its climate to the creatures that call it home, is a subtle reflection of its darklord, offering painful reminders of the transgressions that forged the darklord’s doom. Many darklords can control the weather, consciously or unconsciously, in their domains, or have mastery over their native animals. Wrestling control in these cases is sometimes possible, but much harder than when they are controlled by lesser masters. Almost all can “close” the borders of their domains at will. Immensely powerful supernatural forces manifest to prevent passage. No mortal magic can overcome the effects of a closed domain border.

Currently, the Land of the Mists consists of a large Cluster of domains known as the Core, which is composed of approximately 30 domains somewhat similar in culture and theme to Europe in the Middle Ages and Renaissance. The Core is surrounded on all sides by Mist, in which other domains, either as isolated Islands or grouped into Clusters, float. How many domains lie within the Mists, or far the Mists extend (even whether that question is truly meaningful or not) is unknown.

The Mists

Thick fog blankets the borders of every Island and Cluster. People live out their lives in normal-seeming domains that bob like apples in a Misty sea. Pockets of mist drift across melancholy moors. Films of vapour seep between the headstones of a graveyard, concealing hidden dangers. Mist is everywhere in the Realm of Dread, and some is guided by malign intellect.

Every child in Ravenloft knows about the Mists. They are completely indistinguishable from normal mists, even by magic, until you are within them. Travellers who enter the Misty Border around some domains find themselves engulfed in a netherworld of blinding fog. Even the ground beneath their feet seems to fade away. Direction and distance is meaningless; unless a traveller uses a Mistway or “current” in the flow of Mist or is escorted by a Vistani or powerful cleric of the goddess Ezra, she has no control over where the Mists will deposit her. Even a tiny pocket of Mist, away from the Misty Border, can confound a traveller or plunge them into another realm, or even another time. Tales tell of folk who wandered lost for days in a small grove of trees, or back alleys that became twisting labyrinths, or houses that contain more rooms than they physically should, or people emerging

from the Mists decades after (or even before) they entered. These people are said to be “Mist-led.” Regardless of how the Mists manifest—as mist, or heat haze, or storm, or the merest ripple in an otherwise calm sea—when they come, no force can stop them.

False History

Although the Land of the Mists appears most of the time to be a normal realm, it is a patchwork construct. New domains appear and shift around at the whim of the Dark Powers. When a new domain appears from the Mists, it is usually fully formed and populated, and the inhabitants of the new domain have memories of their lives before the Mists parted and, often, records stretching back several centuries. However, these records may be vague, incomplete and self-contradictory.

There is much debate in academic circles as to where these domains come from. Did they exist in the Mists all along? Are the memories illusory? Were they drawn from other worlds? For this reason, the inhabitants of the Land of the Mists (those who choose to think about it at all, because such reflection is a luxury most have neither the time nor the education to consider) differentiate between the “true” history, the period that can reliably and objectively studied since the emergence from the Mists, and the vague, Mist-led “false history” before this. This is accepted as simply the way life is.

Necromancy and Shadow

Forces that tap into the fundamentals of life and death are potent and perilous here. The undead are shielded from magic that would reveal their true nature, and are more difficult to repel or control by magic. Necromancers often find their spells are too powerful, raising more undead than they can control. Many have been hoist on their own petards—a fate few would suggest is inappropriate for those who would dare disrupt the natural cycle of life or deny the dead their final reward.

The land is also soaked in darkness; the borders between the Land of the Mists and the Plane of Shadow are very thin indeed, and easily crossed. Those spells that reach into the black heart of the Plane of Shadow for their energies may find they return with the hostile denizens of that plane in tow.

Divination

The Realm of Dread does not easily surrender its mysteries. Divination is untrustworthy. Magic that would reveal a creature’s true nature, portend the future, or reveal the desires of the gods often fail or produce misleading results. Only the nomadic Vistani and the cannibalistic hags can reliably predict the future, although whether they choose to reveal what they see is another matter.

Other Worlds

The Mists can reach into other worlds and bring creatures into the Realm of Dread. Powerful magic can also do so. However, the Dark Powers hold their treasure close, and getting out is a much more difficult matter. For that reason, conjuration magic of the Calling subschool is regarded as quite risky: the called creature has no means of returning home, and frequently turns on its summoner.

As noted above, Ravenloft is located within the Ethereal Plane. Only two planes are easily accessed from within it: the Near Ethereal, where restless spirits dwell in a landscape shaped by the lingering emotions of the living, and the Plane of Shadow, a macabre parody of the living world (although pseudo-planes like the Plane of Mirrors and the Plane of Dreams *might* connect to Ravenloft). None of these offer escape from Ravenloft. Of course, most

natives of the Land of the Mists have no more desire to leave than the inhabitants of any other world would want to leave theirs. Only outlanders—the creatures drawn into Ravenloft by Mist or magic—seek to escape from its foggy tendrils.

The Gods

Ravenloft is, like any other world, home to many churches and faiths, all with varying degrees of moral character and tolerance towards other faiths. Outlander clerics, however, feel there is something wrong. As soon as they enter Ravenloft, they feel a hollowness slip into their hearts, a void that the power and majesty of their deity once filled. Although they continue to receive the blessing of their divine patrons, they no longer feel their gods by their sides. This absence often causes crises of faith or periods of deep depression. For natives of course this is perfectly normal; they expect the gods to be distant and inscrutable. Clerics claiming to be the direct vessels of their gods are widely regarded as madmen and false messiahs.

If the gods are unable or unwilling to intervene to protect their teachings, tenets of religions are free to adapt to new areas or evolve to suit the needs of influential clerics. Betraying the core beliefs of your faith does not result in the loss of powers unless the hierarchy of the faith excommunicates you, so private heresy flourishes so long as it remains discreet. Perhaps, in the absence of gods, divine magic is a matter of faith rather than divine force, so as long as a cleric believes himself to be doing the right thing, or his flock believes him, he maintains his power?

But if the gods remain distant, or even absent, in the Land of the Mists, who or what controls the Mists and has stitched this unnatural world together?

The Dark Powers

The Dark Powers are the ultimate masters of Ravenloft, and its ultimate mystery. They have created an entire world in their image, but not even the most powerful divinations can unveil their true natures, or even give concrete evidence of their presence. Only a handful of people are even aware of the possibility of their existence; most blaming evil on the Mists but not considering any force behind them. Are they gods? Elemental forces? Are they legion, or coven, or one, or none? Do they act as a unified whole or are they fractious? Are they good or evil? They do not corrupt souls through malicious trickery or seduce the righteous into evil, but they do torment those who damn themselves, inflaming them to further evil. Are they sadists or a force for austere justice?

Perhaps most importantly, what is the ultimate goal of their grand and awful experiment in the Land of the Mists?



**Chapter Three:
The Heroes of Ravenloft**

The Heroes of Ravenloft



Bad men need nothing more to compass their ends, than that good men should look on and do nothing

—John Stuart Mill, “Inaugural Address”

Ravenloft is a land caught between darkness and light. It is home to foul horrors and lurking nightmares, but even in the Realm of Dread, this evil does not stand unopposed. Some people who encounter the creatures of the night are nothing more than victims. Others succumb to the myriad lures of evil and join the ranks of the damned. But some souls possess the virtue and willpower to face the forces of darkness and emerge victorious. With perseverance, they can save lives, redeem souls, send villains to their dooms, and, perhaps, leave the world a better place than they found it. This path is treacherous, though; heroes who lack wits or wisdom may merely rush to their graves, and those seduced by corruption may face a fate far less pleasant.

Races



My misfortune is that I still resemble a man too much

—Victor Hugo, *Notre-Dame de Paris*

Although humans make up the vast majority of Ravenloft’s population, many civilised races can be found in some form or other and the Land of the Mists is home to many widely different and often isolated cultures. No Common language has arisen. Characters can substitute any domain language for Common to represent their native tongue, and take domain languages as bonus languages. Each language has its own alphabet.

Humans

Humans are the standard by which all other races must be measured. They form such a vast majority of Ravenloft’s population that many humans know the nonhuman races only through rumour and legend. Humans fill every niche in society and represent a wide spectrum of cultures and ethnic groups. They can be found in every settled domain; even the elven lands of Sithicus have some tiny human communities. Even some without permanent populations may be home to a few temporary encampments or nomadic tribes of humans.

Sages have pondered why humans are so prevalent in Ravenloft. Are the Dark Powers drawn to some inherent spark in the human spirit that other races lack? If so, it may be this: every human holds the potential to perform great good or to commit great evil. Humans are the masters of their own nature; it is both their greatest strength and their most fatal flaw.

Human Racial Traits – Humanoid (human)

+2 to One Ability Score: Human characters get a +2 bonus to one ability score of their choice at creation to represent their varied nature.

Medium: Humans are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Humans have a base speed of 30 feet.

Bonus Feat: Humans select one extra feat at 1st level.

Skilled: Humans gain an additional skill rank at first level and one additional rank whenever they gain a level.

Languages: Humans begin play speaking the dominant language of their native domain. See below for details.

The Near Human

Several races are near enough to human to move among them with little comment, or are able to disguise their heritage with minimal effort. The majority are in fact the offspring of humanity, although they are typically treated as bastards everywhere are treated: acknowledged, but not welcome. These races include the deformed caliban, the fey half-elf, the mysterious giomorgo and the cursed dhampir and changeling. Together, these races form a single subtype of humanoid, the crossbreed. Also reasonably accepted by the majority are halflings, seen as too small and too commonplace to be a threat.

Calibans

Thankfully rare, calibans are twisted humans exposed to curses or foul magic while still in the womb. The birth of a caliban in a community is seen as a sure sign of the presence of witchcraft—specifically, the corrupting aura of a hag. Most are killed or left to die of exposure by their parents within the first few days or weeks of life; very few survive until adulthood, and almost none are permitted to mingle with untainted humans. Some are raised by their ashamed families, some by religious orders (especially those of Hala), or other outcasts from society, or even by animals.

No two calibans look alike, but common deformities include twisted backs or limbs, asymmetrical features, bristly skin or tusklike teeth. Calibans are widely considered brutish, savage creatures; their name is a corruption of “cannibal.” In truth, many *are* simple-minded, petty brutes, but this is often the product of their upbringing. Rejected as monsters, most calibans spend their lives hidden in dank cellars or flee civilisation to roam the wilds. A caliban’s heart can be as pure and noble as that of any human’s. Because of their varied upbringings, not to mention the chaos that taints their flesh, they display a wide range of racial abilities.

Most calibans are born in lands where magic is relatively common, such as Darkon, Hazlan and Tepest.

Caliban Racial Traits – Humanoid (crossbreed)

+2 to One Ability Score: Caliban characters get a +2 bonus to one ability score of their choice at creation to represent their varied nature.

Medium: Calibans are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Calibans have a base speed of 30 feet.

Animalistic: Calibans gain darkvision 60 feet. Alternately, the caliban has low light vision and gains a +2 racial bonus to Climb checks.

Uncanny Resistance: Exposed to magic from before birth, calibans are often able to resist further mystical influence. They gain spell resistance 6 + character level.

Tarnished Spirits: Calibans can choose one of the following abilities:

Beastmaster: Some calibans have a spiritual kinship with fantastical beasts, capturing them for sport or living and hunting with them. A caliban with this trait treats whip and net as martial weapons and gains a +2 bonus on Handle Animal checks.

Bestial: The tainted blood of some calibans manifests in the form of particularly prominent features, exacerbating their bestial appearances but improving their already keen senses. They gain a +2 racial bonus on Perception checks. Alternately, their darkvision range increases by 30 feet.

Black Tongue: The caliban gains Voice of Wrath or Minor Magic as a bonus feat.

Cursed Luck: Calibans with this racial trait gain a +1 luck bonus on all saving throws.

Deformed: The caliban gains a bite attack. This is a primary natural attack, dealing 1d4 points of piercing damage.

Desperate: Living in isolation and squalor, calibans are often forced to use whatever is to hand to defend themselves. The caliban gains Catch Off Guard as a bonus feat.

Ferocity: Once per day, when a caliban is brought below 0 hit points but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

Gatecrasher: Many calibans revel in acts of wanton destruction. Calibans with this racial trait gain a +2 bonus on Strength checks to break objects and a +2 bonus on sunder attempts.

Squalid: Calibans are sometimes forced to live on the rancid and unsanitary margins of society, becoming inured to all manner of sickness. Calibans with this racial trait gain a +2 racial bonus on saving throws against disease and becoming nauseated or sickened.

Skilled: The isolation most calibans face provides some compensation. Calibans can choose one of the following abilities:

Bound to the Land: The caliban gains a +2 dodge bonus to AC in one terrain type (selected from the ranger's favoured terrain list).

Intimidating: Calibans receive a +2 racial bonus on Intimidate skill checks due to their fearsome nature.

Cavewight: Some calibans are forced to seek solace in winding cave complexes. Calibans with this racial trait gain a +1 bonus on Knowledge (dungeoneering) and Survival checks made underground.

Rock Climber: Calibans from mountainous regions are excellent climbers, gaining a +1 bonus on Acrobatics and Climb checks.

Scavenger: Some calibans eke out their lives picking over the garbage heaps of society, and must learn to separate rare finds from the inevitable dross. These calibans receive a +2 racial bonus on Appraise checks and on Perception checks to find hidden objects (including traps and secret doors), determine whether food is spoiled, or identify a potion by taste.

Tough: Only the most stalwart survive the years of harsh treatment that a caliban endures. The caliban gains Endurance as a bonus feat.

Unbroken: The caliban gains a +2 racial bonus to saves against fear and despair.

Languages: Calibans begin play speaking the dominant language of their native domain. See below for details.

Special: At the GM's discretion, calibans may select racial feats that are otherwise restricted to half-orcs, catfolk, ratfolk, grippli and varana, or Aspect of the Beast, to reflect their bestial natures.

Changelings

Hags—terrible, cannibalistic creatures whose very existence is anathema to nature—reproduce by seducing (and often then devouring) human men. However, virtually no hag raises her own child. Instead, she switches her child for a newborn human baby immediately after birth, or uses foul magic to transfer her unborn baby into the womb of a human woman who is roughly as far along in her pregnancy. These changeling babies are therefore raised as normal humans by their unknowing foster parents. Most are ignorant of their monstrous origins and the cruel transition that awaits them in their fiftieth year.

Changelings are always female. They appear as normal, frequently beautiful, human women, although many have eyes of different colours. They are found in domains where hags are common, such as Tepest.

Most people are unaware of the existence of changelings. The matter of hag reproduction is not a consideration to any but the most obsessive monster hunter; most fairy tales maintain that any wicked woman, but especially witches, could become a hag as she ages. This ignorance protects changelings from exposure and destruction. However, some unnatural aspect to their features prevents them from being properly welcome in any society.

Changeling Racial Traits – Humanoid (crossbreed)

+2 Intelligence, +2 Charisma, -2 Constitution: Changelings are frail, but possess a sharp wit and unnatural beauty.

Medium: Changelings are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Changelings have a base speed of 30 feet.

Darkvision: Changelings can see in the dark up to 60 feet.

Claws: A changeling's hands and fingernails tend to harden and become sharp as she reaches adolescence. This gives her the claw (1d4) natural attack.

Natural Armour: Hags and their offspring have uncommonly tough skin. A changeling begins play with a natural armour bonus of +1.

Aura of menace: The starting attitude of other characters to a changeling is never better than unfriendly.

Hag Trait: A changeling possesses one of the following traits:

Hulking: The changeling is much more physically formidable than other changelings. You receive a +1 trait bonus on any damage you inflict with a melee attack.

Green Widow: You are naturally able to lure in and deceive potential mates. You gain a +2 trait bonus on Bluff checks made against characters that might be sexually attracted to you.

Mist Child: When the changeling has concealment or total concealment, the miss chance of attacks against her increases by 5%.

Object of Desire: The changeling adds +1 to her caster level when casting *charm person* and *charm monster*.

Ocean's Daughter: The changeling gains a +1 trait bonus on Swim checks. She automatically succeeds at Swim checks made to avoid nonlethal damage from swimming.

Sea Lungs: The changeling can survive underwater for longer than usual. You gain the ability to hold your breath for a number of rounds equal to three times your Constitution score instead of two.

Languages: Changelings begin play speaking the dominant language of their native domain. See below for details.

Dhampir

Similar to calibans, if even rarer, dhampirs are humans who have been influenced by the powers of undeath in the womb. They are typically the result of vampires feeding from pregnant women, although some are fathered by vampires in rare and unnatural unions. Like calibans, they are cursed from birth, although their deformity is of the spirit rather than the flesh.

Although not driven to consume blood for survival as their undead progenitors are, dhampirs nonetheless know a lifelong desire for blood that nothing else can truly sate. Those who survive their early years face a life of fear and mistrust, their unnatural beauty and

incredible reflexes marking them as scions of the night just as surely as their sensitivity to light. However, their ability to detect undead makes them prized when a community is beset by undead menaces. They tend to live itinerant lives, never truly welcome unless they are needed, and encouraged to move on as soon as their job is done. Legend has it that dhampirs are cursed to rise from the grave after death.

Dhampirs arise most frequently in domains where vampires are common, such as Barovia, Valachan, Darkon and Falkovnia.

Dhampir Racial Traits – Humanoid (crossbreed)

+2 Dexterity, +2 Charisma, –2 Constitution: Dhampirs are fast and seductive, but closer to death than most mortals.

Medium: Dhampirs are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Dhampirs have a base speed of 30 feet.

Senses: Low-light vision and darkvision 60 feet.

Light Sensitivity: Dhampirs are dazzled in areas of bright sunlight or within the radius of a *daylight* spell. A dazzled creature takes a -1 penalty on attack rolls and sight-based Perception checks.

Manipulative: +2 racial bonus on Bluff and Perception. Alternately, the dhampir may gain a level of vampiric influence over baser creatures rather than humanoids, gaining the ability to communicate with bats, rats, and wolves as if under the effects of a *speak with animals* spell (caster level equal to half the dhampir's Hit Dice). In addition, they gain a +2 racial bonus on Diplomacy checks when dealing with these animals. Whenever these dhampirs initiate an exchange, animals begin with a starting attitude of indifferent. This is a supernatural ability.

Negative Energy Affinity: Dhampirs are alive, but react to positive and negative energy as if undead—positive energy harms them, negative energy heals them.

Resist Level Drain: A dhampir takes no penalties from energy draining effects, though he can still be killed if he accrues more negative levels than he has Hit Dice. After 24 hours, any negative levels a dhampir takes are removed without the need for an additional saving throw.

Undead Resistance: Dhampirs gain a +2 racial bonus on saving throws against disease and mind-affecting effects.

Befouled Heritage: The dhampir can select one of the following traits:

Spell-Like Ability: A dhampir can use *detect undead* three times per day as a spell-like ability. The caster level for this ability equals the dhampir's class level.

Fangs: On occasion, a dhampir may inherit his father's lengthy canines. Whenever the dhampir makes a grapple combat maneuver check to damage an opponent, he can choose to bite his opponent, dealing 1d3 points of damage as if using a natural bite attack. As a standard action, the dhampir can bite a creature that is bound, helpless, paralyzed, or similarly unable to defend itself.

Languages: Dhampirs begin play speaking the dominant language of their native domain. See below for details.

Giomorgo (Half-Vistani)

Giomorgo are the result of a union between a Vistana and a giorgio (a Vistani word meaning “one not of the blood”—any non-Vistani human). Unlike the other special races of Ravenloft, giomorgo are entirely human, but the traits they inherit from their Vistani blood separate them from normal men. Love affairs between Vistani and giorgios are torrid and brief. The cultural rift cuts deeply, so few giomorgo ever grow up knowing both parents. Most often, the Vistana parent moves on in the night, abandoning the child to the giorgio. It is

rare for a Vistana to raise a giomorgo. In either case, the child may be cared for but never truly accepted. A giorgio family may fear that the child will develop the peculiar talents of the Vistani, while a giomorgo is not truly “of the blood” and is unable to share entire worlds of Vistani experience.

Most giomorgo are passionate and pessimistic, haunted by unhappy childhoods. They often physically favour their Vistani parent, inheriting their angular, aquiline features, dark hair and eyes, and sallow skin.

Giomorgo Racial Traits – Humanoid (human, crossbreed)

+2 to One Ability Score: Giomorgo characters get a +2 bonus to one ability score of their choice at creation to represent their varied nature.

Medium: Giomorgo are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Giomorgo have a base speed of 30 feet.

Not of the Blood: Giomorgo do not possess the Vistani subtype.

Evil Eye: Giomorgo gain the following spell-like abilities: 1/day—*daze*, *hold person* and *ill omen*. The caster level for these effects is equal to the giomorgo’s level. The DC for these spells is equal to 10 + the spell’s level + the giomorgo’s Charisma modifier.

Survivor: Giomorgo have a +2 racial bonus to Survival checks.

Moon Madness: During the period of the full moon each month (3 days out of every 28 in the Core, although isolated domains may have more or less frequent full moons), the giomorgo is shaken if indoors at night. The moon does not have to be visible for a giomorgo to suffer from moon madness.

Tasque Abilities: Depending on the giomorgo’s heritage, the character receives other skill bonuses. See below for more detailed descriptions of the tasques.

Canjar: +2 Spellcraft

Corvara: +2 Disable Device

Equar: +2 Handle Animal

Kamii: +2 Craft (any involving metalworking)

Naiat: +2 Perform (any)

Vatraska: +2 Heal and Craft (alchemy) rolls to create poisons and antitoxins.

Zarovan: +2 to Initiative checks. The character must make a new Initiative check every round of combat, however, to represent time’s loose grip on them.

Languages: Giomorgo raised by normal humans begin play speaking the dominant language of their native domain. Those raised by the Vistani speak Patterna, and can learn as many extra languages as their Intelligence bonus allows. See below for details.

Giamarga: Giamarga are half-elf, half-Vistani. They are standard giomorgo with the elf subtype as well, low light vision, a +1 racial bonus to Perception, and no tasque ability.

Half-darklings: Half-darklings have the ability to cast *doom* 1/day through their evil eye instead of a tasque ability. Vistani regard them with disgust and contempt.

Half-Elf (Changelings, fey-born)

Half-elves are the product of the unions between humans and Darkonese elves. Although largely human in appearance, they retain faint elven traits: pointed ears, angular features, and green or violet eyes. They are inevitably raised by their human parents, or the families of their kidnapped or Mist-led human parents, or sometimes, whichever human family owned the doorstep the elves left the baby on. Although the elves never raise the half-breed themselves, they are said to keep a close eye on their development. Afraid of elf vengeance, humans rarely overtly mistreat half-elves.

Half-elves are not reviled like calibans and other half-breeds, but still live the life of the outsider. They are generally objects of pity, not suspicion. They are cursed to outlive all those they love in the human world, and so find it difficult to maintain long-term relationships.

Half-elf Racial Traits – Humanoid (human, elf, crossbreed)

+2 to One Ability Score: Half-elf characters get a +2 bonus to one ability score of their choice at creation to represent their varied nature.

Medium: Half-elves are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Half-elves have a base speed of 30 feet.

Low-Light Vision: Half-elves can see twice as far as humans in conditions of dim light.

Elf Blood: Half-elves count as both elves and humans for any effect related to race.

Elven Immunities: Half-elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Keen Senses: Half-elves receive a +2 racial bonus on Perception skill checks.

Multitalented: Half-elves choose two favoured classes at first level and gain +1 hit point or +1 skill point whenever they take a level in either one of those classes.

The half-elf can also choose one of the following traits:

Adaptability: Half-elves receive Skill Focus as a bonus feat at 1st level. Alternately, the character can gain proficiency with a single type of Martial or Exotic Weapon (in addition to proficiencies received from class levels) as a bonus feat at 1st level.

Dual Minded: The mixed ancestry of some half-elves makes them resistant to mental attacks. Half-elves with this racial trait get a +2 bonus on all Will saving throws.

Integrated: Many half-elves are skilled in the art of ingratiating themselves into a community as if they were natives. Half-elves with this racial trait gain a +1 bonus on Bluff, Disguise, and Knowledge (local) checks. They do not provoke xenophobia from humans because of their race.

Sociable: Half-elves are skilled at charming others and recovering from faux pas. If half-elves with this racial trait attempt to change a creature's attitude with a Diplomacy check and fail by 5 or more, they can try to influence the creature a second time even if 24 hours have not passed.

Languages: Half-elves begin play speaking the dominant language of their native domain (typically Darkonese). See below for details.

Halflings

Halflings are tiny humanoids, easily mistaken at first glance for human children. Their small size and lack of supernatural powers allow halflings to avoid most of the animosity that other non-human races face. In some domains, humans treat halflings with good-natured condescension, believing that they are as innocent and harmless as the children they resemble. In others, they are regarded with vague suspicion for the same resemblance. Wherever humans go, they can be found, although they dominate in some areas of Darkon.

Physically, halflings typically resemble the ethnicity of the local humans, although they do tend slightly towards paler skins and darker hair. They tend to dress simply, for comfort, and avoid ostentation. They are seen as industrious (perhaps with the riders, "for their size" or "when properly motivated") and are generally polite and cheerful, although this good nature may simply be an act to avoid offending the bigger races. They do have a reputation for greed or opportunism, however.

In many places, halflings are seen as the property of the local lords. Although this provides some measure of protection for them, it can also result in oppressive taxation and restricted movement. Halfling districts in towns and cities are frequently ghettos; in rural areas, they cluster slightly away from human residences.

The public perception of halflings, however, is not entirely consistent with their private personas. Among their own kind, they are extremely clannish; human justice is not for them, and they care little for the fates of the humans they live near if no halflings are threatened. For this reason, if they can get away with it, they are opportunistic thieves and poachers. They can be as hard-nosed to strangers as they are generous to friends and other halflings. They pride themselves on going unnoticed by the bigger races; “twice the size and half the brains” is a common halfling sentiment. However, any halfling is welcome in any halfling settlement.

Halfling Racial Traits – Humanoid (halfling)

+2 Dexterity, +2 Charisma, –2 Strength: Halflings are nimble and strong-willed, but their small stature makes them weaker than other races.

Small: Halflings are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Slow Speed: Halflings have a base speed of 20 feet.

Fearless: Halflings receive a +2 racial bonus on all saving throws against fear. This bonus stacks with the bonus granted by halfling luck.

Halfling Luck: Halflings receive a +1 racial bonus on all saving throws.

Keen Senses: Halflings receive a +2 racial bonus on Perception skill checks.

Sure-Footed: Halflings receive a +2 racial bonus on Acrobatics and Climb skill checks.

Welcome Anywhere: Halflings do not provoke xenophobia from humans because of their race.

Weapon Familiarity: Halflings are proficient with slings and treat any weapon with the word “halfling” in its name as a martial weapon.

Languages: Halflings begin play speaking Halfling and the dominant language of their native domain. See below for details.

The Nonhuman

Races that are obviously not human are much rarer in the Land of the Mists—or at least, not commonly encountered by the humans that form the majority of its society. They are typically objects of curiosity and fear. Tales are told of the sorcerous dwarven craftsmen, mad, fey elves and the philosophers and hoplites of the gnomes. Few, however, will have ever seen these creatures in the flesh, or even the direct products of their work. Even in Darkon and Sithicus (homelands of the nonhumans), they attract wonder and dread in equal measure.

Demihumans from outlander worlds use the normal Pathfinder and Advanced Player’s Guide racial abilities, subject to the GM’s discretion. Those native to the Land of the Mists use the rules below.

Dwarf

Dwarves are a stout race, built as solidly as the mountains they call home. Their skin is typically coarse and appears to be rubbed with dust, ash or soot, although this is a natural cast to their complexions that matches the rock of their homelands. Hair and eye colour

ranges from rust red to browns to black to silver or slate grey. They prefer the same sombre, earthen tones in their clothing, often adorned with precious metals.

The dwarven mindset focuses on work. They are foul-tempered, and loathe the intruders who disturb the sacred tasks of mining, smelting, and forging. They are often joyless; their only pleasure in life seems to be the creation and acquisition of fine objects. They particularly love magic items. They have little time for frivolity; their songs are either dirges or work songs. Their greed is legendary; even hostile dwarves may stop to negotiate for a rare treasure. Equally legendary is their dedication to keeping their word (although they may keep the word, but not the spirit of their vows), a dedication they expect from all they deal with. A dwarf who is cheated will never forgive or forget, and may come to blame an entire community for producing or sheltering the thief. They are sometimes slavers, capturing thieves, oathbreakers and intruders and putting them to work in their mines. However, those who leave the dwarves alone will usually be left alone in turn.

Despite their dour and humourless natures, other races are eager to trade with dwarves. Their craftsmanship is second to none, and, bathed in the magical radiations below the surface, their items are frequently magical. A dwarf makes no differentiation between craftsmanship and magic.

Dwarves are native to the Mountains of Misery in Darkon, although they have burrowed like worms through to other mountain ranges like the Balinoks and the Sleeping Beast.

Dwarf Racial Traits – Humanoid (dwarf)

+2 Constitution, +2 Wisdom, –2 Charisma: Dwarves are both tough and wise, but also a bit gruff.

Medium: Dwarves are Medium creatures and have no bonuses or penalties due to their size.

Slow and Steady: Dwarves have a base speed of 20 feet, but their speed is never modified by armour or encumbrance.

Darkvision: Dwarves can see in the dark up to 60 feet.

Defensive Training: Dwarves get a +4 dodge bonus to AC against monsters of the giant subtype.

Hatred: Dwarves receive a +1 bonus on attack rolls against humanoid creatures of the elf and goblinoid subtypes due to special training against these hated foes.

Hardy: Dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Stability: Dwarves receive a +4 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Stonecunning: Dwarves receive a +2 bonus on Perception checks to potentially notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking.

Weapon Familiarity: Dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word “dwarven” in its name as a martial weapon.

Dwarves can also choose one of the following abilities:

Greed: Dwarves receive a +2 racial bonus on Appraise skill checks.

Craftsman: Dwarves are known for their superior craftsmanship when it comes to metal and stone works. Dwarves with this racial trait receive a +2 racial bonus on all Craft or Profession checks that create objects from metal or stone.

Lorekeeper: Dwarves keep extensive records about their history and the world around them. Dwarves with this racial trait receive a +2 racial bonus on Knowledge (history) skill checks that pertain to dwarves or their enemies. They can make such skill checks untrained.

Languages: Dwarves begin play speaking Dwarven and the dominant language of their native domain (typically Darkonese). See below for details.

Elf

Two seemingly unrelated elven societies exist in Ravenloft. Both are wild and fey races, objects of mystery and terror for those who live nearby.

The elves of Darkon live barbarous, nomadic lives in the Mistlands of northern and eastern Darkon, prowling their hidden realms and forests wherever their whims take them. They live off the bounty of the forests, hunting and gathering fruit. When that runs short, or when they desire more varied meals, they steal it from their neighbours by stealth or in terrifying raids. However, they can be generous too: a farmer who leaves bread and milk out for the elves may find his crops produce double the harvest of his neighbours, or gold or silk left in exchange. If anything can be said about Darkonese elves, it is that they are unpredictable.

Darkonese elves are hedonistic, loving feasting and music, and very curious. Things that take their fancy, whether objects or people, are stolen away for their entertainment. They may keep these captives for decades, Mist-led in the elf realms, or grow tired of them after only a few hours. They are notoriously prickly towards trivial insults, but may forgive grievous crimes in a moment, or flip flop randomly between forgiveness and hurt. They are as capricious and as changeable as the wind.

Darkonese elves tend to have rufous or dark hair and bright eyes of gold, green, violet and grey. They dress in stolen clothes and scraps of lace, hide and satin.

Very little is known about Sithican elves. Unlike their northern cousins, they live in permanent settlements, hidden away in the forest, but very few humans have ever seen them and lived to speak of it. Sithican elves hold their privacy dear; while they may trade with humans, it is typically done through messages delivered by ensorcelled animals, or a rare elven caravan, rather than humans being invited to their cities. The elves are powerful wizards, and use their magic to seal themselves away from the world. They clearly hold the other races in contempt as little more than beasts, and want as little contact with them as possible.

Sithican elves have silvery hair and amber eyes, and prefer to wear robes of drab colours. Despite their veneer of civilisation, they are as alien in their mindsets as the Darkonese elves; their fey natures are just better concealed. Some scholars believe that Darkonese elves are a branch of Sithican elves that have degenerated or gone mad due to their proximity to the Misty Border, a theory perhaps lent credence by the wild elves of Sithicus, whose raids plague their more civilised cousins.

Darkonese and Wild Sithican Elf Racial Traits – Humanoid (elf)

+2 Dexterity, +2 Intelligence, –2 Constitution: Elves are nimble, both in body and mind, but their form is frail.

Medium: Elves are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Elves have a base speed of 30 feet.

Low-Light Vision: Elves can see twice as far as humans in conditions of dim light.

Elven Immunities: Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Keen Senses: Elves receive a +2 racial bonus on Perception skill checks.

Weapon Familiarity: Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word “elven” in its name as a martial weapon.

Darkonese elf characters can choose one of the following traits:

Runner: Elves with this racial trait receive a +4 racial bonus on Constitution checks and Fortitude saves to avoid fatigue, exhaustion, or ill effects from running, forced marches, starvation, thirst, or hot or cold environments.

Silent Hunter: Elves are renowned for their subtlety and skill. Elves with this racial trait reduce the penalty for using Stealth while moving by 5 and can make Stealth checks while running at a –20 penalty (this number includes the penalty reduction from this racial trait).

Woodcraft: Elves know the deep secrets of the wild like no others, especially those of the forests. Elves with this racial trait gain a +1 bonus on Knowledge (nature) and Survival checks. In forest terrain, these bonuses improve to +2.

Languages: Darkonese elves begin play speaking Elvish and Darkonese. See below for details.

Sithican Elf Racial Traits – Humanoid (elf)

+2 Dexterity, +2 Intelligence, –2 Constitution: Elves are nimble, both in body and mind, but their form is frail.

Medium: Elves are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Elves have a base speed of 30 feet.

Low-Light Vision: Elves can see twice as far as humans in conditions of dim light.

Elven Immunities: Elves are immune to magic sleep effects and get a +2 racial saving throw bonus against enchantment spells and effects.

Elven Magic: Elves receive a +2 racial bonus on caster level checks made to overcome spell resistance. In addition, elves receive a +2 racial bonus on Spellcraft skill checks made to identify the properties of magic items.

Keen Senses: Elves receive a +2 racial bonus on Perception skill checks.

Weapon Familiarity: Elves are proficient with longbows (including composite longbows), longswords, rapiers, and shortbows (including composite shortbows), and treat any weapon with the word “elven” in its name as a martial weapon.

Languages: Sithican elves begin play speaking Sithican. Those with high Intelligence scores may also learn Vaasi, Balok or Mordentish. See below for details.

Gnome

Gnomes are said to be the offspring of dwarves and elves (albeit not within earshot of a dwarf). Able to breed true, they have formed their own communities, independent of both parent races.

Gnomes inherit the slender build of the elves and the short height of the dwarves, giving them a spindly appearance. They typically have tan skins, fair hair and sparkling blue eyes. Their personalities are similarly intermediate: they are often eccentric and intensely curious like elves, but have the intellectual rigour and dedication to craft of dwarves. They are fascinated by intricate details, be they riddles or clockwork, and love to solve difficult puzzles. Gnome towns are filled with philosophers, alchemists, engineers and clockmakers. No town is complete without some forum for lecturing and debate. They often possess a wicked, morbid sense of humour, passing the time with macabre jokes laced with irony. The interaction between elf and dwarf heritage, both magical races, results in the gnomes' innate magic.

Like their elven forebears, gnomes are disciplined warriors when roused, as the foully distorted creatures and overgrown vermin plaguing the area around Mayvin in Darkon have discovered to their cost. They treat war like they treat anything: as a difficult problem to be mastered. They are famous for their hoplites, who fight with shield and polearm in disciplined, defensive phalanxes. Those who underestimate the little philosophers do so at their own risk.

Gnome Racial Traits – Humanoid (gnome)

+2 Constitution, +2 Charisma, –2 Strength: Gnomes are physically weak but surprisingly hardy, and their attitude makes them naturally agreeable.

Small: Gnomes are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

Slow Speed: Gnomes have a base speed of 20 feet.

Low-Light Vision: Gnomes can see twice as far as humans in conditions of dim light.

Warden of Nature: Gnomes must often protect their homes against unnatural or pestilential infestations. Gnomes with this racial trait get a +2 dodge bonus to AC against aberrations, oozes, and vermin, and a +1 bonus on attack rolls against them because of their special training.

Keen Senses: Gnomes receive a +2 racial bonus on Perception skill checks.

Obsessive: Gnomes receive a +2 racial bonus on a Craft, Knowledge or Profession skill of their choice.

Weapon Familiarity: Gnomes treat any weapon with the word “gnome” in its name as a martial weapon.

Gnomes can choose one of the following traits:

Illusions: Gnomes add +1 to the DC of any saving throws against illusion spells that they cast. Gnomes with a Charisma of 11 or higher also gain the following spell-like abilities: 1/day—*dancing lights, ghost sound, prestidigitation, and speak with animals*. The caster level for these effects is equal to the gnome’s level. The DC for these spells is equal to 10 + the spell’s level + the gnome’s Charisma modifier. Gnomes also get a +2 racial saving throw bonus against illusion spells or effects.

Magical Linguist: Gnomes study languages in both their mundane and supernatural manifestations. Gnomes with this racial trait add +1 to the DC of spells they cast with the language-dependent descriptor or those that create glyphs, symbols, or other magical writings. They gain a +2 racial bonus on saving throws against such spells. Gnomes with a Charisma of 11 or higher also gain the following spell-like abilities: 1/day—*arcane mark, comprehend languages, message, read magic*. The caster level for these effects is equal to the gnome’s level.

Pyromaniac: Gnomes with this racial trait are treated as one level higher when casting spells with the fire descriptor, using granted powers of the Fire domain, using the bloodline powers of the fire elemental bloodline or the revelations of the oracle’s flame mystery, and when determining the damage of alchemist bombs that deal fire damage (this ability does not give gnomes early access to level-based powers, only affecting the powers they could use without this ability). Gnomes with Charisma of 11 or higher also gain the following spell-like abilities: 1/day—*dancing lights, flare, prestidigitation, produce flame*. The caster level for these effects is equal to the gnome’s level; the DCs are Charisma-based.

Languages: Gnomes begin play speaking Gnomish and the dominant language of their native domain (typically Darkonese). See below for details.

The Inhuman

Other, even more inhuman races can be found in the wild parts of Ravenloft. Goblins and their kin, even the degenerate ogres, are found across the Mountains of Misery and through the haunted woods of Tepest. Fetchlings sometimes escape from the twisted world of the Plane of Shadows to lurk in the lightless places of the world. Kobolds breed in warrens beneath the hills of Falkovnia. Strange creatures, part men, part fish, have been seen rising from the seas. Broken ones or animal men are released from failed magical experiments. Still more powerful are horrors ranging from hags to golems to lycanthropes to eldritch aberrations and the undead. Even the rare outlander drow or orc, which are otherwise unknown in Ravenloft, can be drawn in by the Mists.

While these creatures are potentially available as player character races (following the rules for monsters as PCs where necessary), the GM and player should think carefully before allowing them. In a world where people are so insular that those who simply come from a different realm are treated with suspicion, creatures that are obviously inhuman or have terrible and cruel reputations will be greeted with outright hostility.



Classes



*And I have slain a vampire shape that sucked a black king white,
And I have roamed through grisly hills where dead men walked at night.
And I have seen heads fall like fruit in a slaver's barracoon,
And I have seen winged demons fly all naked in the moon*

—Robert E. Howard, “Solomon Kane’s Homecoming”

As noted above, the Semblance of Reason prevents the overt display of many supernatural abilities. These abilities may not be altered in terms of game mechanics, but GMs and players should discuss any cosmetic changes to special abilities, and ensure they are as subtle as possible.

Also remember that no mortal ability can overcome closed domain borders.

Alchemist

Those who dedicate their lives to the mysteries of chemistry and physiology are generally only found in the most advanced domains, such as Dementlieu and Darkon (where many gnomes are attracted to the obscure science). However, the domains of Lamordia and Paridon are the true home of alchemy in the Land of the Mists. While it is not common even there, it is at least widely enough known that schools for alchemy have been founded there. In Nova Vaasa, this type of alchemy is forbidden.

Alchemists should be warned: they are interfering with the very foundations of self and life. Few alchemists lead happy or long lives.

Mutagen – Upon drinking a mutagen, you must make a Will save (DC 10 + one fifth your level + Int modifier + 2 per additional discovery applied) or your moral alignment becomes evil until the mutagen wears off.

Cognatogen, dendrite mutagen – Upon drinking a cognatogen or dendrite mutagen, you must make a Will save (DC 10 + half your level + Int modifier + 2 per additional discovery applied) or you suffer a minor Madness effect until the effect wears off. You do not suffer the ability damage associated with madness. The DC for this madness effect is equal to the original Will save DC or the normal madness effect, whichever is lower.

Mummification, Nauseating Flesh, Plague Vial (Plague Bringer) – Using these abilities is cause for a Powers check.

Obviously inhuman – Some discoveries create obviously inhuman changes in your appearance. In these cases, the initial disposition of any non-evil humanoid (with some exceptions at the GM’s discretion) is never better than hostile. These discoveries include Parasitic Twin, Tentacle, Tumour Familiar, Vestigial Arm, and Wings, and the Beastform mutagen of the Beastmorph archetype. These changes can be hidden with a Disguise check (as disguising yourself as another species) unless otherwise noted.

Barbarian

In the frozen wastes of Vorostokov, or the burning sands of the Amber Wastes, or the cyclopean forests of Verbrek, life is a daily struggle against unforgiving terrain. Hunters, warriors, and protectors are needed—and the most powerful of these is the barbarian. Lone barbarians can be found in other lands, where they live as solitary hermits or mountain men, or even uncouth brawlers in the slums of some cities. Barbarians are particularly common among dwarves, Darkonese elves and calibans.

Fiend totem – Learning this rage power is cause for a Powers check.

Dragon totem – When manifesting wings, the initial disposition of any non-evil humanoid (with some exceptions at the GM’s discretion) is never better than hostile. Barbarians can also take shadow dragons as their totem. They gain cold resistance.

Titanic Rage (Titan Mauler) – Although you gain the full effects of an *enlarge person* spell, you do not actually physically change size.

True Primitive archetype – While your weapons are decorated with trophy fetishes, the initial disposition of any non-evil humanoid (with some exceptions at the GM’s discretion) is never better than hostile.

Bard

The homeland of bardic ability in the Land of the Mists is Kartakass, although they are found in every domain. Little in life yields more prestige for a bard than acceptance into the Harmonic Hall or performing in Harmonia’s amphitheatre. Second to that are the stages and music halls of Dementlieu, where the decadent rich eagerly consume entertainment of any stripe. Elves love bards, and may carry them away to make entertainment for them, or shower them with rewards.

Bards may be everything from simple entertainers to travelling storytellers who offer news of distant lands (often in highly embellished form), or tortured performers whose talent is barely distinguishable from madness. Bards are also commonly associated with Vistani performers.

Arcane Bond (Arcane Duellist) – See the wizard ability below.

Dance of the Dead (Dirgist) – Using this ability requires a Powers check.

Song of the Fallen (Savage Skald) - The barbarians summoned by these abilities are subconsciously drawn from the Mists themselves. They are not truly the spirits of departed heroes. They have the Mists descriptor.

Familiar (Sea Singer) - Your familiar is a dread companion.

Famous (Celebrity and Demagogue) – This ability doesn’t necessarily reduce the xenophobia you might experience within your community (i.e. you may be infamous rather than famous).

Shadow Puppeteer archetype – Using the shadow servant and shadow puppeteer abilities may summon free willed shadows. See Shadow Magic below.

Mistsinger (Archetype): A mistsinger is a bard whose music carries the taint of death and delirium. Driven to the edge of insanity by sorrow and despair, a mistsinger imbues his wild music with the touch of the Mists themselves.

Song of Sorrow (Su): A mistsinger can use performance to evoke sorrow and lament in his enemies, causing them a -1 penalty on attack and damage rolls (min 1) and a -1 penalty on skill checks and ability checks. A successful Will save negates the penalty. This penalty increases by -1 at 5th level and every six levels thereafter. Song of sorrow is a mind-affecting ability with audible components. This performance replaces inspire courage.

Song of Bolstering (Su): At 3rd level, a mistsinger can bolster undead creatures against turning. All undead within 30 feet of the mistsinger gain a +1 bonus on their turn resistance. This bonus increases by +1 at 7th level and every 4 levels thereafter. The bolstering lasts for as long as the mistsinger performs. An undead mistsinger can bolster himself in this manner. The starting attitude of bolstered undead towards the mistsinger improves by 1 step (or 2 at level 11, and 3 at level 18) unless the undead succeeds on a Will save. This is a language dependent ability with audible components. This replaces inspire competence.

Song of Grief (Su): At 9th level, a mistsinger can use song or poetics to inspire maddening grief in a living creature. The creature must be within 60 feet of the mistsinger and able to hear him. Unless the target succeeds on a Will save, she becomes *confused* for as

long as the mistsinger performs. Song of grief is an enchantment (compulsion), mind-affecting ability. This replaces inspire greatness.

Song of Horror (Su): At 12th level, a mistsinger can strike a horrifying chord in the hearts of his enemies. Any enemy within 30 feet who can hear the mistsinger must succeed on a Will save or deal 1d8 + Str modifier damage to themselves as a standard action. Affected creatures may make a new Will save every round to resist the effect. A creature that is affected by a mistsinger's song of horror or a creature that successfully saves against this effect cannot be affected by the same mistsinger's song of horror for 24 hours. This is a mind affecting, language dependent, fear effect with audible components. This replaces soothing performance.

Song of Awakening (Su): At 15th level, a mistsinger can use his performance to cause dead bodies to rise up and move or fight on his command. This ability functions like *animate dead*, but only one undead is awoken each round that the performance continues and skeleton warriors and zombie lords are created instead of normal skeletons and zombies. They are animated only as long as the mistsinger continues the performance; if he stops, they collapse into carrion. Bodies cannot be awoken more than once using this ability. Unlike *animate dead*, this ability requires no components. Using this ability is cause for a Powers check. This ability replaces inspire heroics.

Cavalier

Cavaliers are most common in medieval and chivalric domains, although they can be found wherever brave warriors fight in mounted combat. Several chivalric orders exist throughout the Land, particularly in Falkovnia, Nidala, Darkon and Nova Vaasa.

New Order: The Order of the Raven

In the ancient days of Barovia, the extinct god Andral was served by an order of knights dedicated to fighting the powers of evil and the supernatural. The order went into decline along with the church of Andral, and was almost extinct by the Terg invasion, long before Strahd's evil soaked the land of Barovia. However, an alliance between the ghost of a long dead cavalier of the Raven and the Keepers of the Black Feather has kept the traditions of the order alive to induct the few cavaliers of this order.

Edicts: The cavalier must protect the lands of men from the predations of supernatural foes. He prefers death to surrender against such monstrosities and in combat can offer no quarter to those he is sworn to destroy.

Challenge: Whenever the cavalier issues a challenge, he receives a +1 dodge bonus to his AC against attacks made by the target of his challenge. This bonus increases by +1 for every four levels the cavalier possesses.

Skills: The cavalier adds Knowledge (arcana) and Knowledge (religion) to his list of class skills. In addition, the cavalier can add his Charisma modifier to saves against fear effects, including Fear and Horror checks.

Black Shield (Ex): At 2nd level, the cavalier gains Greater Iron Will as a bonus feat. He does not have to meet the prerequisites for this feat.

Raven's Strike (Su): At 8th level, the cavalier can prevent his opponents from using their unnatural abilities. As a swift action following a successful attack roll the cavalier can disable the use of one supernatural or spell-like ability the creature possesses. The target of the strike gains a Will save (DC 10 + half cavalier's level + cavalier's Strength or Dexterity bonus, depending on which ability modified the strike's attack roll). If the target passes its save, the cavalier can't use this ability against the creature for 24 hours. If the cavalier knows of a specific special ability, he may designate that ability as the one disabled; otherwise, the GM determines randomly. The target may make another save each round to regain the use of the disabled ability, but suffers a morale penalty to the save equal to the cavalier's Charisma

bonus if threatened by the cavalier at the start of its turn. Creatures without supernatural or spell-like abilities are not affected by this ability. The cavalier can use the ability once a day plus one per 3 levels after 8th.

Dark Soul (Ex): At 15th level, the cavalier permanently gains the effects of *death ward*. The ward has a caster level equal to the cavalier's level. If dispelled, the cavalier can restore the ward as a move equivalent action.

Cleric

Clerics bear the sacred responsibility of carrying the divine message of their faith to its mortal followers. They may be shepherds adventuring to remove the faithful from danger, itinerant priests spreading the word, or depraved cultists secretly carrying out the obscene mandates of their foul god. See below for details of faiths worshipped in the Land of the Mists.

Hidden soul – The ethical alignment of a cleric must be within one step of your deity. However, your moral alignment need not match at all. You can also choose whether you channel positive or negative energy, regardless of your alignment. However, you still cannot cast spells with an alignment descriptor that doesn't match your true alignment, and if you obviously or openly violate the code of conduct of your religion, you still lose your clerical abilities and must atone or take the Separatist archetype.

Forgemaster archetype – Using the bloodthirst and deathstrike runes are cause for a Powers check.

Channel Evil (Fiendish Vessel archetype) – Using this ability is cause for a Powers check.

Druíd

Pagan practitioners of a truly ancient religion, druids are said to have entered Ravenloft with the domain Forlorn, but have spread to many other domains since. They are the guardians of the weave and weft of the natural world, but are frequently confused with witchcraft and the power of hags. For that reason, many druids are secretive in their religious practices.

Wild Empathy – The DC to influence animals under the influence of a darklord increases by the darklord's Charisma modifier.

Tied to the land – Druids are able to detect disturbances in the natural fabric of the land. Upon entering a hag's aura of corruption, or when within 100 ft per rank of a sinkhole of evil, you can make a Perception check (DC 30 – CR for hags; DC 30 – rank for a sinkhole of evil). Within the bounds of a sinkhole of evil, you can make another check (if you failed the first), and the base DC drops to 20. On a successful check, the druid can identify which emotions, if any, taint the sinkhole. This is a swift action.

Familiar – If you gain a familiar, it is a dread companion. Animal companions are not.

fighter

Fighters are everyman heroes: those lacking supernatural gifts who still take up arms and combat obstacles head on. They can be found in nearly every domain and can fill every niche requiring martial skill and physical prowess, from knights to constables to bodyguards to bandits to peasants.

Gunslinger

Compared to many realms, the Land of the Mists is highly technologically advanced, perhaps because of the relative rarity of magic and the supernatural. With the invention of gunpowder, a new type of warrior emerged: the gunslinger. Masters of the pistol, blunderbuss and musket, gunslingers are powerful and daring fighters. They are only found in Chivalric and Renaissance level domains.

Due to the awesome destructive power of gunpowder weapons, the manufacture of guns is a tightly controlled state secret in the Core, protected zealously to stop the secret falling into hands of nations such as Falkovnia (although Drakov himself has shown little interest in them thus far). Gunslingers are typically current or ex-members of the military in these domains.

Buccaneer (archetype) – Your familiar is a dread companion. Using the captain’s curse ability is cause for a Powers Check.

Inquisitor

Inquisitors are far more common in Ravenloft than in other worlds, due to the potential for heresy to remain hidden in church hierarchies. They are charged with maintaining the purity of dogma and rooting out undesirables in both the church and their flocks. They are frequently brought into conflict with supernatural forces as well. They are particularly common in the churches of Belenus in both Nidala (where they fight heresy) and Tepest (where they fight fey influence). The church of the Lawgiver, however, has no less than 3 orders of Inquisitors (including many with the Exarch archetype), all of whom test and oppose each other, to ensure the word of the Lawgiver is not altered in any way.

Hidden soul – As cleric ability, although it is much rarer for inquisitors with the “wrong” alignment to escape the notice of their peers. Rather than seeking *atonement*, you can take the Heretic archetype.

Detection – You can’t detect evil or detect good, but can detect chaos or detect law.

Torture (Inquisition) – Using these abilities is cause for a Powers check.

Sin Eater archetype – Upon eating a target’s sin, you must make a Will save (DC 10 + target’s CR) or have your alignment move one step towards either evil or the target’s ethical alignment (the GM’s choice, although it should reflect the general nature of the soul and the sins being eaten) for 1 hour.

Detect undead (Kinslayer archetype) - Undead can make Will saves to avoid detection. The aura of undeath detected by this ability is determined by how many fail their saves.

Magus

Magi are masters of the arts of battle magic. Although rarer than wizards or witches, several realms are famous for teaching the arts of mystic war: Falkovnia, perhaps surprisingly, has its Radiant Tower where wizards are rumoured to have begun experimenting with battle magic despite Drakov's dismissal of it, while the Red Wizard of Hazlan has recently founded several magic schools, including one for magi. Both schools are less than 20 years old; it remains to be seen how dramatic an effect their battle magic will have upon the stability of the Core.

Familiar – Your familiar is a dread companion.

Arcane Bond (Skirnir and Soulforger) – See the wizard special ability below.

Bladebound archetype – Your black blade is of evil alignment. Some are dread companions, slavishly devoted to their masters; others are simply evil, and seek unknown ends. Some believe that at least some of the blades were created by a darklord (perhaps

Azalin Rex) to further some scheme of his. The Knights of the Shadows hunt others, believing that they are empowered by fragments of the Ebonbane's prison, seeking to free the demon prince.

Infernal mortification (Fiend Flayer archetype) – Using this ability is cause for a Powers check.

Monk

Like a cleric, monks are concerned with spiritual matters, but their eyes are turned inwards, not upwards. Monks are common in Rokushima Taiyoo, Sri Raji and Paridon. In the latter domain, it has become wedded to occult lodge traditions to create the theological philosophy of the Divinity of Mankind. Lone monks may also wander other domains, teaching a single student here and there. Others may strip their talents away from its spiritual side completely, focusing on the art of boxing with such dedication they elevate it above mundane capacities.

Perfect self – If the monk is of good or evil alignment, she develops a reality wrinkle (see below). Each failed powers check halves the wrinkle's radius.

Hungry Ghost archetype – Monks of this archetype steal life energy to restore or empower themselves. The use of these life draining abilities is cause for a Powers check. Furthermore, if you use these abilities against an Innocent, darklord or fiend, you must make a Will save (DC 10 + target's CR) or have your alignment change to good (for Innocents) or evil (for fiends and darklords) for 1 hour.

Oracle

Oracles are highly prized for their ability to predict the future, an ability they can perform with a much higher level of sophistication than clerics. Commoners frequently regard them with awe bordering on terror. Those affiliated with a church may be celebrated members of a community, while those who live outside the protections of a faith may be hunted down as in league with the fey or with hags. Either way, life is seldom easy for an oracle; the Land of the Mists is home to many terrors to which the oracle can't close their eyes.

New Oracle curses – *Corrosive Soul*: Held objects gain the broken condition when you use or carry them but regain their actual condition if employed by anyone else. If a held item is restored to unbroken condition, it becomes broken again the following round. Disable Device becomes a class skill for you and you can make Disable Device checks to destroy nonmagical traps as a move action without the need to use tools or take any action beyond simply touching it. At 5th level, whenever you attempt to damage an object with a melee attack, reduce its hardness by an amount equal to your oracle level before determining the damage you deal with that attack. At 10th level, any attacks you make against objects and constructs automatically bypass any damage reduction they may possess except epic. At 15th level, whenever you are dealt damage by an attack with a manufactured weapon, you can require the weapon's wielder to make a Reflex save (DC 10 + half your oracle level + your Charisma modifier) to avoid having the weapon collapse into dust immediately after striking you (magical weapons receive an additional saving throw against this effect).

Frail: Whenever you take lethal hit point damage, you take an additional number of points of nonlethal damage equal to half the lethal damage you took. You automatically stabilise when brought below 0 hp. At 5th level, you can roll twice and take the highest roll when making a save against a disease or poison effect. At 10th level, you can go without food and water for a number of days equal to your oracle level before suffering any ill effects due to starvation or thirst. At 15th level, whenever a creature within 30 feet takes damage in

combat, you gain 1 temporary hit point for 1 hour. You can benefit from this ability a number of times per round equal to your Charisma modifier, and gain a number of hit points equal to your oracle level.

Legalistic: If you break your word (intentionally or unintentionally), you are sickened for 24 hours or until you meet your obligation, whichever comes first. However, once per day, you can make a vow to yourself that grants a +4 morale bonus on any one roll you make while trying to fulfill a promise made to another individual. At 5th level, you gain a +3 competence bonus to Diplomacy, Intimidate and Sense Motive checks while talking to an individual one-on-one. At 10th level, you can make a new saving throw each minute to resist mind-affecting effects as your subconscious searches for loopholes. At 15th level, any creature that violates its freely given word to you takes a penalty to AC, to spell resistance, and on saving throws against your attacks and abilities equal to your Charisma modifier (minimum 1) for 24 hours.

Madness: Choose a Madness effect. You permanently suffer from this effect. However, you gain your Charisma bonus instead of your Wisdom bonus on Will saves. At 5th level, you gain the *touch of madness* granted power as a cleric of your level -4. At 10th level, you become immune to all madness and confusion effects. At 15th level, you gain the *aura of madness* ability as a cleric of your level -4.

Stigmata: Every time you cast a spell, you suffer 1 point of bleed damage for a number of rounds equal to the spell level +1. If casting multiple spells, the duration increases but the amount of damage does not. However, you don't have to make concentration checks to cast a spell when taking damage (although you do if casting on the defensive or suffering other distractions). At 5th level, you are immune to other sources of bleed damage. At 10th level, you automatically stabilise at negative hit points. At 15th level, you deal 1 point of damage per round you are due to bleed to anyone of opposite alignment who touches, grapples or makes natural attacks against you.

Spirit Walk (Ancestor revelation) – See ethereal resonance below.

Spirit Vessels (Juju revelation) – Mindless undead created by you are NE (as normal), not neutral. Intelligent undead have an equal chance of being their original alignment or evil, but they must make a Madness save (DC 15) every month or move one step closer to being evil.

Wisdom of the Ancestors and Read the Tapestry (revelations) – This ability contacts your ancestors or eldritch horrors as described, not the subconscious mind of the darklord. Therefore, the spell works as described in the *Pathfinder* rulebook, without the changes noted below.

Planar Oracle archetype – Planar oracles are vanishingly rare in Ravenloft. Upon reaching 20th level, if the oracle is of good or evil alignment, she develops a reality wrinkle (see below). Each failed powers check halves the wrinkle's radius.

Paladin

Paladins are exceedingly rare: the chosen ones of divine forces, imbued with holy power to champion the meek and deliver justice to the forces of darkness. Of all the heroes in Ravenloft, their path is the most difficult. Like celestials, they appear to disrupt the tapestry of the Dark Powers' creation, drawing the attention of evil wherever they go. Few die of old age; many become fatalistic as they age, knowing that the examples they leave behind after their deaths will be as important as the actions they took in life. They adventure because they have no choice; they do what they must because it is the right thing to do, knowing that the deck is stacked against them.

Detection – Your detect evil ability is altered. As a move action, you can concentrate on a single item or individual within 60 ft and determine if it is chaotic (as if you had studied

it for 3 rounds with *detect chaos*), Innocent or an outsider with the Evil descriptor (as if you had studied it for 3 rounds with *detect evil*).

Disruption – Evil outsiders and darklords are able to detect paladins in their domains or reality wrinkles with a Sense Motive check (DC 30 – paladin’s level). The character detects automatically once every day as a swift action. If successful, it detects the paladin’s vague location (to within approximately a mile, for example). In the paladin’s presence, the DC falls to 20 – paladin’s level. The paladin cannot be detected while they remain on hallowed or consecrated ground.

Divine bond – If you choose a bonded mount, the mount is a dread companion. If you choose a bonded weapon, the spirit called is the departed spirit of a loved one. The spirit cannot be raised or resurrected, and if the weapon is destroyed, the spirit is lost in the Mists forever.

Empyreal Knight archetype: These paladins are incredibly rare, even by paladin standards, because they only arise when an unfortunate experiences both the spiritual call to be a paladin, and has the reality-altering abilities of a summoner. All of their abilities stem from the interaction between their faith and their insanity, not from the celestial spheres. Any Celestial Allies are drawn from their own subconscious, and have the Mists descriptor. Their dread companion has an aura of menace. At 20th level, the paladin gains a reality wrinkle (see below).

Stone servant (Stonelord archetype) – The stone servant is not a dread companion. If you die, the servant immediately becomes a CE grave elemental.

Ranger

Rangers are at home in the wilderness, but also welcome in rustic communities where the wild press uncomfortably close. They may hunt game to provide food, scout out new territory, or act as game wardens on noble estates. They are master trackers and scouts, and deadly warriors.

Favoured community (Urban ranger) – Bonding with a particular community doesn’t necessarily reduce any xenophobia the ranger might experience in that community.

Rogue

Like fighters, rogues are everyman heroes, although they tend more towards guile than confrontation to solve problems. They may be thieves, explorers, tricksters, investigators, or even just sharp-witted townfolk.

New rogue talent – *Hold it together:* You can delay the effects of a failed Fear, Horror or Madness save for a number of rounds equal to your Intelligence modifier.

Black Market Connections – If you are in a town in which you provoke xenophobia, you must make a Diplomacy check to treat the settlement as one size larger. If you succeed by 10 or more, you can treat the settlement as 2 sizes larger. Both checks suffer a -2 competence penalty. The DC depends on community size; see Ultimate Combat for details.

Familiar – Your familiar is a dread companion.

Divine Epiphany (Sanctified Rogue) – The *augury* is less likely to be correct and may give a misleading answer. See Altered Magic below.

Ninja: Ninja tricks are subject to the Semblance of Reason. Most are not considered magical, merely the product of intense training, focus and skill. Some, however, use mystical insights to draw power from the Plane of Shadows.

Ghost Step, Shadow Clone and Shadow Split – At the end of the duration of these tricks, the ninja must make a Will save or loose free willed shadows with Hit Dice equal to half the ninja’s Hit Dice into the Demiplane. See Shadow magic below.

Sorcerer

Sorcerers are born with inherent magical powers. As a rule, the people of Ravenloft revile the supernatural, viewing them as changelings or dabblers in black arts. Sorcerers are wise to be careful who they reveal their gift to, and be warned: even those that wish to keep it a secret may be betrayed by the aura of magic that surrounds them.

Sorcerers are known to be common among Vistani women. Male Vistani who exhibit sorcerer powers are killed at once, lest they grow to become Dukkars and endanger their people.

Aura of menace – Sorcerers project an aura that disturbs those around them. The starting disposition of any humans or halflings is never better than Unfriendly. Specific bloodlines might extend this distaste to other races (for example, aberrant sorcerers and gnomes). Some bloodline abilities may provoke more extreme reactions.

Bloodline abilities:

Obviously inhuman – Some bloodline abilities provide obviously inhuman changes in your appearance. In these cases, the initial disposition of any non-evil humanoid (with some exceptions at the GM's discretion) is never better than hostile. Bloodline abilities affected include Aberrant (unusual anatomy - minor changes only; aberrant form), Undead (one of us), Aquatic (deep one), Rakshasa (outsider) and Verdant (photosynthesis – minor changes only; shepherd of the trees). These changes can be hidden with a Disguise check (as disguising yourself as another species) unless otherwise noted.

Arcane – Arcane bond – See wizard ability.

Extraplanar – Bloodlines that grant the ability to *plane shift* to any plane other than the Plane of Shadow or the Ethereal Plane do not function.

Summoner

Summoners are very rare in Ravenloft, but provoke fear wherever they go. Their abilities come from a combination of an unsound mind and a bizarre ability to alter reality with mental powers. The creatures they summon are products of their own imaginations; summoned demons are literally the summoner's own demons made flesh, if only temporarily. As their mental state inevitable degrades under the pressure of their "gift," the creatures summoned become more and more horrific, more and more insane. Unable to separate reality and fantasy, summoners are prone to delusions, hallucinations, and solipsism.

Creatures of the Id – You get this feat for free at first level.

Eidolon – Your eidolon is a dread companion. As a standard action, it can assume a less monstrous form (of an ordinary household animal, snake or monkey, for example) to allow you to move among ordinary people. In this form, it has an aura of menace (see sorcerer ability). It can assume its normal form as a free action.

Synthesist archetype – These summoners typically believe themselves to be visited by some otherworldly creature, such as a loa, a celestial or a fiend. Depending on how they imagine their "visitor" to be, they may suffer wild alterations in alignment or personality while "mounted" or "possessed".

Blood disciple archetype – Using the blood feast and bloody gift abilities is cause for a Powers check.

Witch

After bards, witches vie with wizards for the title of the most common type of arcane spellcaster in Ravenloft (although in fairness, neither is truly common). There are many forces willing to trade magical power for service, and the road is seemingly easier than the in-

depth study required to master wizardry. However, witches have an even darker reputation than wizards; even those that don't serve evil patrons are regarded with suspicion. Being suspected of being in league with hags or causing the birth of a caliban is enough to inspire lynching in almost any domain in Ravenloft.

Witches are found in the service of the church of Hala across the Core. They are also relatively common among dwarves and wherever hags or fiends can be found.

Familiar – Your familiar is a dread companion.

Scar hex – The scar is unable to be concealed by magical methods. It can be temporarily concealed with the Disguise skill, but the character must reroll the check every minute, and the DC increases by 1 each time as the disguise wears off.

New Major Hex – *Black Blood Frenzy*: One creature with the goblinoid subtype becomes immune to fear and gains the benefits of *divine power* of caster level equal to your witch level, except that it lasts for 1 hour per level. The goblinoid must drink heart's blood from a freshly killed non-goblinoid humanoid before the hex fades, or the goblin's corrupted blood consumes it from within, doing 1 point of Constitution drain per round until it dies gruesomely.

Bonded Witch – Your bonded object becomes a reservoir for all your negative emotions. See the wizard's arcane bond ability.

Dream Possession (Dreamweaver archetype) – Using this ability is cause for a Powers Check. Dreamweavers are also familiar with lucid dreaming.

Scarred Witch Doctor - The initial disposition of any non-evil humanoid (with some exceptions at the GM's discretion) is never better than hostile. The fetish mask has ethereal resonance of rank 2, which rises to rank 3 at level 5, rank 4 at level 10 and rank 5 at level 15. At level 20, the mask may become the focus of a phantasmagorum.

Wizard

Wizards earn their supernatural abilities through years of study and toil. They command mighty forces without even the veneer of spiritual guidance that divine spellcasters receive. They are often obsessive and controlling, sometimes veering towards outright monomania and corruption. They are often forced to conceal their abilities in superstitious lands, and live in isolation. Some join secret arcane societies attached to the universities of Dementlieu or Darkon. The only overt schools of wizardry in the Core are located in the domain of Hazlan.

Arcane bond – If you choose a familiar, it is a dread companion. If you choose a bonded object, it becomes a focus for all your negative thoughts and becomes an intelligent magical item. Its ethical alignment matches yours but its moral alignment is evil; its mental ability scores are equal to yours -2, increasing if yours increase but not decreasing if yours decrease (so a wizard with Int 16, Wis 14 and Cha 10 has a bonded object with Int 14, Wis 12 and Cha 8). It is capable of telepathic communication with you. Its Ego is equal to 5, plus its ability modifiers (minimum +0), plus the highest spell level you can cast, plus any further modifiers due to increasing the gp value by further enchantments (so at level 1, the above bonded object has an Ego of 5 + 1 (1st level spells) + 2 + 1 + 0 (ability modifiers) = 9).

The bonded object does not impose negative levels on users of other alignments. The bonded object must be wielded for you to cast spells (as with normal bonded objects), but because it is intelligent, the object is also able to cast spells by itself: if a wizard attempts to cast a spell without his bonded object to hand and fails, the object can reroll the check to cast it itself (although depending on the character of the item, it may cast a different spell or refuse to cooperate, in which case an Ego check may force it to obey). This uses the bonded object's extra spell ability for that day, or causes the wizard to lose the spell from those he has prepared if the ability has already been used.

Bonded objects lose their abilities when abandoned (left for more than 24 hours) or their wizard dies, although only until another wizard finds the object, in which case they regain their powers, alignment, Ego and personality. A wizard can only have a single bonded object at a time.

Necromancy specialisation – Using the Grave Touch ability doesn't provoke a Powers check.

New wizard speciality – *Arcanist*: Arcanists are specialists in both Necromancy and Divination. They must choose 3 opposition schools instead of the normal 2. You can Turn Undead (see Necromancer ability) and have Prescience (see Diviner/Foresight ability). At 8th level, you gain Life Sight (see Necromancer ability). Your extra spell can come from either Necromancy or Divination.

Blood Infusion, Blood Ability (Cruromancer archetype) – Using this ability is cause for a Powers check.

Fear Mage (Archetype): A Fear Mage is a master of fear—both of her own, and of others.

Reduced Spells per Day: The Fear Mage can cast 1 spell fewer of the highest level of spells she can cast, and every odd-numbered spell level, to a minimum of 0 (although bonus spells due to a high Intelligence are available normally). This reduction does not stack with itself.

Master Fear: Whenever a Fear Mage is the target of an effect with the fear descriptor, she can use her fear to empower her magic. If a failed save would cause her to be shaken or frightened, the caster level of the next spell she casts increases by 1. If a failed save would cause her to be panicked, the caster level increases by 2. She must cast the spell within 1 hour or lose the bonus. The increased caster level doesn't stack with itself or accumulate. Failed Fear and Horror checks, and the Fear Mage's own frightening magic, do not provide this benefit.

Frightening Magic: A Fear Mage can add the fear descriptor to any spell she casts that has a visual effect. She can do this a number of times equal to 3 + her Intelligence modifier. The target(s) of the spell must make a Will save or be shaken for 1d4 rounds.

Stage Magician (Archetype): Popular in Dementlieu, and therefore prized across the Western Core, Stage Magicians focus on using their arcane arts for entertainment.

Reduced Spells per Day: The Stage Magician can cast 1 spell fewer of the highest level of spells she can cast, to a minimum of 0 (although bonus spells due to a high Intelligence are available normally).

Props: The Stage Magician can build large, bulky props to assist with his spellcasting. He can have a number of props equal to his Intelligence bonus at any point; each acts as a focus for a particular spell he can cast and a particular metamagic effect. The prop costs 100 gp times the spell's original level to build and typically weigh 10 lb per spell level. The prop can add one of the following metamagic effects to the spell at no increase in its spell level: Bouncing, Disruptive, Ectoplasmic, Elemental, Enlarge, Extend, Flaring, Focused, Lingering, Piercing, Reach, Rime, Selective, Toppling. A Stage Magician's props don't work for anyone else, and require 2 hands to use.

Dread Companions

Several classes form bonds with dread companions. These supernatural animals have the same ethical alignment as their master, but are evil. They are not mindlessly malicious or dedicated to their master's destruction. Instead, they are utterly loyal to them—to a fault.

Through their empathic link, dread companions are privy to all their master's innermost thoughts and desires, but lack the conscience to understand that some desires are best left unspoken. They cannot grasp why their master's desires should be repressed, and,

out of love and devotion, do what they can to achieve it, regardless of how dark and selfish. The dread companion of a scrupulous master may learn that its master doesn't want to acknowledge his unspoken desires, and may act in secret. A dread companion is the master's id made flesh and blood.

Animal Companions

Animal companions that fall under the influence of darklords will not attack their original masters. If commanded to, they resolve their confusion by fleeing.



Skills



he wicked are always surprised to find that the good can be clever.

—Marquis de Vauvenargues, *Reflexions et Maximes*

Bear in mind the guidelines described in Chapter Two and Chapter Four when adjudicating skills in Ravenloft (for example, a very successful Perform check may attract a powerful patron, but won't attract extraplanar beings). The vast majority of skill checks are unchanged in Ravenloft.

Diplomacy

Gather Information: In areas where a character inspires xenophobia, the DC of Diplomacy checks to gather information increases by 5.

Knowledge (the planes)

This skill can be used to learn metaphysical facts about Ravenloft, such as the fact that it is a demiplane (not part of the material plane), the existence of darklords and domains, closed borders and so on. These facts are not widely known; the DC of questions relating to Ravenloft should be at least 20.

Linguistics

Learning Languages: As previously noted, the people of Ravenloft are typically ignorant and insular. For that reason, people rarely have the opportunity to learn languages other than the dominant tongue of the domain they live in. Characters with high Intelligence scores must either be able to justify why they have been able to learn the extra languages, or leave the “slots” open to learn languages later as they are exposed to them during the course of the campaign. One week's exposure should be enough to fill one of these slots.

The major languages of the Core are Balok (the language of the central and southern Core), Darkonese, Mordentish (spoken in the advanced domains of the western Core), and Vaasi (the language of Kartakass, Valachan, Nova Vaasa, Hazlan, and the Church of the Lawgiver). Falkovnian, Forfarian, Ghastrian, Grabenite, Lamordian, Luktar, Sithican, Tepestani, Thaani and Vechorite are also spoken, although typically in only one or two domains. Islands typically have their own languages too.

Racial languages (Dwarven, Elvish, Gnomish, Halfling and Sithican, as well as those such as Goblin, Sylvan and Aklo) are also available, although tongues such as Goblin are rarely learnt by humans and their allies. Draconic is used as the language of magic, although it is almost purely a written tongue, not a spoken one. Celestial, Infernal and Demonic are almost unknown outside of magical texts. Finally, the Vistani speak an argot known as Patterna, although they don't teach it to outsiders.

Sense Motive

Hunch: This skill can be used to deduce the alignment of a creature (after sufficient observation). Observation is the only way to detect alignment in Ravenloft, although it is hardly foolproof.

Feats



hen he was angry, one of his eyes became so terrible, that no person could bear to behold it; and the wretch upon whom it was fixed instantly fell backward, and sometimes expired.

—William Beckford, *Vathek*

Gothic tales often feature characters whose strange abilities link them—perhaps unwillingly—to supernatural forces but allow them to prevail. Feats with roleplaying prerequisites (such as the brush with death required by Ghostsight) can be taken at 1st level if the event is incorporated into the character’s background.

Altered Feats

Alignment Channel

This feat is unchanged, except that any damage caused is not necessarily immediately obvious. In arbitrating this feat, GMs may wish to emphasise that hit points are as much luck as physical toughness. Abilities like this, or spells like *forbiddance* or *holy word*, “damage” the target by making its luck run out (so future blows are more likely to strike vital areas), not through actual damage. Thus, these abilities can be used unchanged while still following Ravenloft’s prohibition on direct detection of moral alignment.

Blood Drinker

Using this ability on an intelligent, unwilling creature is cause for a Powers check.

Command and Turn Undead

The channel resistance of all undead is increased by 1 (or to +1, for undead without channel resistance). Undead darklords apply their Wisdom modifier (minimum +1) to their channel resistance instead.

Evolved Familiar

Your familiar gains an aura of menace.

Eyes of Judgement

You can detect the ethical but not the moral alignment of the observed creature.

Fearless Aura and Sin Seer

These feats are not available in Ravenloft.

Improved Familiar

Skeletal dread companion and *pseudofamiliar* can be added to the types of familiar available. They can be summoned by casters of at least 5th level and of any alignment.

Pseudofamiliars act as normal dread companions and familiars, except they gain the vampiric regeneration trait.

Vampiric regeneration (Su): Whenever you or your pseudofamiliar suffers damage, it emits an enervating aura with a radius of 30 ft as a free action. Each round, all living creatures in this area must make a Fortitude save (DC 10 + half your level + your Intelligence or Charisma bonus—whichever you use to determine spell casting) or suffer 1 point of damage. The pseudofamiliar cures a number of hit points equal to the amount drained, divided between you and it (if you are both wounded and you are within 1 mile of it). You are

immune to your pseudofamiliar's enervating aura, but your allies are not. This is a death affect.

Skeletal dread companions acts as normal dread companions and familiars, except they gain the undead type and its associated traits, channel resistance equal to your Wisdom bonus (minimum +1) and can cast *doom* once per day with a caster level equal to its HD. The DC for this spell is Wisdom based.

Dreamweavers, midnight cats, carrion bats, gremishka, pale morph dream spawn, king's ravens, and zweifalk can be chosen at 7th level.

Leadership

Moral alignment is undetectable in Ravenloft. Cohorts may be of any moral alignment, but must be within one step of the character's ethical alignment.

Monster Feats

The following Monster Feats are available to Ravenloft heroes, provided they meet the prerequisites:

Ability Focus, Craft Construct, Empower Spell-like Ability, Improved Natural Armour, Improved Natural Attack, and Quicken Spell-like Ability.

Shadow Caster

Characters of any race may select this feat. However, shadows released by the collapse of spells cast by characters with this feat (see Altered Magic below) have 1 Hit Dice more than usual.

New Feats

Ancestral Legacy

You belong to one of the great families of Ravenloft.

Prerequisite: Human or crossbreed subtype (half-elf, giomorgo, caliban or changeling).

Benefit: Your starting wealth increases by 1d6 x 10 gp. Further benefits you receive depends on which family you belong to. These bonuses are all trait bonuses.

Boritsi: +2 Sense Motive and Bluff checks regarding sending and intercepting secret messages; +1 to saves against poisons and drugs. Consummate courtiers famous for their refined manners, enduring beauty and phenomenally long memories for grudges (Borca).

D'Honaire: You gain a +1 bonus to all saves against mind-affecting spells and effects; +2 to Heal checks using hypnotism. Intellectuals attracted to the arts of medicine and hypnotism (Mordent, Dementlieu).

Dilisnya: You gain the Poison Use ability. If you already have this ability, you gain the Swift Poison rogue talent instead. You also gain a +2 bonus to Bluff checks to lie. Enormously widespread family with a treacherous reputation but clannish support for each other (any, especially Borca).

Drakov: +1 Intimidate, or +2 to intimidate Falkovnians; -2 Diplomacy to those from neighbouring domains; gain a Martial Weapon Proficiency or +2 to confirm critical hits with 1 martial weapon if already have that proficiency. Fierce warrior dynasty famous for its tendencies to depravity and violence (Falkovnia).

Graben: +2 Appraise; +1 saves against curses. Isolationistic, but wealthy family of merchants; reputed to engage in in-breeding and grave robbery (Graben Island)

Godefroy: +2 Diplomacy and saves against the special attacks of incorporeal undead; if you kill any member of your own race, you are haunted by their geists; you become a ghost upon your death which must be put to rest before you can be raised or reincarnated. Family known for its affinity with the spirit world (Mordent).

Gundar: On a critical hit, you deal extra damage equal to double the critical modifier of your weapon; +1 to CMD; -1 to saves against fear effects. The illegitimate offspring of the brutal but cowardly vampire warlord that used to rule Gundarak; almost all are dhampirs and almost none are aware of their heritage (Barovia, Invidia).

Hiregaard: +2 Fortitude saves and saves against compulsions, -1 to Madness saves or spells or effects that induce insanity. Lusty, known for their physical prowess and sense of duty, but prone to madness (Nova Vaasa).

Madrigore: +2 Linguistics and Knowledge (arcana); these skills are always class skills for you; -2 to saves against possession. A family of prolific writers with a long interest in the arcane, groomed over the centuries by a dark presence. (Barovia, Mordent, Dementlieu).

Mordenheim: Gain spell resistance 6 + class level against divine magic, which can't voluntarily be lowered; can't use divine spells; the caster level of all Alchemist extracts you prepare is increased by 1. Family dedicated to scientific pursuits and medicine to an obsessive degree, rejected by the gods for ancient blasphemies (Lamordia).

Petrovna: +2 to saves against illusions; +1 to Survival, which is always a class skill for you. An in-bred clan of fallen nobles, prone to madness and stricken by poverty (Barovia, Borca).

Renier: +2 Diplomacy; +2 Sense Motive to discern lies and make hunches; -2 to saves against contracting wererat lycanthropy. Bourgeois dynasty famous for their skills in discerning how the winds of power blow (Mordent, Falkovnia, Richemulot).

Weathermay: +2 Will saves; +2 Diplomacy; -2 to saves against curses. A family famed for its nobility and heroism, but cursed with tragedy (Mordent).

Von Zarovich: Knowledge (nobility) is always a class skill; +2 Intimidate; +2 DC to saves against your Necromancy spells; -1 to saves against curses and death magic. Respected and feared, their cursed blood means they walk within the shadow of Death. Watched by their patriarch, Count Strahd, to ensure they don't bring the name into disrepute (any, especially Barovia).

Note: GMs using the optional trait rules may prefer to make these available as "kits" worth 2 traits each, rather than (or as well as) as a feat.

Cold One

The chill of the grave clings to you.

Prerequisite: You must be a dhampir or have suffered at least 1 negative level.

Benefit: Mindless undead ignore you unless you attack them first. Intelligent undead must succeed on an Intelligence check (DC 10) to realise you are alive. This is an extraordinary ability.

Creatures of the Id

You can summon outsiders and aberrations from your imagination.

Prerequisite: You must have suffered from Madness at some point.

Benefit: You can summon a wider variety of creatures than is usual with *summon monster* spells. These monsters can be summoned in any domain, even those with no ecology, as they are drawn from your subconscious, not the surrounding domain.

Normal: Spellcasters can only summon creatures that can be found in that domain.

Ethereal Empathy

You have the psychic ability to sense the emotions imbued within ethereal resonance.

Prerequisite: Wis 13+

Benefit: With a successful Sense Motive check, you can sense ethereal resonance within 30 ft. This is a move equivalent action. The DC is equal to 25 – (5 x rank of resonance). You can identify emotions and have some sense of the events that led to that resonance forming, but not see ethereal creatures.

Ghostsight

You can see creatures in the Near Ethereal.

Prerequisite: You must have had a brush with death.

Benefit: You can see creatures that are ethereal as though they were normally visible. Your ability is limited only by your normal visual range. You have no special ability to hear or physically affect ethereal creatures; just to see them. This is a supernatural ability. Ethereal creatures can see you unusually clearly and may be drawn to you out of curiosity, desperation or malice.

Haunted

The spirit of a friend or loved one watches over you as a geist.

Benefit: The geist allows you to reroll Perception checks and take the best result. It can also inform you of events that take place within 30 ft of your presence while you were asleep or unconscious. When others are present and conscious, it can only communicate empathically (a feeling of danger, for example). If not, it can manifest and speak to you verbally, although this causes you 1 point of temporary Charisma damage.

Your guardian spirit remains on the Near Ethereal, where it may be visible to those with Ghostsight or a magical ability to see ethereal creatures.

Hollow

You have no soul.

Prerequisite: Nongood alignment

Benefit: You are immune to energy drain, possession and any magic that affects the soul (*magic jar, trap the soul*). You cannot be raised, resurrected or reincarnated. You gain the Aura of Menace trait (see above).

Hypnotism

You have studied the hidden workings of the mind and can unlock its secrets.

Prerequisites: Wis 13+, Cha 13+, Heal 1 rank

Benefits: You can use the Heal skill to induce hypnotic trances. The following effects are language dependent and have audible components.

Induce trance: Inducing a trance requires 1 hour and a successful Heal check (DC 10 if willing, or opposed by the target's Will save if they are not). Loud or distracting surroundings add a +2 circumstance penalty to the check. If the trance is induced, the target is fascinated for 2d4 rounds. Once in a trance, you can either implant a suggestion or attempt to cure any Madness. You cannot induce a trace in yourself.

Implant suggestion: While the subject is fascinated, it reacts as though it were two steps more friendly in attitude. This allows you to make a single request of the affected creature. The request must be brief and reasonable. Even after the spell ends, the creature retains its new attitude toward you, but only with respect to that particular request.

Cure Madness: While the subject is fascinated, you can attempt to cure any Madness they are afflicted with. They can substitute your Heal check for their Will save to attempt to overcome madness. You can use this ability once per week per patient.

Minor Magic

You have some minor magical power you can draw upon.

Benefit: You can cast a 1st level spell 1/day as a spell like ability. Some examples are below. These spells typically only affect you. Their caster level is your character level or your Wisdom bonus, whichever is lower, with a maximum of 5.

Cat's Eyes (Valachan): Speak with animals (cats only)

Poltergeist (Mordent): Unseen servant

Red Head (Forlorn): One 1st level druid spell.

Craven (any): Anticipate peril (self only)

Reincarnated

You have dim memories of a past life.

Benefit: A cross-class skill become a class skill for you. You gain a +2 bonus to Knowledge (history) checks, and a +1 bonus to saves against death effects and energy drain, including Fortitude saves to remove negative levels.

Sceptic

You refuse to believe in petty superstitions about magic and the supernatural.

Prerequisite: Int 15+, Knowledge (any) 1 rank

Benefit: +2 morale bonus to all saves against spells, spell like effects and supernatural abilities, including fear saves provoked by supernatural monsters.

Special: The benefits of this feat do not stack with the barbarian superstition rage power.

Voice of Wrath

You are good at laying curses.

Benefit: You gain +4 to Charisma checks to lay curses of vengeance, and a +2 bonus to the DC of spells cast via an evil eye ability.

Warding Gesture

You know a simple folk gesture to keep evil at bay.

Prerequisite: Wis 11+, Cha 11+, Knowledge (any) 4 ranks

Benefit: Choose a creature type or subtype: aberrations, constructs, dragons, elementals, fey, giants, magical beasts, non-elemental outsiders, shapechangers, or undead. You need not select a subtype if you choose the outsider type. As a standard action that provokes an attack of opportunity, you can make a simple gesture. Creatures of your chosen type must make a Will save (DC = 10 + half your character level + your Charisma bonus) or be shaken. Creatures that make their save are immune to your gesture for 24 hours. You must have at least one hand free to make the gesture and the creature must be able to see you. You can make the gesture only once per day. This is a supernatural ability.

The Knowledge skill prerequisite must correspond to the creature type selected.

Special: You may take this feat multiple times. Each time you must designate a new creature type that is affected by the gesture.

New feats In Brief

Name	Prereq.	Benefit
Ancestral Legacy	-	See text
Cold One	Dhampir/negative level	Ignored by undead
Creatures of the Id	-	Summon outsiders
Ethereal Empathy	Wis 13+	Sense ethereal resonance
Ghostsight	Brush with death	See ethereal creatures
Haunted	-	Reroll Perception, guard during sleep
Hollow	Nongood	Immune energy drain, possession
Hypnotism	Wis 13+, Cha 13+, Heal 1	Implant suggestion, heal madness
Minor Magic	Cha 13+	Cast 1 st level spell 1/day
Reincarnated	-	Gain class skill, +2 Knowledge (history)
Sceptic	Int 15+, Knowledge (any) 1	+2 saves vs magic, supernatural
Voice of Wrath	-	+4 Cha checks to lay curses
Warding Gesture	Wis 11+, Cha 11+, Knowledge (any) 4	Shaken condition for 1 type of creature



Equipment



When they joined the struggle there was something they could not have known at the time, that no blade on earth, no blacksmith's art could ever damage their demon opponent. He had conjured the harm from the cutting edge of every weapon.

—*Beowulf* (translated by Seamus Heaney)

Ravenloft contains a mix of cultures drawn from numerous worlds. Given the low prevalence of magic, scientific principles have advanced to offer new inventions.

Technology Levels

The Land of the Mists is home to dozens of distinct cultures, forming a patchwork of widely varying levels of technological advancement. Xenophobia and cultural taboos (and perhaps even the will of the Dark Powers) prevent the exchange of technologies, so those rare souls who travel the Realm of Dread can wander between lands of enlightenment and domains that progress does not touch.

Technology levels express these disparate degrees of technological and cultural progress. They determine the availability and cost of given types of equipment: some items, (like the humble dagger) once developed, persist across technology levels, while others rise and fall within a single level. The GM should determine what equipment is available at what technology levels based on the guidelines below.

At the GM's discretion, items that aren't available at a domain's technology level can be found at double the original cost per rank of difference (although firearms operate under different rules; see below). Thus, a suit of full plate costs 1500 gp and is found in Chivalric cultures. In Renaissance or Medieval cultures, it might be available for 3000 gp, while in Early Medieval cultures, it would cost 6000 gp, and in Dark Aged cultures, 9000 gp.

Savage

Savage domains are untamed wildernesses untouched by civilisation. No technology can be found. The only law is survival of the fittest. (*The Wildlands, Bluetspur*)

Stone Age

Weapons and tools are crafted from leather, wood, bone and stone. Daggers, clubs, slings and spears are the most common weapons and armour is provided by leather or hides. The short bow represents the most advanced military technology. Society is dictated by the demands of survival; most people live in small, semi-nomadic tribes. Some may possess limited agricultural skills or domesticated animals. People live in caves or hide tents, or rarely, adobe bricks. Being able to make fire is invaluable. Trade is conducted through barter. Science or written language, even formal religion, have not yet been developed. (*Markovia, the Nightmare Lands, Sebua*)

Bronze Age

Defined by the discovery of metal working. Studded leather armour is developed. As people learn to weave cloth from wool, silk and cotton, padded armour also becomes available. Agriculture now supports large, permanent communities, which use pictographic written languages to inscribe crude forms of paper or tablets of stone or clay. Calendars, fixed measurements and the sciences of astronomy, mathematics, architecture, and herbal medicine are developed. New inventions include the potter's wheel, pulleys, levers, the plough, and the wheel. Trade still relies on barter, although gems and precious metals become valuable.

Organised religion appears and quickly dominates. The first wizards and magical items appear. Although the lock and key is not available, Bronze Age temples and tombs are protected by secret doors and cunning traps, including hidden pits, swinging blades and deadfalls. (*Har'Akir, Mictlan*)

Iron Age

Armed with iron, the breastplate, the tower shield and siege engines such as the catapult are developed. Early civilisation comes into full bloom. Laws are codified. Ships can now weather limited ocean travel. Trade becomes more common. Metal coins and simple locks make their first appearance. Literacy (using a simple alphabet) and libraries emerge. Glass making, medicine, the sundial and the hourglass, water screws, canals, sewers, aqueducts, and windmills are all developed. (*Forlorn, Necropolis*)

Classical

Marked by advances in science, philosophy, and theology, including the development of algebra, geometry, the foundations of alchemy. Books begin to replace scrolls. High quality roads begin to promote increased travel. The invention of the stirrup creates the first true cavalry. (*G'Henna, Kalidnay, Sri Raji, Vechor*)

Dark Ages

Monastic orders form, dedicated to the preservation of knowledge or the contemplation of the soul. The invention of the astrolabe and advances in shipping produces the first reliable ocean travel. Large farms, kept fertile through crop rotation, can now supply grain to mechanical mills, sustaining large populations. Artisans create porcelain. The crossbow, splint mail, banded mail and scale mail are developed. (*Rokushima Taiyoo, Vorostokov*)

Early Medieval

Architecture is marked by the appearance of the Gothic arch. Motte-and-bailey castles, fortified towers, and large cathedrals with stained glass windows are built. Merchant guilds begin to appear; a few even begin to offer insurance against losses caused by fire or plague. Healers begin to explore the potential of surgery. Bards form colleges. Travellers discover the magnetic compass, and ships gain the stern rudder. Water clocks keep time, and warriors use chain mail and the lance. (*Blaustein, Farelle, Kislova, Pharazia, Sanguinia, Tepest, the Endless Road*)

Medieval

The medieval era can be considered the default era presented in the *Pathfinder* rulebook. Ornate Gothic castles and cathedrals appear. The longbow now dominates warfare, matched by mounted knights protected by half-plate armour and heavy barding. Doctors establish the first medical schools and surgeons dissect bodies. Block printing revolutionises book making, although it remains a laborious process. The study of optics and improvements in glassmaking create eyeglasses and mirrors and put glass in the windows of every manor house. The first huge mechanical clocks appear in cities, and the invention of the spinning wheel sparks new textiles industries. (*Barovia, Falkovnia, Hazlan, Kartakass, Liffe, Nidala, Nova Vaasa, Odiare, Romagna, Sithicus, Staunton Bluffs, Valachan, Verbrek, Al Kathos*)

Chivalric

Marked by the first appearance of gunpowder (guns follow the rules for Emerging guns). Warriors can wield huge bastard swords and fit themselves out in suits of full plate, but the tradition of the armoured knight is coming to an end, overshadowed by the spreading use of muskets and lighter weapons such as the sabre. Clockworks are refined to the point where they are small enough to appear in the homes of the wealthy. The concept of quarantine appears, and governments begin keeping track of births, deaths and marriages. Some even begin experimenting with limited postal services. (*Borca, Dat Cua Nhen, Ghastria, Invidia, Richemulot, Souragne*)

Renaissance

The most advanced cultures to be found in the Land of the Mists. Firearms and fencing now dominate warfare (guns follow the rules for Commonplace guns). Heavy weapons and armour are considered antiquated. Castles have also fallen out of favour, and those built in earlier eras are often renovated into more comfortable stately homes. Moveable type creates a revolution in the realms of art and knowledge. Jaded intellectuals meet in salons, and theatre witnesses the first ballets and operas. Early newspapers appear in a few wealthy communities. Caravels ply the seas, spreading trade and hunting whales for oil and blubber. Coach lines make regular trips between large towns. Clockworks are now sophisticated enough to fit into a noble's pocket. Metal ores are purified in blast furnaces. Cumbersome machines can now knit wool or add figures, while further discoveries in optics produce the microscope and the *camera obscura*. The first crude steam engines appear. (*Dementlieu, Lamordia, Mordent, Paridon, Nosos*)

New Equipment Weapons

Barbs: Barbs can be fitted to any piercing weapon. Barbs added to Tiny or Small weapons do +1 damage. Those added to Medium weapons do +2 damage, while those added to Large or larger weapons do +3 damage. Ammunition (arrows and crossbow bolts) are one size smaller than the size of the bow or crossbow used to fire them. This extra damage is not multiplied on a critical hit. Fitting a weapon with barbs increases the base cost of the weapon by 50%. *Weight:* +1 lb.

Death's Head: This simple weapon is made of a weakened and wax covered human skull that has been filled with vermin. It acts as a splash weapon. When it hits, the vermin bite and sting the target, dealing 1d6 points of damage and forcing a DC 11 Fortitude save to avoid being nauseated for 1d3 rounds. Each round a creature remains nauseated by a death's head, it takes 1 additional point of damage from the biting vermin. All creatures within the splash effect take 1 point of damage from the vermin but do not risk being nauseated. *Range:* 10 ft. *Cost:* —

Dragon pack: A dragon pack is composed of a tank (worn as a backpack) equipped with a hand pump and hollow metal wand, connected to the tank by a waxed canvass tube. They are typically used in Renaissance domains for fighting fires, but adventurers have found them useful in combating the horrors of the night.

A dragon pack is an exotic weapon. Pumping the device for a single attack requires a full round action that provokes attacks of opportunity. The pack has a range of 20 ft and no range increments. The user must make a ranged touch attack to hit. The pack cannot be pumped for more than one attack at a time. A hit made with acid, alchemist's fire or other liquid deals damage as a direct hit with that substance. Adjacent creatures are not splashed. The tank can hold up to two gallons of liquid (16 flasks). Refilling the tank requires 10

minutes, and if a different liquid is to be placed in the device, it must be thoroughly washed and scrubbed beforehand. *Cost:* 400 gp. *Weight:* 25 lb when empty.

Garrotte: A garrotte is a two handed exotic weapon that deals 1d6 damage on a successful attack. A garrotte is a length of wire or thin rope with wooden handles at both ends. The wire is placed across a victim's throat and crossed behind the neck; when the handles are pulled tight, the garrotte strangles him. In order for you to use a garrotte, your opponent must be helpless or unaware of you. You must make a grapple check (though you avoid the –4 penalty for not having two hands free) to successfully begin garrotting your opponent. Sneak attack damage does not apply to a garrotte. Your garrotted opponent must make a concentration check (DC 20 + your CMB + level of the spell he's casting) to cast a spell with a verbal component, use a command word item, or use any magic requiring speech. *Cost:* 3 gp.

You gain the following additional option when grappling with a garrotte.

Choke: You cut off your target's air supply so he has to hold his breath (see Suffocation on page 445 of the *Pathfinder RPG Core Rulebook*, and the Swim skill on page 108). Any round you do not maintain the choke, your opponent can take a breath and restart when he has to begin making Constitution checks.

Launching crossbow: This exotic weapon is a crossbow designed to fire grenade-like weapons rather than bolts. *Cost:* 75 gp. *Weight:* 8 lb.

Retractable or hidden blades: Favoured by both criminals and the gentry who need to protect themselves but don't want to be so gauche as to overtly carry weapons, small blades can be hidden inside canes (similar to sword canes), rings, shoes, books, gauntlets and so on—even inside other weapons. Releasing the blade is a free action if spring loaded or a move action otherwise (which can be included in a charge action as normal, or reduced to a free action if you have Quick Draw). An observer must make a DC 20 Perception check to realize an undrawn hidden blade is a weapon; the DC decreases to 10 if the observer is able to handle the object. Hiding the blade again is a standard action, or a full round action if spring loaded. *Hidden dagger:* +8 gp. *Spring loaded dagger:* +18 gp.

Tool grade weapons: The following are tools that can be used as weapons. They function as normal examples of the weapons specified, except they are all simple weapons, have the fragile descriptor, cannot be used as double weapons, and the user suffers a -1 penalty to attack and damage rolls. They have the advantage that they are readily available and can be carried without comment in some situations where other weapons would draw attention.

Axe (battleaxe), crowbar (light mace), grain flail (flail), gaff (light pick), hammer (light hammer), hatchet (hand axe), hoe (heavy pick), machete (scimitar), pick (heavy pick), pitchfork (trident), fireplace poker (short spear), scythe (scythe), shepherd's crook (quarterstaff, plus trip quality) shovel (morningstar), sickle (sickle), sledgehammer (warhammer). They cost 2 gp less than the weapon specified, to a minimum of 5 sp.

Straight razor: The straight razor has the statistics of a dagger, but because it folds back into its haft, users gain a +4 circumstance bonus to Sleight of Hand checks to conceal it instead of the usual +2. It costs 3 gp.

Viperbite: A viperbite weapon has been fitted with a partially retractable blade and a hidden reservoir of liquid. Commonly used in the theatre, they have been adapted by some adventurers to serve as reservoirs for holy water, acid, and other liquids, injecting them into the wounds they cause.

Viperbites can be fitted to piercing weapons. The reservoir is big enough to fit one vial of liquid, which it injects on its first solid strike (an attack that would hit the touch AC, if the attacker is corporeal). The victim suffers damage as a direct hit with that substance. If the attack is successful against the foe's full AC, there is no splash damage to adjacent creature.

The user suffers a -1 penalty to attack and damage rolls with the weapon. Reloading a viperbite is a full round action that provokes attacks of opportunity. *Cost:* +5 gp. *Weight:* +1 lb.

General

Books: Books on a particular subject grant a +2 circumstance bonus to Knowledge checks about that topic. The bonus increases to +5 if the topic is very narrow: vampires, for example, rather than undead in general. *Cost:* 250 gp (in Renaissance domains).

Clockwork: Clockwork automatons and timepieces can be made to perform simple, specific tasks. A Fine sized clockwork, such as a pocketwatch, costs 250 gp (in Renaissance domains). Each increase in size doubles the price. Treat automatons as animated objects, except they can only perform 1 or 2 very simple tasks.

Eyeglasses: Also known as spectacles, eyeglasses compensate for poor vision or magnify small details. *Cost:* 5 gp. *Weight:* —

Hidden compartments: Boots, scarves, books, rings, and many other items can be fitted with hidden compartments. Observers must succeed on a DC 20 Perception check to realise the compartment is there. If searched, the user gains a +4 circumstance bonus to Sleight of Hand checks to conceal objects in hidden compartments on their person. *Cost:* +20 gp.

Lightning Box: This device is a heavy, oblong crate with a hand crank at one end. One side features a gauge (marked one to ten in Lamordian) and two long, flexible metal wires. These wires have been coated in a black, tarry substance, leaving only the last few inches of each wire exposed. By rapidly turning the crank for ten minutes (a test of endurance in itself), the user builds up an electrical charge, as measured by the gauge. This electricity is then discharged into the first thing to touch the exposed wires.

A lightning box can be used only on helpless or willing subjects. Each jolt of electricity deals 1d6 points of subdual damage to the subject, and the subject must make a successful Fortitude save (DC 20) or be stunned for 1d4 rounds. A lightning box grants a +2 circumstance bonus to Hypnosis checks when aiding an insane subject's recovery. A lightning box also grants a +2 circumstance bonus to Intimidate checks. *Cost:* 2000 gp (in Renaissance domains). *Weight:* 20 lb.

Knot Skein: A knot skein is simply a tangle of string or twine. Make a Dexterity check to create a knot skein from a ball of string. The result of this check is the number of knots in your skein and the number of standard actions (provoking attacks of opportunity) it takes to tie the skein. You can take 20 on this check. Chaotically aligned fey creatures and hags must make a successful Will save (DC = your Dexterity check result) or stop and untie every knot in the skein before they can cross it. The creature can make a Dexterity check each round (DC 15) as a standard action that provokes attacks of opportunity. If it succeeds at this check, it unties one knot. If it beats the DC by 5 or more, it unties two knots. The creature can stop untying knots at any time, but once it fails the Will save it cannot cross any opening "sealed" by the skein until all the knots have been untied or the skein is removed.

Sanguine pump: Sanguine pumps are used to transfer fresh blood from one creature to another. It is fitted with a glass vial (treated with alchemical solvents) which can store blood for up to 1 hour. Successfully attaching one to a creature requires a Heal check (DC 15). The creature suffers 1 point of temporary Constitution damage for every 10 full round actions (1 minute) spent pumping. A creature receiving a transfusion can heal one point of temporary Constitution damage at the same rate, to their normal maximum, if they are of the same race as the donor. If the donor and recipient are of different races, the donor instead takes 1d3 points of temporary Constitution damage per minute. If the donor is afflicted with a disease, the recipient must also save against that disease. *Cost:* 100 gp. *Weight:* 5 lb.

Surgeon's Tools: When in conjunction with a healer's kit, surgeon's tools raise the kit's bonus to a +3 circumstance bonus on Heal checks. *Cost:* 20 gp. *Weight:* 5 lb.

Alchemical

Anaesthetic: A creature that ingests anaesthetic must make a successful Fortitude save (DC 15) or lose all physical sensation. The creature ignores half of all subdual damage it suffers and gains a +4 circumstance bonus to Fortitude saves against stun effects (such as a monk's stunning attack). The creature also suffers an effective -4 Dexterity decrease. If the creature is a player character, the player should not be told how many hit points the character has remaining. Anaesthetic cannot affect creatures immune to poison. The effects of one dose of anaesthetic wear off after five minutes; multiple doses extend the duration but do not stack. *Cost:* 50 gp

Beast Lure: This emerald-colored adhesive is a concoction made from animal glands, urine, and other powerful scents combined with a strong alchemical binding agent that is difficult to wash off. A target splashed with it smells like weak prey to predators. Creatures with the scent ability can detect a marked creature at five times the normal range, note its direction as a free action, pinpoint it when it is within 25 feet, and track it by scent with a +5 bonus on its Survival checks. Immersion in water within 1 round of exposure washes it off; otherwise the effect decreases by one range increment per day (four times normal range after 1 day, three times range after 2 days, and so on) until the creature is again at normal scent levels. *Cost:* 30 gp if only 1 species is attracted; 40 gp if all predators are. *Weight:* 0.5 lb.

Ether: Has the effect of drow poison, but is inhaled. It is typically used by soaking a rag in ether and holding it over the victim's mouth with a grapple check. *Cost:* 100 gp.

Herbal Solution: This substance is a flask of liquid infused with the essence of a particular herb. It can be used as a grenade-like weapon. Contact with an herbal solution damages creatures that have the selected herb as a harmful allergen. Such a creature must succeed at a Fortitude save (DC 15) or suffer 2d4 points of damage on a direct strike or 1 point if splashed. If the herb is particularly pungent, creatures using Scent to track the affected creature gain a +5 circumstance bonus. *Cost:* 10 gp



faiths of the Mists



h! could—but it cannot be—ye are lost in wonder—let me at last do justice on myself! To heap shame on my own head is all the satisfaction I have left to offer to offended Heaven. My story has drawn down these judgements: let my confession atone—but oh! what can atone for usurpation, and a murdered child!

—Horace Walpole, *The Castle of Otranto*

The following faiths are worshipped widely across the Core, and even in distant Clusters and Islands.

Ezra

According to most traditions of this notoriously sect-ridden church, Ezra, Our Guardian in the Mists, was a virtuous mortal woman who, despairing of the evils of the world, forever surrendered her mortality to the Mists to become the eternal guardian of mankind.

The original, LN sect sect, also called the Home Faith, is based in Levkarest in Borca. It appoints Ezra's faithful clerics, called anchorites, to the task of protecting and healing the faithful, keeping them safe from the Legions of the Night. The LG sect of Mordentshire is a puritan sect that also teaches that anchorites must convert as many souls to Ezra's flock as possible for their own good. The mystical TN sect of Dementlieu claims that Ezra was a goddess who abandoned her callous fellows to offer mortals succour, and spends its time studying the true nature of their goddess. Lastly, the LE sect of Nevuchar Springs in Darkon (another puritan sect) prophecies an imminent Time of Unparalleled Darkness, when those not of the faithful will be consumed by darkness. To protect themselves, the Nevuchar Springs anchorites ruthlessly seek out and destroy any corrupting influences from the Legions of the Night. All anchorites agree that Ezra cannot protect those who do not accept her into their hearts.

Ezra's symbol is a silver longsword imposed on an alabaster kite shield and adorned with a sprig of belladonna.

Hala

According to their holy text, nine gods created the world from the mists of Chaos then withdrew, intending to allow mortals to fill their world with acts both good and evil. But the mortals lacked wisdom, and soon the world was full of pain and anguish. Just one of the Nine Gods, Hala, returned to ease the suffering of the world. She gathered 13 women and 13 men and taught them the secrets of natural magic—witchcraft. Although witchcraft is not inherently evil, it provokes widespread, superstitious fear, largely due to the actions of hags (its most famous practitioners, whom the worshippers of Hala regard as utter anathema to their goddess). Most worshippers of Hala downplay any claim to witchcraft for fear of being lynched.

The Church of Hala is a secretive and highly mystical faith. Her clergy—composed of clerics, witches and druids—operate a number of hospices scattered throughout the Land where they offer rest and succour to all who come to their door. The Church does not actively seek new followers, and although widespread, it is never the dominant religion.

Hala's symbol is a ring formed by 13 serpents, each devouring the tail of the one before it.

The Lawgiver

This god is referred to by many titles, including the Black Lord and the Iron Tyrant. His name is utterly taboo; his priests maintain that those who misuse his name would be struck dead. His religion demands blind obedience and asserts the divine right of kings: those who are born into wealth and power deserve to rule; those born into poverty deserve only what they get through dutiful service. The Lawgiver assigns souls to their place before birth, and judges them on how dutifully they fulfil their roles; it would be blasphemy to seek elevation.

The Lawgiver's clerics try to enforce the rigid stratifications of Vaasi culture wherever they go. Clerics drawn from different social circles do not mix; the church forbids marriage between different ethnicities or races. All rites must be performed in Vaasi, and all sacred texts must use its script.

The Lawgiver previously used to speak to his clergy, but fell silent during the Great Upheaval, although he continues to grant his worshippers spells. This troubling event has opened a minor schism in the clergy between those who believe his silence is meaningless, or a test, and the minority who believe the Lawgiver was somehow incapacitated. Although the Church ruthlessly purges them, some heretics even whisper that the god died in the Great Upheaval, and all his clerics now worship is a litany of empty titles.

Hearth Gods

Many do not worship sophisticated religions, or do not exclusively do so. Many, especially in rural areas or Medieval or Dark Ages realms, worship hearth gods: a motley collection of local fey spirits, ancestors, totem animals and small gods (typically worshipped at a small shrine beside the hearth, hence the name). The more organised religions look down on this as brute superstition, but these beliefs are far more widespread than any of the major faiths. This simple faith is rarely strong enough to empower a cleric.

Minor Faiths

These faiths are only worshipped in one or two domains, but still have thousands of faithful. Thousands of even tinier faiths exist, ranging from a handful of followers to congregations of a few hundred.

The Ancestral Choir (Kartakass): The ancestors of the people of Kartakass, joined together in one vast choir that brings wisdom, foresight, truth, and beauty to the world. Although all Kartakans believe in the Ancestral Choir, only in Harmonia is its worship actually formalised. In some ways, oddly similar to the ancestor worship of the dwarves.

Belenus (Tepest, Forlorn, the Shadowlands): One of the gods of a pantheon now in decline due to the staunchly active role the Church of Belenus has taken against the fey (in Tepest) and heresy in the Shadowlands. A god of the Sun, fire, truth and purity, his clerics in both realms have a disturbing tendency towards intolerance. In Tepest, his clerics work as rustic folk religion, mingled with superstitions about the fey, witches, and the other gods of their pantheon. In the Shadowlands, he is worshipped as the one true god by a powerful, matriarchal state religion. The whole pantheon is still worshipped in Forlorn.

The Eternal Order (Darkon): Darkonese tradition holds that the land used to belong to the dead, before the living stole it and banished them to the Grey Realm. One day, at the Hour of Ascension, the dead will return to reclaim their land. The Eternal Order is dedicated to ritually appeasing the dead and postponing the Hour of Ascension. Following the Requiem, many believed the Hour had come, and abandoned the Order in droves, leaving the religion a crumbling ruin desperately clinging to what power it can, through whatever means it can.

Erlin (Barovia, Invidia): A trickster death god worshipped by the ancient Gundarakites. Long since fallen out of favour, his worship is having a resurgence as a symbol of independent Gundarakite identity. His church is still very small, and dedicated mostly to either appeasing the god or trying to draw his attention onto the enemies of the Gundarakites.

The Morninglord (Barovia, Invidia): The Morninglord is a man formed of soft golden light, his face smeared with blood. The cult teaches that this strange detail is a sign that even the greatest good may hold some evil, and even the most depraved evil may yet contain a spark of good. The Morninglord is god of the sun (especially the dawn), hope, perseverance, compassion, protection. It is a humble faith, asking nothing more than its worshipper treat each other with kindness and retain hope in their hearts. It is spreading rapidly among the oppressed Gundarakites: no matter how bleak circumstances may seem, the dawn *will* come.

The Overseer (Darkon): A religion worshipped in Martira Bay in Darkon. It teaches that the Overseer see all, righting all wrongs in the next life. In this life, mortals should aid one another and accept aid in return—the faithful are encouraged to discuss private concerns with the priests, who then offer spiritual guidance under the strictest confidence. The Overseer expects his worshippers to solve problems by working together in this way—so there is no record of him ever providing miracles. (The Eternal Order mockingly calls the church the Blind Eye for this reason). The faith also strictly forbids idolatry.

The Spider Queen (Keening, Darkon): Primarily a dead religion of old Arak, occasionally still taught to mortals by strange fey creatures that lurk in Keening and the Mountains of Misery. The Spider Queen is a god of decadence, evil, pain, greed, and deceit.

The Wolf God (Verbrek): A god of the forests of Verbrek; although no humans claim to worship him, the forest is full of stone circles and makeshift altars to this nameless beast-god. It is a god of wolves, savagery, hunting, and wilderness, where humans are nothing more than prey and wolves sate themselves on fresh flesh and blood. Wolves are believed to be perfect; all other predators, including humans, are abhorrent.

Yutow the Peacebringer (Valachan): Somewhat resembling the Lawgiver, but melded with a god of nature worshipped before the Vaasi colonists arrived in Valachan. Yutow is a god of obedience, fate, nature, the moon, and protection.

Other gods: Other, more foreign gods are worshipped by the cultures in the Islands: the harsh, death-obsessed gods of the Amber Wastes; the Rajian pantheon, who teach that life is an endless cycle of suffering and rebirth, or the cruelly austere Zhakata worshipped in the starving land of G'Henna.



☞ Chapter Three: The Heroes of Ravenloft ☞

Deity	AL	Weapon	Cleric Domains
Ancestral Choir	TN	Battleaxe	Charm, Liberation, Knowledge, Luck
Belenus	NG	Sickle	Fire, Good, Nobility, Sun
Eternal Order	NE	Scythe	Death, Magic, Knowledge, Repose
Erlin	CE	Battleaxe	Chaos, Death, Evil, Trickery
Ezra	LN	Longsword	Mists, Destruction, Healing, Law, Protection
Hala	TN	Kukri	Animal, Community, Healing, Magic, Plant
The Lawgiver	LE	Flail	Death, Evil, Law, Strength, War
The Morninglord	CG	Spear	Fire, Glory, Good, Luck, Sun
The Overseer	LG	Longsword	Does not grant spells
The Spider Queen	CE	Net	Animal, Chaos, Darkness, Evil, Trickery
The Wolf God	NE	Natural weapons	Animal, Strength, Travel, Trickery
Yutow	LN	Sickle	Animal, Law, Plant, Protection, Weather
<i>Al Kathos</i>			
Ahriman	NE	Whip	Darkness, Death, Destruction, Evil
Hurmuz	NG	Scimitar	Glory, Healing, Luck, Sun
<i>Paridon</i>			
Divinity of Mankind	LN	Quarterstaff	Community, Knowledge, Nobility, Strength
<i>Sri Raji</i>			
Kali	CE	Sap	Destruction, Evil, Healing, Trickery
Tvashtri	CG	Swordbreaker	Artifice, Knowledge, Plant, Rune
<i>Kalidnay</i>			
Kalid-Ma	LE	Aklys	Evil, Law, War
<i>Har' Akir</i>			
Osiris	NG	Flail	Good, Protection, Repose, Water
Ra	LG	Falchion	Air, Fire, Law, Sun
Set	LE	Short sword	Death, Evil, Trickery, Strength
<i>Mictlan</i>			
Huitlizopochtli	CE	Greatclub	Glory, Strength, Sun, War
Quetzalcoatl	TN	Starknife	Air, Protection, Rune, Travel
<i>G'Henna</i>			
Zhakata	LE	Flail	Destruction, Earth, Fire, Protection

❧ Chapter Three: The Heroes of Ravenloft ❧

Domain	Major Languages
Barovia	Balok*, Luktar, Vaasi, Sithican, Forfarian, Thaani
Borca	Balok*, Modentish*, Falkovnian, Luktar
Darkon	Darkonese*, Falkovnian, Lamordian, Mordentish, Tepestani, Vaasi, demihuman racial languages
Dementlieu	Mordentish*, Lamordian, Falkovnian
Falkovnia	Falkovnian*, Darkonese, Balok, Mordentish
Hazlan	Vaasi*, Balok
Invidia	Balok*, Mordentish, Falkovnian, Luktar, Vaasi
Kartakass	Vaasi*, Balok, Sithican
Lamordia	Lamordian*, Mordentish, Falkovnian, Darkonese
Mordent	Mordentish*, Falkovnians, Vaasi
Graben	Grabenite*, Vaasi
Liffe	Sithican*, Vaasi, Darkonese
Nova Vaasa	Vaasi*, Balok, Darkonese
Richemulot	Mordentish*, Balok, Falkovnian
Blaustein	Lamordian*, Mordentish
Ghastria	Ghastrian*, Mordentish, Lamordian
Sithicus	Sithican*, Vaasi, Balok, Mordentish
Tepest	Tepestani*, Darkonese, Vaasi, Sylvan
Valachan	Vaasi*, Mordentish, Sithican
Vechor	Vechorite*
Verbrek	Mordentish*, Balok, Vaasi
The Nocturnal Sea	Sithican, Vaasi, Darkonese, Grabenite, Vechorite
The Sea of Sorrows	Mordentish, Darkonese, Lamordian, Ghastrian
The Amber Wastes	Akiri, Pharazian
The Frozen Reaches	Sanguine, Vos
The Shadowlands	Nidalan*, Darkonese
The Scattered Lotus	Rokuma, Cua Song, Rajian
The Verdurous Lands	Rajian, many spoken in Saragoss
Zherisia	Zherisian*, Darkonese
Al Kathos	Midani*
Farelle	Farellean*
G'Henna	Balok*, Falkovnian
Kalidnay	Tyrian*
Kislova	Kislovan*
Mictlan	Turonese, Mictlani
Nosos	Nosan*, Darkonese, Mordentish, Vaasi
Odiare	Italian*
Romagna	Romagnan*
Souragne	Souragnien*, Vechorite, Darkonese, Vaasi
Staunton Bluffs	Avergnite*



**Chapter four:
Magic in the Mists**

Magic in the Mists



*is now the moment still and dread,
When Sorcerers use their baleful power;
When Graves give up their buried dead*

To profit by the sanctioned hour

—Matthew Lewis, *The Monk*

Bear in mind the following alterations when adjudicating magic from spells and magical items. Remember that domains are treated as separate planes for the purposes of casting spells across borders, and that no magic can overcome a closed domain border.

The Semblance of Reason

As noted above, the supernatural has little overt role in the lives of most of those living in the Land of the Mists.

Users of divine magic, for example, should not obviously cast spells. That is, while a priest may stop in combat to bless a companion or pray for protection, the prayer is not answered by a glowing aura over said companion or the appearance of an enormous fiery shield. Wherever possible, minimise the visual effects of these spells. They have full effect in terms of the game mechanics, but are able to be passed off as coincidence by Doubting Thomases in the world itself. It should be emphasised though that characters who are affected by magic (especially those who pass their saves) are aware of what's happened.

Similarly, the effect of magical weapons with properties such as *flaming*, *brilliant* or related powers should be downplayed. Instead of a visual corona of flames, the sword might project an aura of unnaturalness that warns opponents to stay clear, and invisible flames do fire damage to those struck by it, but from a distance, all but the most powerful or corrupt magical items are not obviously supernaturally empowered.

To help the GM mediate these effects, it is important to emphasise that hit points are just as much luck as physical toughness. A prayer for healing is much more believably ambiguous if the GM presents it as discovering that wounds weren't as bad as first thought, or returning someone to consciousness by slapping their cheek and praying for mercy, rather than describing wounds closing and people rising from near-fatal injuries. In a similar vein, it is easier to conceal the alignment and nature of opponents from effects like Alignment Channel if you imagine the effect is, in essence, making their luck run out, rather than damaging them. In this mould, a lack of hit points means it is more likely that a fatal blow will be struck, not that a *holy word* or similar is actually physically damaging.

Finally, magical items are not typically overtly sold as magical items. They might be seen as priceless heirlooms or dwarf-crafted weapons. They might be simple folk remedies prepared by village wise women, or blessed water from a holy font, instead of *potions of healing*. These items are still available, but they are not thought of as magical items.

For PCs who want powerful, rare, overt or costly magical items, seeking out a spellcaster, dwarf, elf, hag or other supernatural creature to procure the item is also an option. The GM may make it as simple as burying their sword overnight with 2,000 gp as a gift for the dwarves, or as complex as a quest to prove their worth to their potential benefactor.

See Chapter Eight: Forged of Darkness below.

Altered Magic

In general, magic cannot be used to escape Ravenloft, and only calling magic can summon creatures from outside it. Magic that creates undead is more powerful, while magic that destroys or controls them is weaker. Curses are also harder to break. The Mists help conceal the future, moral alignment, undead and fiends from spellcasters. Any magic that involves shadows, raising the dead or possession can suffer potential mishaps. Only spells that can cross planar boundaries can cross domain boundaries.

Banishment

These spells cannot send an extraplanar creature back to its home plane. They merely banish it to another domain. Once banished, the creature cannot approach within a mile of its banisher for 1 day per spell level. Spells affected: *holy word*, *blasphemy*, *dictum*, *word of chaos*, *banishment*, *dismissal*, *dispel evil* etc.

Calling

Once called to Ravenloft, a creature has no way of returning to its home plane. As such, it may be hostile to its summoner once freed. Spells affected: *gate*, *planar ally (lesser, greater)*, *planar binding (lesser, greater)*.

Creating Undead

One hour after casting these spells, the spell reactivates with a burst radius of 5 ft per spell level. Any corpses in the burst animate as free willed undead of the type created by the original spell. Spells affected: (*Lesser*) *animate dead*, *create (greater) undead*

Curses

Remove curse and *break enchantment* cannot lift a curse that has a permanent duration and a worded escape clause. It simply lifts it for a number of days equal to the caster level. If there is no worded escape clause, the curse can be lifted normally. Spells affected: *bestow curse*, *black mask*, *blindness/deafness*, *greater brand*, *curse of disgust*, *cursed earth*, *geas (lesser)*, *major curse*, *mark of justice*, *nature's exile*, *old salt's mark*, *prediction of failure*, *reprobation*, *rest eternal*.

Major Curse: If the original recipient of the curse dies, the curse is passed on to the victim's children. They must save against the spell (without the +5 DC of the original spell) or be afflicted.

See the section on curses below.

Death

Any creature killed by *nightmare*, *horrid wilting*, or a spell with the Death descriptor rises from the dead 24 hours later as undead. If the original caster is present when they do so, the two can make contested Wisdom checks; if the caster wins, the undead falls under his control. Otherwise, the undead is free willed and typically dedicated to vengeance. Spell affected: *Circle of death*, *death candle* (pyre elemental), *death knell*, *destruction*, *enemy's heart*, *finger of death*, *howling agony*, *horrid wilting*, *nightmare*, *power word kill*, *slay living*, *symbol of death*, *wail of the banshee*.

Detect Alignment

Moral alignment can't be magically detected in Ravenloft, or used to identify targets for spells. Spells affected: *detect evil/good* (don't exist), *antipathy*, *binding*, *hallow*, *phase door*, *symbol* spells, *sympathy*, *unhallow* (can't target a specific alignment), *follow aura*, *see*

alignment (can't specify good/evil alignment). Spells that indirectly target alignment (*forbiddance*, *holy word*, *protection from evil* etc) work normally, but the GM should describe spell effects in such a way that it doesn't reveal a character's alignment.

Divination

Augury: The base chance of the spell working is 50% + 1%/lvl, not 70%. If the roll is 80%+, a misleading false result is provided. The caster thinks the false result is true. Hags and Vistani have a base chance of 70% and are not at risk of misleading results

Divination: Oracle only, unless the cleric is a hag or a Vistani.

Commune, contact other plane: These spells contact the subconscious mind of the domain's darklord. The caster knows they have contacted some powerful, malevolent force, but don't know what. The darklord can make a Wisdom check (DC 15 + caster's Intelligence or Wisdom modifier) to become aware of the caster's intrusion, in which case it can choose to answer truthfully or not, and becomes aware of the caster's general location (to within approximately 1 mile). Some darklords (e.g. Malken) may receive a bonus to this roll. If the darklord isn't aware of the intrusion, the GM should decide whether they know the answer or not.

Mastery

Some darklords are able to control certain creatures or the weather. In these cases, the creatures get a bonus to their saves equal the darklord's Charisma modifier. No creature controlled by the darklord will attack its master; if commanded to, it will resolve its confusion by trying to flee.

If the darklord can control the weather, it can regain control of it whenever it wants as a swift action. If it chooses not to, the spell takes effect normally.

Mind Reading

Intelligent undead and evil outsiders can project false thoughts as a move equivalent action to disguise their true natures, providing they are aware of the spell being cast.

Possession

These spells hold more risks for both the caster and the host than in other realms.

Familiar melding, magic jar, marionette possession – If your host body is slain, you must make a Will save or be bound to the host body as an undead creature. This effectively ends the spell, as you are trapped in your new body. If you are so bound, you are not at risk of becoming a ghost at the end of the spell or upon the destruction of the receptacle (for *magic jar*).

Any life force with nowhere to go at the end of the spell due to the destruction of its body reanimates as a ghost. If it is trapped within a receptacle (as in *magic jar*), it may eventually learn how to escape its prison, but destroying the receptacle destroys the life force within it. Destroying the receptacle doesn't end the spell. Your spirit must be able to pass through the receptacle at the end of the spell—if the jar has been destroyed, you become a ghost.

Possess object – As above, although obviously there is no host soul. If you become trapped, you become a ghost bound to that object.

Shadow projection, skinsend – You must make a Will save (with a +5 bonus) to return to your body at the end of the spell (or, for *skinsend*, if *regenerate* is cast upon your body) or be trapped as a shadow or as a boneless. Your body dies.

Raising the Dead

When casting these spells, the caster must make a Knowledge (religion) or Spellcraft check (DC 20 + number of days or decades the subject has been dead, depending on the spell used) or there is a mishap and the soul comes back wrong.

Spells affected: *Breath of life, raise dead, raise animal companion, reincarnation, (temporary, true) resurrection*

Shadows

If you fail a Will save, these spells collapse into free-willed shadows with HD equal to the spell level at the end of the spell. Spells affected: *Exquisite accompaniment, haunting mists, gloomblind bolts, lunar veil, project image, shades, shadow bard, (greater) shadow conjuration, (greater) shadow evocation, shadow step, shadow walk, shadow weapon, shadow anchor, shadowy haven* (despite not having the shadow descriptor), *(lesser) simulacrum*.

Summon Monster and Summon Nature's Ally

Creatures of any alignment can be summoned by summoners, sorcerers and wizards (although not by clerics, inquisitors or oracles). As these spells can't reach outside Ravenloft, only creatures that have a sizeable population in that domain can be summoned. If the caster attempts to summon a creature that is not within the domain, the spell fails. Specific individuals (except outsiders) can't be summoned, so any attempt to summon a creature known only by a handful of exemplars in a domain (for example, trying to summon a rival's wolf animal companion in a domain that otherwise has no wolves) also fails. Summoned creatures that are killed stay dead and don't magically reform.

For *summon nature's ally*, this includes normal animals, vermin, fey, magical beasts, plants, elementals and giants.

For *summon monster*, this includes elementals, oozes, and magically empowered animals and vermin native to that domain (i.e. creatures with the fiendish, celestial and similar templates). Outsiders can be summoned if they are within that domain. When summoning elementals, there is a 5% chance that an uncontrolled dread elemental is summoned instead.

The Creatures of the Id feat allows all of the above creatures to be summoned as well as outsiders and aberrations. These are drawn from the subconscious of the caster, not the domain or the planes.

Creatures with the Mists descriptor can be summoned in any domain. Magic items that summon monsters (e.g. a *horn of berserkers*) typically summon Mist creatures. In this case, the creatures are always evil and destructive.

Spell Level	CR of Creatures Summoned
I	¼-half
II	1
III	2
IV	3-4
V	5-6
VI	7-8
VII	9-10
VIII	11-12
IX	13-14

Sympathetic Magic

Possessing an item from the intended target of a spell increases the spell's effectiveness, while possessing an item from the spellcaster acts as a counter charm and increases the target's resistance to her sorcery. Material items are possessions of an individual: articles of clothing, jewellery, keepsakes, frequently employed implements or the like. Items used once and discarded by an individual are considered material items if they retain something from the person, such as cloth that has absorbed blood, sweat, or saliva. Intrinsic items, on the other hand, are items that were once an actual part of the individual: hair, nail clippings, a tooth, the odd severed finger, or some other lost body part. These items are usually sealed by the caster in individual pouches. Material items give a +1/-1 bonus/penalty on saving throws, while intrinsic items give a +2/-2 bonus/penalty.

Transmutations

Any spells that alter someone's appearance to something unnatural or inhuman provokes xenophobia, and may be cause for Fear saves and outright hostility.

Other

Awaken – Intelligent plants slowly absorb the evil taint of the darklord from the soil of the domain. Every month, it must make a Will save (DC 1 per month since awakening) or have its moral alignment shift permanently to evil.

Command undead, disrupting weapon – Undead can apply their channel resistance to Will saves against these spells.

Create (greater, lesser) demiplane – Although this spell appears to work normally at first, should any creature fail their fifth Powers check in the demiplane, they become its darklord. You lose control of the new domain and it slowly alters to reflect its new lord. Casting this spell requires a Powers check, which may result in you becoming the domain's new lord.

Detect undead – Undead can make Will saves to avoid detection. The aura of undeath detected by this spell is determined by how many fail their saves.

Insanity – If you wish, you can inflict 1 random permanent madness per 5 caster levels instead of the usual effect.

Miracle, (limited) wish – These spells provoke Powers checks and function only at the Dark Power's fiat.

Mutagenic touch – The creature affected by this spell also make a Will save (equal to your mutagen's Will save DC -5) or their moral alignment becomes evil until the mutagen wears off.

Protective penumbra – Vampires exposed to sunlight while affected by this spell are still staggered, although they are not damaged by the exposure.

Soothe Construct – Against intelligent constructs, this has the effect of a *calm emotions* spell.

Speak with dead – All dead make a save to resist, regardless of their alignment.

New Magic

Alchemist Spells

2nd level Alchemist Formulae

See Ethereal Resonance

5th level Alchemist Formulae

Reanimate

Antipaladin Spells

1st level Antipaladin Spells

Augment Undead

Bestow Embarrassing Curse

2nd level Antipaladin Spells

Bestow Frustrating Curse

3rd level Antipaladin Spells

Bestow Troublesome Curse

4th level Antipaladin Spells

Bestow Dangerous Curse

Deadly Feast

Bard Spells

2nd level Bard Spells

Corrupt Charm

3rd level Bard Spells

Wolfsong

5th level Bard Spells

Bone Seizure

6th level Bard Spells

Neverending Nightmare

Cleric Spells

1st level Cleric Spells

Augment Undead

Bestow Embarrassing Curse

Diminish Undead

See Ethereal Resonance

2nd level Cleric Spells

Bestow Frustrating Curse

Protection from Curses

3rd level Cleric Spells

Bestow Troublesome Curse

4th level Cleric Spells

Bestow Dangerous Curse

Dream Walk

Word of purity

5th level Cleric Spells

Bestow Lethal Curse

Deadly Feast

Ghost Trap

Mystick Cage

Soul Anchor

8th level Cleric Spells

Oath of blood

9th level Cleric Spells

Army of Darkness

Tomb Ward

Druid Spells

1st level Druid Spells

Detect Shapechanger

3rd level Druid Spells

Dark Sentinels

Nature's Purity

4th level Druid Spells

Control Shape

Deadly Feast

Induce Lycanthropy

Word of Purity

7th level Druid Spells

Upsurge

Inquisitor Spells

1st level Inquisitor Spells

See Ethereal Resonance

2nd level Inquisitor Spells

Protection from Curses

3rd level Inquisitor Spells

Corrupt Charm

4th level Inquisitor Spells

Word of purity

5th level Inquisitor Spells

Ghost Trap

Magus Spells

1st level Magus Spells

Bestow Wound

2nd level Magus Spells

Diminish Undead

Protection from Curses

See Ethereal Resonance

3rd level Magus Spells

Baneful Attractor

4th level Magus Spells

Control Shape

5th level Magus Spells

Bone Seizure

Deconstruct

Ghost Trap

Lichbane

Paladin Spells

2nd level Paladin Spells

Protection from Curses

3rd level Paladin Spells

Feast of Oblivion

4th level Paladin Spells

Word of Purity

Ranger Spells

1st level Ranger Spells

Detect Shapechanger

3rd level Ranger Spells

Dark Sentinels

Sorcerer/Wizard Spells

1st level Sorcerer/Wizard Spells

Bestow Wound

Detect Shapechanger

2nd level Sorcerer/Wizard Spells

Augment Undead

Bestow Embarrassing Curse

Diminish Undead

Protection from Curses

See Ethereal Resonance

3rd level Sorcerer/Wizard Spells

Baneful Attractor

Bestow Frustrating Curse

Corrupt Charm

4th level Sorcerer/Wizard Spells

Bestow Troublesome Curse

Control Shape

Dream Walk

Induce Lycanthropy

Mimic Mortal

Wicked Permanency

5th level Sorcerer/Wizard Spells

Bestow Dangerous Curse

Bone Seizure

Create Goblin

Deconstruct

Ghost Trap

Lichbane

Soul Anchor

6th level Sorcerer/Wizard Spells

Bestow Lethal Curse

Create Faux Henchman

Misted Mirror

Mystick Cage

Reanimate

Steal Vitality

7th level Sorcerer/Wizard Spells

Neverending Nightmare

8th level Sorcerer/Wizard Spells

Oath of Blood

9th level Sorcerer/Wizard Spells

Army of Darkness

Summoner Spells

4th level Summoner Spells

Soul Anchor

5th level Summoner Spells

Ghost Trap

Mystick Cage

Witch Spells

1st level Witch Spells

Bestow Embarrassing Curse

Bestow Wound

Detect Shapechanger

2nd level Witch Spells

Bestow Frustrating Curse

Protection from Curses

See Ethereal Resonance

3rd level Witch Spells

Baneful Attractor

Bestow Troublesome Curse

Corrupt Charm

Dark Sentinels

4th level Witch Spells

Bestow Dangerous Curse

Control Shape

5th level Witch Spells

Bestow Lethal Curse

Bone Seizure

Create Goblin

Deadly Feast

Ghost Trap

Soul Anchor

Wicked Permanency

6th level Witch Spells

Create Faux Henchman

Neverending Nightmare

Steal Vitality

8th level Witch Spells

Oath of Blood

Army of Darkness: Cleric 9, sorcerer/wizard 9

Range: Close (25 ft + 5 ft/2 levels)

Effect: 5 ft burst/2 levels

This spell functions as *animate dead*, except that it animates all the corpses within the area of effect. As usual, you can only control a number of HD equal to four times your caster level. Any others beyond this are free willed.

Augment Undead (Necromancy [evil]): Antipaladin 1, cleric 1, sorcerer/wizard 2

Casting Time: 1 standard action

Components: V, S, M (a vial of unholy water), DF

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius emanation

Duration: 1 min/level

Saving Throw Will negates (harmless); **Spell Resistance** yes

Any undead augmented by this spell gain a +3 profane bonus to channel resistance, and a +1 profane bonus on all attack rolls, damage rolls, and saving throws.

Baneful Attractor (Transmutation [curse]): Magus 3, sorcerer/wizard 3, witch 3

Casting Time: 1 standard action

Components: V, S, M (broken glass)

Range: Close (25 ft. + 5 ft./2 levels)

Target: 1 creature

Duration: 1 round/level (D)

Saving Throw: Will negates; **Spell Resistance:** Yes

Any spell targeted at any creature within 20 ft of the subject has a 50% chance of veering off course, striking the subject instead as if they were the intended subject of the spell. The subject of *baneful attractor* must be within the range of the misdirected spell for the spell to be attracted to them. Ranged touch spells that intentionally target the subject of this spell gain a +4 luck bonus to their attack roll.

Bestow Embarrassing Curse: Antipaladin 1, cleric 1, sorcerer/wizard 2, witch 1

This spell functions as *bestow troublesome curse*, except you may choose one of the following curses:

An increased level of xenophobia (from a physical change, like black hands, or a strange habit, like baying at the moon); -2 to an ability score; -1 to an attack or saving throw; a minor fear or madness condition.

Bestow Dangerous Curse: Antipaladin 4, cleric 4, sorcerer/wizard 5, witch 4

This spell functions as *bestow troublesome curse*, except you may choose one of the following curses:

Afflicted lycanthropy; a major madness effect; -8 to an ability score; -6 to attack rolls and saves; confusion; become undead after death.

Bestow Frustrating Curse: Antipaladin 2, cleric 2, sorcerer/wizard 3, witch 2

This spell functions as *bestow troublesome curse*, except you may choose one of the following curses:

-4 to an ability score; -2 to attack rolls and saves; a moderate fear or horror effect; a minor madness effect; deafness; haunted by the victim's ghost; a major physical or personality change (uncontrollable lusts, vestigial wings, change sex)

☞ Chapter Four: Magic in the Mists ☞

Bestow Lethal Curse: Cleric 5, sorcerer/wizard 6, witch 5

This spell functions as *bestow troublesome curse*, except you may choose one of the following curses:

-10 at an ability score; -8 to attack rolls and saves; torturous death; immediate, permanent transformation into a monster (hag, undead, construct etc); permanent alignment change; extreme behavioural requirements (must kill once a day etc).

Bestow Troublesome Curse

As *bestow curse*. Other curses include blindness; a major fear or horror effect; disease; a moderate madness effect; stalked by a monster.

Bestow Wound (Necromancy): Magus 1, sorcerer/wizard 1, witch 1

Casting Time: 1 action

Components: V, S, M (a small piece of bloodstone)

Range: Touch

Target: Living creature touched

Duration: Instantaneous

Saving Throw: Fortitude negates; **Spell Resistance:** Yes

If wounded, you can cast this spell and touch a living creature. The target takes 1 point of damage per caster level, to the maximum needed to bring you up to your maximum hit points. You heal that much damage, as if a *cure* spell had been cast on you.

Bone Seizure (Necromancy): Bard 5, magus 5, sorcerer/wizard 5, witch 5

Duration: 1 round/level

This spell functions as *dominate monster*, except you may only control the physical activities of the victim. The subject must have a skeleton or exoskeleton. The subject can try to resist your control, applying half their Strength bonus as a penalty to initiative, AC, attack rolls and all Dexterity-based checks. The subject can still hiss out words, but cannot cast spells with verbal components.

Control Shape (Transmutation): Druid 4, magus 4, sorcerer/wizard 4, witch 4

Casting Time: 1 action

Components: V, S, M (a blob of wax and a blob of clay)

Range: Touch

Target: Creature touched

Duration: 1 hour/level

Saving Throw: Will negates; **Spell Resistance:** Yes

This spell allows one creature under the effect of a polymorph effect (including afflicted lycanthropes) to transform back and forth as a standard action between its true form and its altered form for the spell's duration (or the duration of the polymorph effect, whichever is shorter). An afflicted lycanthrope doesn't have to make Constitution checks to change forms while the subject of this spell. The target retains its own mind and alignment for the duration of this spell. If the polymorph effect would normally be ended by the subject returning to their true form, it does not end while they are affected by *control shape*.

Corrupt Charm (Enchantment (compulsion) [emotion, mind-affecting]): Bard 2, inquisitor 3, sorcerer/wizard 3, witch 3

Casting Time: 1 standard action

Components: V, S

☞ Chapter Four: Magic in the Mists ☞

Range: Close (25 ft. + 5 ft./2 levels)

Target: 1 creature who is affected by a *charm* or *dominate* spell

Duration: 1 day/level

Saving Throw: Will negates; **Spell Resistance:** yes

This spell corrupts a pre-existing charm. If the subject fails their save, the effect of the *charm* or *dominate* spell is immediately ended. Instead, they become subject to either *unnatural lust* or *malicious spite* (50% chance of either), targeting the caster of the original charm. If this spell is cast on someone who is not affected by a *charm* or *dominate* spell, it has no effect.

Create Faux Henchman (Transmutation [polymorph]): Sorcerer/wizard 6, witch 6

Casting Time: 1 day

Components: V, S, M (a small clay figure, a drop of your blood, your familiar's blood, and blood from the mimicked race)

Range: Touch

Target: Your familiar

Duration: Permanent

Saving Throw: Will negates; **Spell Resistance:** yes

This spell transforms your familiar into the appearance of a humanoid race, or a humanoid hybrid with its original species. The familiar appears as a normal member of its mimicked race, though it might exhibit behaviour and subtle physical traces of its original form. It is still considered a magical beast, and you retain the special ability granted by the familiar.

Humanoid form: The familiar can be made into a Small or Medium humanoid. Small humanoids provide a +2 size bonus to Dex and gain a speed of 20 ft; Medium humanoids provide Str +2 and their speed changes to 30 ft. The familiar also gains a +4 racial bonus to Cha. If the familiar's original form is Diminutive, it also gains Str +6 and Dex -4; Tiny familiars gain Str +4 and Dex -2. The familiar loses its usual speeds, but keeps its normal natural AC bonus and senses. It gains the ability to speak one language that you know, and gains proficiency with simple weapons and light armour.

Hybrid form: Small: The familiar becomes a Small creature. If the familiar's original form is Diminutive, it also gains Str +6 and Dex -4; Tiny familiars gain Str +4 and Dex -2. It retains the special abilities, natural attacks and unusual movement types of its animal form. Its speed changes to 20 ft. Toad familiars also gain a sticky tongue (as the boggard special ability). It gains proficiency with simple weapons and natural armour. It can understand but not speak one language that you know, unless the familiar was a raven or a thrush, in which case it may speak one language as a supernatural ability (as usual).

Create Goblin (Transmutation [evil]): Sorcerer/wizard 5, witch 5

Casting Time: 1 full-round action

Components: V, S, M (a handful of mud mixed with humanoid blood)

Range: Medium (100 ft + 10 ft./level)

Target: One humanoid creature

Duration: Instantaneous

Saving Throw: Fortitude negates; **Spell Resistance:** Yes

The subject of this spell is transformed into a goblin. It is absolutely loyal to its creator, and has only dim memories of its previous life.

Dark Sentinels (Conjuration [summoning]): Druid 3, ranger 3, witch 3

Casting Time: 1 round

Components V, S, DF

Range: 1 mile/level

Effect: one swarm of birds

Duration 10 min/level

Saving Throw none; **Spell Resistance** no

This spell summons a swarm of dark birds, typically ravens or crows (as a swarm of bats). The swarm appears in your square, and can be sent to seek out the nearest aberration, hag, outsider, shapechanger or undead, flying at 40 ft/round (or approximately 5 miles per hour). The target can make a Will save to avoid detection, in which case the birds seek out the next nearest target of that type. You can sense the approximate direction of the swarm at all times. When you are within 100 ft of the swarm, you can command them to observe (in which case, they follow it wherever they can, or settle on whatever surface they can around the creature or its lair), attack or seek out a new target.

Deadly Feast (Necromancy): Cleric 5, druid 4, witch 5

Effect: 5 ft./level burst

Duration: Instantaneous or 1 hour (see text)

This spell functions as *poison*, except that all food and drink within the emanation becomes poisoned. The affected food remains poisonous for 1 hour, and retains its potency if taken away from the burst radius. After 1 hour, it fades without a trace.

Deconstruct (Transmutation): Magus 5, sorcerer/wizard 5

Casting Time: 1 standard action

Components: V, S, M (a vial of acid)

Range: Close (25 ft. + 5 ft./2 levels)

Target: one construct

Duration: 1 round/level

Saving Throw: Will negates; **Spell Resistance:** no

This spell decreases the target's DR/adamantine by 10 or its hardness by 10 (to a minimum of 1). If the target does not have DR/adamantine or hardness, this spell has no effect. This spell counters and is countered by *unbreakable construct*.

Detect Shapechanger: Druid 1, ranger 1, sorcerer/wizard 1, witch 1

This spell functions as *detect undead*, except it detects creatures with the shapechanger subtype. It does not reveal whether the creature's current form is their natural form or not.

Diminish Undead (Necromancy): Cleric 1, magus 2, sorcerer/wizard 2

Casting Time 1 standard action

Component V, S, M (a bone, which is snapped in half), DF

Range close (25 ft. + 5 ft./2 levels)

Area 20-ft.-radius emanation

Duration 1 min/level

Saving Throw Will negates; **Spell Resistance** yes

Any undead affected by this spell suffer a -3 profane penalty to channel resistance, and a -1 profane penalty on all attack rolls, damage rolls, and saving throws.

☞ Chapter Four: Magic in the Mists ☞

Dream Walk: Cleric 4, sorcerer/wizard 4

Components: V, S

This spell functions as *plane shift*, except you move the subject(s) into a dreamscape. You must be able to see the dreamer whose dreams you wish to enter or be within 30 ft of them.

Feast of Oblivion (Abjuration [good]): Paladin 3

Casting Time: 1 standard action

Components: V

Range: Close (25 ft. + 5 ft./2 levels)

Target: one creature who has just struck you with an attack

Duration: 1 hour/level

Saving Throw: Fortitude partial; **Spell Resistance:** yes

This spell infuses you with the power of light and goodness, making your flesh seem repulsive to any evil creatures that might feast upon it. Any evil creature that hits you with a bite attack is wracked with shooting pains that impose a –4 penalty on attack rolls, skills checks, and ability checks for 2d4 rounds. On a successful Fortitude save, the penalty only lasts for 1 round. If an evil creature swallows you whole, it takes 1d8 damage each round and may not make a Fortitude save to avoid the pain until it regurgitates you as a full round action. If an evil creature drains your blood, it must make a Fortitude save or fall unconscious for 24 hours (although they can be awakened by suffering damage). Even if they succeed on their save, they are *slowed* for 1 round per 2 caster levels.

Ghost Trap (Abjuration): Cleric 5, inquisitor 5, magus 5, sorcerer/wizard 5, summoner 5, witch 5

Casting Time: 1 standard action

Components: V, S, M/DF (a pinch of ground glass)

Range: 30 ft

Area: 30 ft. emanation, centred on you.

Duration: 1 min./level (D)

You are surrounded by a field of energy that negates incorporeality. All incorporeal creatures in this field become corporeal. Creatures cannot turn ethereal while in this area. Ethereal creatures that have not manifested cannot manifest.

Induce Lycanthropy

This spell functions as *true form*, except it forces a shapechanger to assume a bestial alternate form (for lycanthropes, as though it were affected by its trigger). If the target has multiple bestial forms (a hybrid and an animal form, for example), it can choose which form it takes. If its second save fails, it cannot resume humanoid form for the duration of the spell, although it can continue to alternate between animal and hybrid forms.

Lichbane (Evocation): Magus 5, sorcerer/wizard 5

Casting Time: 1 standard action

Components: V, S

Range: Medium (100 ft. + 10 ft./level)

Target: 1 creature

Duration: Instantaneous

Saving Throw: Fortitude half (object); **Spell Resistance:** No

You must succeed on a ranged touch attack to strike your target with a ray of amethyst light. If your target is a creature or object magically controlled by a lich, it takes

☞ Chapter Four: Magic in the Mists ☞

1d6 points of damage per caster level (to a maximum of 15d6). The controlling lich also takes half of the damage suffered by its servant. If your initial target is a lich, the lich takes damage as described, and one of its servants per 2 caster levels also takes 1d6 damage. Those servants closest to the lich are affected first. If your target is neither a lich nor controlled by one, it takes only 1d6 per 2 caster levels of damage.

Mimic Mortal (Necromancy): Sorcerer/wizard 4

Casting Time: 1 standard action

Components: V, S

Range: Personal

Target: You

Duration: 10 min/level

You can suppress some of the vulnerabilities of being a vampire by suppressing the advantages. You can suppress up to 1 level of abilities per 2 caster levels. The following table is cumulative; to choose an ability, you must suppress all of the abilities above it.

Level	Trait Suppressed	Advantage Suppressed
1	Repulsed by garlic	Damage reduction
2	Repulsed by mirrors	Energy drain, channel resistance
3	Requires invitations	Fast healing
4	Repulsed by holy symbols	Blood drain, create spawn
5	Running water	Dominate, children of the night
6	Damaged by holy water	Energy resistance
7	Damaged by positive energy	Change shape, gaseous form
8	Sunlight	Spider climb

Misted Mirror: Sorcerer/wizard 6

Components: V, S, F (a reflective surface big enough for you to pass through)

This spell functions as *shadow walk* except it transports you to the Plane of Mirrors. You can use this spell to travel rapidly (as with *shadow walk*), although you must find another reflective surface to emerge from. You can also use the Plane to spy on people, as if using *scrying*, although you can only see the subject, not hear them, and they must be near a reflective surface for you to do so. They can make a Perception check (DC 10 + your Stealth bonus) to notice you in the reflection. Finding the right mirror takes 3d10 minutes.

The risk of travelling on the Plane of Mirrors is that your reflection animates as a fetch as soon as you enter the Plane, which seeks to replace you in the world of the living. It typically takes 2d20 minutes for the fetch to find you, although if you leave the Plane before it does, you are safe. Should you step through the wrong mirror, you may end up anywhere in Ravenloft.

Mystick Cage (Conjuration (calling)): Cleric 5, sorcerer/wizard 6, summoner 5

Casting Time: 10 minutes

Components: V, S, F (a circular cage 30 ft in diameter, made of wood and wrought iron, 5,000 gp in value)

Range: Unlimited (within domain)

Target: one elemental or outsider

Duration: 10 min

Saving Throw: None; **Spell Resistance:** no and yes; see text

You summon a fiend and attempt to trap it within its phylactery. To activate the *mystick cage*, you must use a *magic circle* spell, focused inward. The *cage* has a diameter of

☞ Chapter Four: Magic in the Mists ☞

30 ft; the inner 20 ft contains the *magic circle*, leaving a ring 5 ft in width between the outside of the *cage* and the *circle*. You must know the target's true name. A fetish, representative of the target, must be placed at the centre of the *cage*. If its phylactery is used as the fetish, the fiend may not use spell resistance to avoid the call; it is automatically summoned.

The fiend must remain trapped within the cage for 10 minutes. At the end of this period (or if it is reduced to 0 hp), the fiend is banished to its phylactery for 24 hours. If the phylactery is destroyed in this time, the fiend is permanently annihilated. If it does not have a phylactery, it is annihilated at the climax of the spell.

To keep the fiend trapped, you must designate at least 4 intelligent, living creatures (potentially including yourself), who must remain within the *cage* for the whole 10 min. The maximum number of creatures you can designate is limited only by how many will fit into the *cage* without disturbing the *magic circle*, although you must call each one by its true name at the start of the spell. If fewer than 4 of these creatures remain, the spell fails.

Each round, the fiend can pit its will against yours as a standard action, making a Wisdom check (DC 15 + half your caster level + the total Wisdom modifiers of the *cage's* designated guardians) to escape its confinement. The fiend knows instinctively who the guardians are, and can try to induce them to leave the *cage* by persuasion, threats or the attacks allowed to it within the limitations of the *magic circle*.

Nature's Purity (Evocation): Druid 3

This spell functions as *scorching ray*, except the rays deal 2d8 points of force damage to undead and constructs, and 4d6 points of force damage against aberrations (threatening for a critical hit on 19-20). An aberration killed by this spell is transformed into pure meat and pungent vegetable matter.

Neverending Nightmare [curse]: Bard 6, sorcerer/wizard 7, witch 6

Duration: See below

This spell functions as *nightmare* except the nightmare returns each night until the target successfully makes a Will save. If you wish, you can implant images of a particular symbol, creature or type of creature such that your victim must make a Fear save upon seeing that image in the waking world.

Oath of Blood: Cleric 8, sorcerer/wizard 8, witch 8

Duration: Until discharged

Saving Throw: None or Will negates (see text)

This spell functions as *geas*, except the duration is unlimited; it persists until dispelled or the obligation is discharged. You can choose to make the *oath* a familial oath, or an undying oath. Once chosen, the choice cannot be changed.

Familial oath: The initial subject gains no save, but if they die before completing the obligation, the *geas* transfers to the closest adult relative, who can make a Will save to avoid the *geas*. If they save, the spell ends; otherwise, it has full effect, including potentially transferring again. Each new subject has an instinctive understanding of the nature of the obligation.

Undying Oath: Not even death will break your *geas*. If the target dies before discharging the obligation, they reanimate as undead of a type based on your caster level (as *create undead*). If killed again, they reanimate as the next weakest form of undead based on your original caster level, and so on until they discharge the obligation (and so die again) or can no longer be reanimated.

☞ Chapter four: Magic in the Mists ☞

Protection from Curses (Abjuration): Cleric 2, inquisitor 2, paladin 2, magus 2, sorcerer/wizard 2, witch 2

This spell functions as *hex ward*, except it provides a +4 bonus to saves against spells with the curse descriptor and spells cast through an evil eye ability, and increases the Charisma check DC of curses of vengeance targeted on the subject by 4.

Reanimate (Necromancy [evil]): Sorcerer/wizard 6, alchemist 5

This spell functions as *raise dead*, except upon reanimation, the subject becomes a construct, gaining construct traits, and must make a Madness save. In addition to the usual effects of a failed Madness save, the subject's alignment moves 1 step closer to CE for every 5 points by which it fails the save.

See Ethereal Resonance (Divination): Alchemist 2, cleric 1, inquisitor 1, magus 2, sorcerer/wizard 2, witch 2

Casting Time: 1 standard action

Components: V, S, M (a piece of smoky quartz)/DF

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates; **Spell Resistance:** Yes

The subject is able to see all ethereal resonance within 60 ft, as if they had the Ethereal Empathy feat. They cannot see ethereal creatures directly, although they might see their effect upon the ethereal resonance. While this spell is in effect, the subject's Will saves are modified by ethereal resonance as if they were on the Ethereal Plane.

Soul Anchor (Abjuration [curse]): Cleric 5, sorcerer/wizard 5, summoner 4, witch 5

Casting Time: 1 standard action

Components: V, S

Range: Touch

Target: Creature touched

Duration: Permanent

Saving Throw: Will negates; **Spell Resistance:** Yes

You bind a creature's soul to a particular area or edifice that has clearly defined borders (such as a domain, a building or a field). The subject cannot leave this area until you or the owner of the property gives them permission, although they can enter the Ethereal Plane in that area and use magic to transport themselves from one part of the area to another. If the owner is the subject of the spell, they cannot give themselves permission to leave.

Steal Vitality (Necromancy [evil]): Sorcerer/wizard 6, witch 6

Casting Time: 1 standard action

Components: V, S

Range: Close (25 ft + 2 ft/level)

Target: Two living creatures

Duration: 1 round/level (D)

Saving Throw: Fortitude negates; **Spell Resistance:** Yes

You open a channel between two creatures, one of which can be yourself. One creature, the victim, gains 1 temporary negative level per round. They can make a Fortitude save each round to resist. The spell ends when the victim makes a successful save. The victim must save again 24 hours later or the negative levels become permanent. If they suffer any

☞ Chapter Four: Magic in the Mists ☞

temporary negative levels, they suffer the cosmetic effects of aging approximately 2 years per negative level.

The other creature grows physically younger by 1 year per negative level drained from the victim.

This spell cannot affect ageless creatures, such as constructs, elementals, fey or outsiders.

Tomb Ward (Abjuration [curse]): Cleric 9

Casting Time: 1 day

Components: V, S, DF

Range: Touch

Effect: 1 tomb (no larger than 18,000 cu ft)

Duration: Permanent

Saving Throw: None; **Spell Resistance:** No

To cast this spell, you must walk through every passageway and chamber, marking it with the signs of the curse and your deity. The conditions that trigger the curse can be as broad as “any creature entering” or as specific as “any mortal disturbing the pharaoh’s body or his treasures.” The effect of the curse is also your choice and can replicate any spell of 7th level or lower. You can entomb a number of living creatures with a total number of HD up to your caster level as well. If the curse is triggered, they animate as rank 1 ancient dead to guard the tomb.

Upsurge (Evocation): Druid 7

Casting Time: 1 standard action

Components: V, S, DF

Range: Long (400 ft. + 40 ft./level)

Target: 1 elemental, fey or outsider

Duration: 1 round/level

Saving Throw: Fortitude partial; **Spell Resistance:** Yes

If the target is a fey, you deal 1d6 damage per caster level to a maximum of 20d6. If the fey fails its Fortitude save, it is also nauseated for the spell’s duration. If the target is an elemental, you deal 1d6 damage per caster level to a maximum of 20d6. The elemental takes half damage on a successful save. If the target is an outsider with a reality wrinkle, it gains 1d4 corruption points, and is stunned for the spell’s duration. On a successful save, its reality wrinkle is halved for the duration of the spell. If the target is an outsider without a reality wrinkle or a darklord, there is no effect.

Wicked Permanency [curse, evil]: sorcerer/wizard 4, witch 5

This spell functions as *permanency*, although it can only make permanent detrimental spells. If any humanoid willingly performs an act of true, unselfish love on behalf of the subject of this spell, the *wicked permanency* is dispelled.

Word of Purity (Evocation [good]): cleric 4, druid 4, inquisitor 4, paladin 4

Casting Time: 1 standard action

Components: V, S

Range: medium (100 ft. + 10 ft./level)

Area: 20-ft.-radius spread

Duration: instantaneous (1d4 rounds); see text

Saving Throw: Will partial; **Spell Resistance:** yes

With a word, you can burn the impurities from those within hearing.

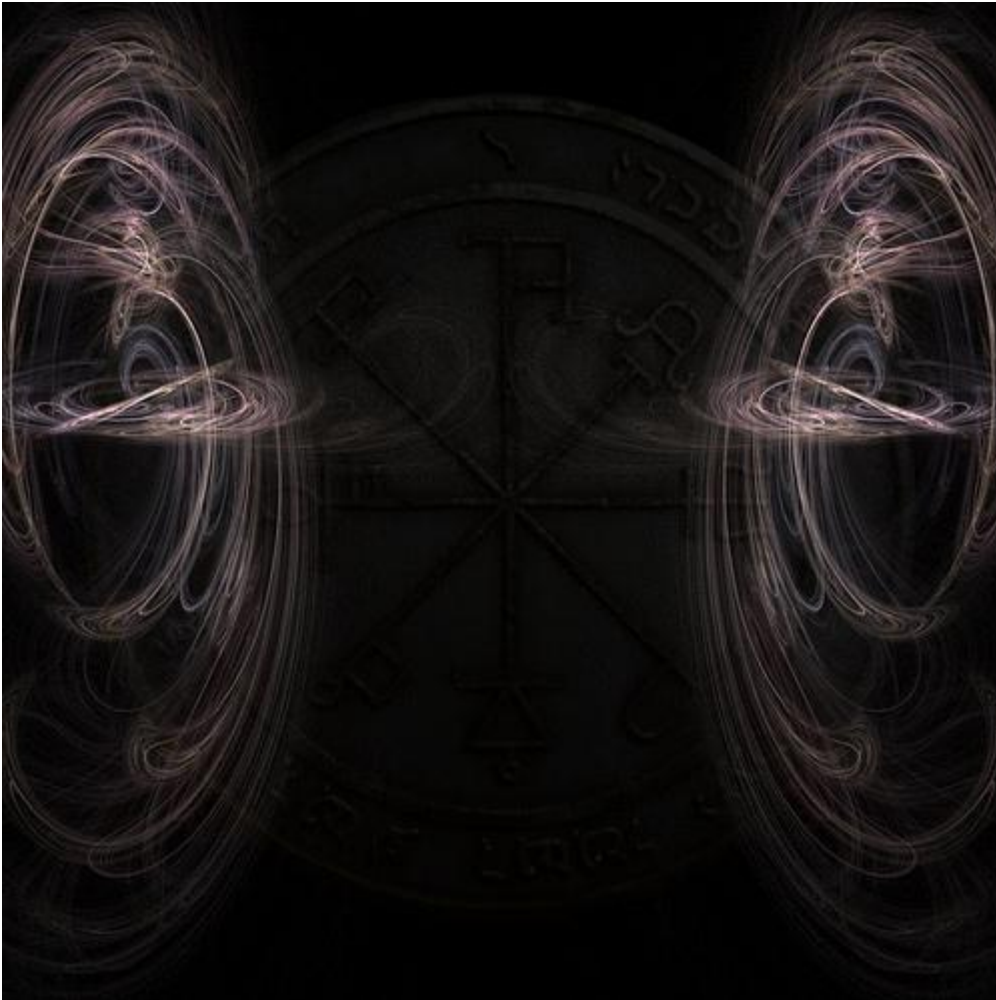
☞ Chapter four: Magic in the Mists ☞

The spell deals 1d6 damage per caster level, maximum 10d6, to an evil outsider or aberration and causes it to be sickened for 1d4 rounds. With a successful Will save, the damage is reduced to half and the creature is only shaken for 1 round. The nauseated and shaken conditions cannot be negated by *remove disease* or *heal*, but *remove curse* is effective.

The spell deals half damage to all other creatures, and they are not sickened or shaken. Such a creature can reduce the damage by half again (down to one-quarter) with a successful Will save. Innocents and creatures with an aura of good are unaffected.

Wolfsong (Enchantment [compulsion, mind-affecting]): bard 3

This spell functions as *summon nature's ally III*, except it summons 1d4+1 wolves, 1d3 worgs or 1 dire wolf. The wolves takes 1d3 rounds to arrive, and this spell does not grant any control over them once they arrive.



The Mist Domain

Deity: Ezra

Granted Powers:

Binding Ties (Su): As a standard action, you can touch an ally and remove one condition affecting the ally by transferring it to yourself. This transfer lasts a number of rounds equal to your cleric level, but you can end it as a free action on your turn. At the end of this effect, the condition reverts to the original creature, unless it has ended or is removed by another effect. While this power is in use, the target is immune to the transferred condition from that source. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Shield of Ezra (Su): At 8th level, you can summon the shield of Ezra to protect yourself for a number of rounds per day equal to your level. These rounds do not need to be consecutive. The effects of the shield are determined by your sect.

Home Faith: DR 10/adamantine

Mordent: DR 15/bludgeoning

Dementlieu: SR 12 + cleric level against spells that cause damage

Nevuchar Springs: Immune to mind-affecting effects.

Other sects may provide other benefits.

Mist Navigation (Su): At 12th level, you can improve your chances of successfully navigating the Mists to a particular destination. The chance of a Mistway drifting is reduced by 10% to a minimum of 5%, and you gain a 10% chance of controlling your destination in the Mists even without using a Mistway.

Domain Spells: *1st—obscuring mist, 2nd—fog cloud, 3rd—gaseous form, 4th—solid fog, 5th—mind fog, 6th—wind walk, 7th—greater teleport, 8th—screen, 9th—imprisonment.*



**Chapter five:
The Ways of the World**

The Ways of the World



here are two ways to escape suffering... The first is easy for many: accept the inferno and become such a part of it that you can no longer see it. The second is risky and demands constant vigilance and apprehension: seek and learn to recognise who and what, in the midst of the inferno, are not inferno, then make them endure, give them space.

—Italo Calvino, *Invisible Cities*

Innocence

Innocence is a soul completely free of the taint of evil. It is a supernatural quality, easily lost to experience. Most people lose their innocence by their early teens, although some unfortunates may lose it far earlier, and some cloistered souls may keep it far longer than is usual.

An Innocent must be humanoid, of good alignment, and have never committed an act worthy of a Powers check.

An Innocent gains a +2 divine bonus to all saving throws against any spell-like or supernatural ability that either requires a Powers check or is used by an evil creature. However, your naiveté causes a -2 competence penalty to Sense Motive checks and Horror saves. Innocence can be made the target of magical abilities that affect alignment (which would otherwise be blocked or obscured in Ravenloft). Some spells in Ravenloft target Innocence, and many supernatural creatures are perversely attracted to it. Innocence can also prevent xenophobia from nonevil humanoids.

You lose your Innocence if you fail to meet the above prerequisites, if you are cursed, or if you suffer a moderate or major Horror or Madness effect. You may also voluntarily lose your Innocence at any time. Once lost, Innocence can never be regained.

Intelligent undead, fey and outsiders are able to detect Innocence with a Sense Motive check (DC 20 – target's HD). This is a standard action which does not provoke an attack of opportunity, usable at will. It has a range of 30 ft.

Xenophobia

The people of Ravenloft are isolated and superstitious, unwilling to accept strangers. Few travel more than about 10 miles from their place of birth in their entire lives. Anything that is different, has supernatural powers, or an evil reputation provokes fear and hatred.

For that reason, the starting attitude of any NPC (except those who, at the GM's discretion, have travelled widely enough to overcome their xenophobia) is unfriendly towards anyone who is of a different race or nationality. While they won't try to actively hurt you, they won't interfere with those that would and could easily be convinced to conspire against you.

For example, a dwarf or gnome in any human settlement will encounter some hostility. Likewise, a Falkovnian will suffer the same in Dementlieu, despite being human. Half-elves, giomorgo and dhampirs lack communities of their own, and so are always received with unfriendly stares.

There are some exceptions to this rule. Halflings are common and (somewhat patronisingly) seen as harmless; their starting attitude is generally indifferent, not unfriendly. Conversely, calibans are regarded with horror; starting attitudes towards them are generally hostile. The GM should note that this does not mean that people will attack them wherever they go. Calibans are believed to be able to curse those who harm them, and are famous for disproportionately avenging any slight, real or imagined, so fear will keep many people civil,

if obviously antagonistic. They will, however, try to cheat you, refuse to help you, keep you from safety, use violence if they think they can get away with it or at the slightest provocation, and try to convince you to move on as quickly as possible.

Many classes also provoke xenophobia. Villagers are frequently unfriendly towards those they believe are alchemists, inquisitors, oracles, wizards, witches or magi, but those who make an effort to disguise their ability to cast spells can avoid this. This does not stack with xenophobia due to race or nationality, and different cultures may vary in which classes provoke xenophobia; elves and dwarves, for example, are much more comfortable with magic than humans, and so are not as afraid of arcane spellcasters, while worshippers of any gods other than the Lawgiver are likely to be treated with suspicion in Nova Vaasa and Hazlan.

Some characters also project an aura of menace. Changelings, sorcerers, those with the Hollow feat and the eidolons of summoners have an aura that provokes an unfriendly attitude in humans and halflings. The victims of this aura may not even be consciously aware of this instinctive revulsion; they simply know there something *wrong* with that character. Unlike other forms of xenophobia, this is not typically culturally specific. Almost all humans and halflings, regardless of their background, will be unfriendly at first.

Innocence improves the attitude of nonevil humanoids by one step, to a maximum of Indifferent. An Innocent caliban, for example, would provoke a starting attitude of Unfriendly.

Xenophobia can be avoided with a Disguise check. Matters of nationality typically count as minor details only (+5 to the check). A giomorgo or dhampir can disguise himself as a normal human without penalty. Disguising oneself as a member of another race suffers a -2 penalty (-12 if they are of different size categories). An aura of menace or Innocence can't be disguised.

Note this list is not exhaustive. Regional (for example) variations may exist.

Condition	Starting attitude	Disguise?
Halfling, half-elf (Integrated ability)	Indifferent	Y
Other nationality	Unfriendly	Y
Other race	Unfriendly	Y
Caliban, elf (N Core)	Hostile	Y
Nonhuman appearance	Hostile	Y
Innocent	One better (nonevil)	N
Aura of menace (sorcerer, eidolon, changeling, Hollow feat)	Unfriendly or worse	N
Deformity (scarring, curse etc)	One worse than normal	Y

Ethereal Resonance and Sinkholes of Evil

Ravenloft is a land shaped by passion and fear. Emotions linger, forming ethereal resonance. If these emotions are powerful enough, they can seep into the subconscious minds of creatures in the area.

All resonance is imbued with one or more emotions. If the resonance is powerful enough, it applies a penalty to any Will saves made to resist its focal emotions. For example, creatures in a lover's grove might suffer a penalty to any effect that creates feelings of lust or affection, such as *charm* spells.

Ethereal resonance imbued with negative emotions are called sinkholes of evil. In these areas, the penalty applies to all Will saves and all attempts to channel energy or turn undead. A character must make a madness save (DC 15) for every 24 hours they spend in a rank 5 sinkhole of evil, or DC 25 if it is a phantasmagorum.

Rank	Ethereal Mod.	Material Mod.	Min Cha
1	+0	+0	6
2	+1	+0	8
3	+2	+1	10
4	+4	+2	12
5	+6	+3	14

Resonance increases by 1 rank within 300 ft of a darklord. The darklord may not project their own ethereal resonance (although some do); their connection with the metaphysical landscape is so strong they strengthen pre-existing resonance by their very presence.

Sinkholes of evil can be detected by druids, outsiders, fey and intelligent undead. Druids can detect them with a Perception check (DC 30 – rank when within 100 ft per rank, or 20 – rank within the sinkhole). Outsiders, fey and intelligent undead can detect them with a Perception check (DC 20 – rank, within 300 ft per rank).

Ethereal resonance fades once the emotions required to feed it fade. If ethereal resonance is not sustained (a bordello closes down, a church is deconsecrated, a haunted house is abandoned and forgotten), its rank decreases by one every month in the absence of living beings who remember the events that spawned it, to a minimum of rank 1. When a ghost is created, the ethereal resonance immediately rises to match the rank of the ghost, and the ghost itself prevents the ethereal resonance from fading. Bards can attempt to reduce sinkholes of evil by performing in the area for 2 weeks then making a Perform check (DC 30 + sinkhole rank). If they succeed, the rank is reduced by one.

For ethereal creatures, structures with ethereal resonance gain solidity. Ghosts pass through material structures as if they don't exist, and can pass through ethereal objects of lower ranks than themselves in the same way (although they can interact with them if they wish). Ethereal resonance of equal or greater rank is completely solid to them. Ethereal resonance is solid for living beings that do not meet the minimum Charisma requirements for that rank. If they do, they can pass through or interact with it as they wish.

Haunts, phantoms and phantasmagora are examples of particularly extreme ethereal resonance. Phantoms are ethereal imprints of particular moments of great emotion. They are mindless images, endlessly replaying the event that led to their creation, without variation. Haunts bridge the gap between phantoms and ghosts; some are nothing more than phantoms of sufficient rank to interact with the mortal world, while others are (usually weak) ghosts. Finally, a phantasmagorum is created when a rank 5 sinkhole of evil becomes so monstrous that it gains a kind of malevolent self-awareness, becoming the ghost of an evil place, rather than of a person.

Fear, Horror and Madness

Heroes in a Ravenloft campaign may find themselves facing slavering monsters that can slay with a touch, haunted by the memory of horrendous cruelty, or exposed to alien forces that can wrench their minds apart. The following rules are an optional addition to represent the effect of these terrors on PCs; if the GM thinks a player is adequately representing the hysteria that clouds the minds of characters in classic tales of horror, no dice roll is necessary.

Fear, horror and madness saves are Will saves (or sometimes Fort saves) resulting from exposure to something terrible or unnatural. They are independent of magical fear or any other game effect, so a PC attacked by a dragon must make a fear save and a save against dragonfear. They are not an action and are generally rolled as part of another activity, such as

an initiative check or skill check. Characters that are immune to magical fear gain a +4 competence bonus to fear and horror saves, but are not immune to them. If the character makes the save, they are immune to that specific source of fear for 24 hours.

Generally, the DC of the save should be approximately 10 + the average party level, +2 to 4 for more horrific scenes. Remember that higher level characters have more experience than lower level characters, and so may not be afraid of the same things. Likewise, a scene of bloody slaughter is probably more confronting for a bookish wizard than a warrior, so feel free to modify the DC based on personal experience.

The effect of a failed check depends on the degree of failure and source of the emotion. Select the condition the GM considers appropriate from the table below. In most cases, the duration should be 1 rd, or 1 encounter in severe cases.

Failure Margin	Effect	Examples
1-5	Minor	Dazed, Sickened, Fatigued, Shaken
6-10	Moderate	Stunned/Fascinated, Nauseated, Exhausted, Frightened
11-15	Major	Paralyzed/Confused, Disabled, Staggered, Panicked
16+	Catastrophic	As major with extended duration

In the event of a catastrophic failure, the character suffers a -4 penalty to fear and horror checks provoked by a similar event for the next month, and must make an unmodified save when confronted with things that wouldn't normally be cause for a fear or horror save. Thus, a character who is catastrophically frightened by a werewolf may need to make a fear save whenever he approaches the site of the attack, or when he hears dogs baying at the moon, and a fear save at -4 if he sees a shapechanger transform, or is attacked again.

If a character makes another catastrophic failure within that month, they must make a Fort save at the same DC or take 3d6 temporary Constitution damage.

The effects of Madness saves cannot be avoided by roleplaying; they are typically too severe. They can be instigated by complete personal tragedy, having a mental ability reduced to 0, or mental contact with an alien or insane mind (that is, someone who has failed a Madness save, a darklord, undead, outsiders, elementals, oozes, aberrations, and plants if the caster is not a druid or have access to the Plant domain). A character can also deliberately attempt to drive someone mad, by remaining in close proximity for 30 days and then making a Bluff check opposed by the victim's Sense Motive. If the victim fails, they are driven mad; if they succeed, they can make another Sense Motive check to become aware of the failed gaslighting.

The degree of madness is modified by the degree of failure, as described above. Roll to determine the insanity that afflicts the character. Apply -25% for minor madness, +25% for major madness, and +50% for catastrophic madness. The character also suffers 1d6 ability damage to Intelligence, Wisdom and Charisma for minor madness, 1d6 ability drain for moderate madness, and 1d10 ability drain for major or catastrophic madness. Note that the Madness effect is separate to the ability damage or drain suffered by the character, and may persist long after the ability damage is healed. If the Madness effect requires further Madness saves, the character doesn't suffer any further ability damage.

If any of a character's mental abilities drop below 3, they become a Lost One—a walking catatonic whose mind was shattered by memories too horrible to bear. They eat and drink if fed, walk if led, and may occasionally mumble gibberish, but otherwise take no meaningful actions. They persist in this state until their madness is cured.

All Madness effects have a DC that represents the insanity's strength. A Madness's DC indicates the Will save you need to roll in order to resist contracting the insanity when you are initially exposed to it, to overcome its effects while affected by it, and the DC you

need to make to recover. Recovering from madness naturally is a lengthy process—once per week, you make a Will save against the madness's current DC. If you succeed on this save, the Madness DC is reduced by a number of points equal to your Wisdom bonus (minimum of 1). You continue to suffer the full effects of the madness until its DC is reduced to 0, at which point you are cured and the insanity vanishes completely. Madness can also be cured using hypnosis; see above.

Lesser restoration has no effect on insanity beyond restoring temporary ability damage, but *restoration* reduces the current DC of one Madness effect currently affecting a target by an amount equal to the caster's level if cast for that purpose specifically. *Greater restoration, heal, limited wish, miracle, or wish* immediately cures a target of all insanity.

d100	Madness Effect
0 or less	No effect beyond ability damage
1-10	Delusions/hallucinations
11-20	Depression
21-30	Nightmares
31-40	Mania
41-50	Phobia
51-60	Amnesia
61-70	Multiple Personalities
71-80	Paranoia
81-90	Psychosis
91-100	Schizophrenia
101+	Suicidal Thoughts

Amnesia (Onset immediate)

A character suffering from amnesia cannot remember things; his name, his skills, and his past are all equal mysteries. He can build new memories, but any memories that existed before he became an amnesiac are suppressed. The character suffers a -4 penalty to all skill checks to represent this forgotten training. Some may even forget class abilities for a time, at the GM's discretion.

Delusions/Hallucinations (Onset immediate)

The character either believes something about themselves that is not true (delusions) or perceives something in the world which does not exist. A deluded character can only perform actions appropriate to the delusion. If confronted with the truth, or if the player is unable to justify a deluded character's actions, they must make a Madness save or be confused for 1d3 rounds.

A character with hallucinations must save whenever under stress or confronted with a scene reminiscent of whatever caused the original madness save. If they fail, they are subject to a phantasm with the effects of *major image*. The character can attempt to disbelieve as a standard action, although assurances from allies do not provide any bonus.

Depression (Onset 1 day)

The character is overcome with deep melancholy. At the start of each day, the character must make a Madness save or be sickened all day. However, the character gains a +4 morale bonus to Fear and Horror saves while overcome with apathy.

Mania/Phobia (Onset 1 day; Effect target is sickened (if manic) or shaken (if phobic) as long as the source of the mania or phobia is obvious; chance of becoming fascinated or frightened (see below))

A mania is an irrational obsession with a (usually inappropriate) particular object or situation, while a phobia is an irrational fear of a (usually commonplace) object or situation. A manic character is sickened and a phobic character is shaken for as long as the source of

their disorder is obvious. Additionally, if a character directly confronts the manic or phobic character with the object of his obsession (requiring a standard action), he must make a Madness save or become fascinated (if manic) or frightened (if phobic) by the object for 1d6 rounds.

Multiple Personality Disorder (Onset 2d6 days)

This is a complicated disorder that manifests as 1 or more distinct and different personalities within the same body and mind. The number of additional personalities the victim manifests equals the DC of the Madness divided by 10 (round down, minimum of 1 additional personality). Should the madness worsen in some way (such as by the save DC increasing), the number of additional personalities increases as well. Likewise, the number of additional personalities decreases as the sufferer recovers and the insanity's DC decreases. The GM should develop these additional personalities.

Every morning, and each time the afflicted character is rendered unconscious, he must make a Will save against his insanity's DC. Failure indicates that a different personality takes over. A character's memories and skills remain unchanged, but the various personalities have no knowledge of each other and will deny, often violently, that these other personalities exist.

At the GM's discretion, some personalities may be delusional, insisting they belong to a different race, class, gender, age or nationality, which may affect how the character reacts in certain situations.

Nightmares (Onset immediate)

Each night, the character must make a Madness save or have nightmares. The following day, the character is fatigued and cannot regain arcane spells. After a number of days of fatigue equal to 3 + their Constitution modifier, they become exhausted instead. After a similar period of time, they take 1d3 points of damage to each mental ability score until they lapse into a coma. The following night, if still unable to sleep properly, they die. Sleeping removes 2 days worth of penalties per 8 hours of sleep.

Paranoia (Onset 2d6 days)

The paranoid character is convinced that the world and all that dwell within it are out to get him. Paranoid characters are typically argumentative or introverted, suffering a -4 penalty to Cha-based skill checks. They cannot receive benefit from or attempt the Aid Another action. They also cannot willingly accept aid (including healing) from another creature unless he makes a Madness save.

Psychosis (Onset 3d6 days)

This complex insanity fills the victim with hate for the world, becoming CE. He may suppress his psychosis for a period of 1 day by making a Madness save, otherwise he cannot help but plot and plan the death and destruction of his friends and enemies alike. For the most part, the impact of psychosis must be roleplayed, although not all players find entertainment in roleplaying a lunatic who's trying to do in his friends.

Schizophrenia (Onset 1d6 days; Effect -4 penalty on all Wisdom and Charisma-based skill checks; cannot take 10 or take 20; chance of becoming confused (see below))

A schizophrenic character has lost his grip on reality, and can no longer tell the difference between what is real and what is not. These constant hallucinations cause the schizophrenic to appear erratic, chaotic, and unpredictable to others. The character can't take 10 or take 20. They suffer a -4 penalty to Wis-based skill checks. Each time a schizophrenic character finds himself in a stressful situation (such as combat) he must make a Madness save or become confused for 1d6 rounds.

Suicidal Thoughts (Onset immediate)

As depression, except that should the character fail another Fear, Horror or Madness save, they must attempt to take their own life via the most efficient means possible within the next hour.

Dreams and Nightmares

Within the misted lands of Ravenloft lurks another, even stranger, land, a microcosm to the Land of the Mists in the same way that Ravenloft is a microcosm of other worlds. This land of madness and fear is known as the Nightmare Lands. As dusk falls over the other domains, the Nightmare Lands begin stretching their own dark tendrils into the sleeping minds of others, feeding on their fears and nurturing the seeds of madness.

For whatever reason, some brave or unlucky souls are drawn into the Nightmare Lands again and again until they can defeat the vile forces that attack them night after night. The first step in this process is to master the art of lucid dreaming.

Lucid dreaming, via making successful Wisdom checks, allows a mortal to gain some control over the dreamscape. The first check must always be to realise the character is dreaming. In most cases, a dreamer must be taught by someone who has already mastered the skill before they can begin lucid dreaming. This requires intimate tutelage over the course of a week to a month.

Task	DC
Realise you're dreaming	15 (-1 per success on previous nights, to a minimum of 5)
Wake up	10
Change one aspect of your dreamscape	15
Change one aspect of another's dreamscape	20
Change your personal appearance	20
Leave a dreamscape for another	15
Leave a dreamscape for the Terrain Between	25
Wake up outside a dreamscape	20

These DCs are for normal dreams and nightmares. In dreamscapes that are the favourites of the Nightmare Court, and are overseen by ennui dream spawn or Court members themselves, the DCs increase by half the hit dice of the dreamscape's overseer + the overseer's Wisdom bonus.

Characters who take damage while lucid dreaming must make a Fortitude save (DC 10 + half overseer's hit dice + overseer's Wisdom modifier) or suffer 1 point of Wisdom damage per hit dice of damage suffered (i.e a wizard suffers 1 point per 6 points of damage, while a fighter suffers 1 per 10). Those killed while lucid dreaming must also make a Madness save (with the penalties caused by the damage that killed them). If the character's body is killed while dream travelling, their spirit remains trapped in the Nightmare Lands.

Entering another's dream requires the character to physically travel to the Nightmare Lands through the Mists, or enter a dream magically using a *dream walk* spell cast over a sleeping person.

If a character is suffering nightmares due to the influence of the Nightmare Court, it is up to the dream's overseer to determine when to punish them and when to let them rest. Most wish to feed off a dreamscape for as long as possible, so they tend not to drive their victims to death.

Reality Wrinkles

The terrain of the Land of the Mists, although it seems solid, is in actuality nothing more than the mists of the Ethereal Plane made thick by the will of the Dark Powers. As such, it still responds to the emotions and soul stuff of those within it. When beings of pure good or pure evil walk the Land, their natures are so powerful and their wills so strong that they warp the fabric of the Land.

An outsider with the Good or Evil descriptor effectively creates its own mobile pocket domain. For Evil outsiders, the size of this reality wrinkle is proportionate to the outsider's strength (around 300' in radius per base Hit Dice, divided by its number of corruption points), but this can vary greatly. The wrinkle reflects the nature of the fiend – for demons that feed on fear and mistrust, shadows seem more animated, statues seem to move and familiar faces are suddenly alien and unforgiving. For demons that enjoy simple destruction, the air thrums with energy, the ground moves like a trapped animal and people are unusually quick to anger. Although the effects are subtle, particularly if the fiend is weak, it is possible to notice them (Spot DC 30 – the fiend's CR). Paladins and good clerics gain a +2 divine bonus to this check.

The reality wrinkle is different for Good outsiders. For a start, it is smaller; a celestial's reality wrinkle is only 50' per base Hit Dice in radius. Their inner purity boils away the matter around them. Those exposed to CG outsiders find their outer forms warping slowly to reflect their inner selves (known as the Twisting in its most well known exemplar), whereas LG outsiders simply burn out the impurities, preventing natural healing within their reality wrinkles and each day dealing 1 point of damage + 1 per "step" away from LG. Innocents and natural animals only suffer 1 point of damage per day. NG outsiders cause great internal conflict between the celestial's pure good and the base desires of those around it, requiring a Madness save (DC = 1 per day of exposure to the reality wrinkle) each day.

There are two types of people who can automatically detect reality wrinkles, although they are ironically at opposite ends of the moral spectrum. Paladins can detect the true nature and presence of evil outsiders with their detection ability. Likewise, darklords are able to sense the usurpation of their power over an area of their domain and can track a demon that way. Within the wrinkle, darklords lose the rulership of their domain. Although they can't leave their prison, they lose the Mastery, Closing the Borders, Sinkholes of Evil and Sense Disruption special abilities, as well as any other individual powers that comes from being a darklord. Conversely, if the fiend decided to stand at the border, the section within the wrinkle would remain open and safe when a darklord outside the wrinkle closed the borders. For this reason, almost all darklords (particularly those with small domains) hate and fear demons and will do anything to get rid of them.

A character that becomes an outsider in Ravenloft can choose to gain the Mists descriptor instead of a Good or Evil descriptor, in which case they can pass through closed borders without harm but do not gain reality wrinkles and can never leave Ravenloft.

Curses

The thirst for vengeance carries its own terrible power. When an injustice is committed, the Dark Powers hear the cries of the wronged. If their need for justice is great enough—and their hatred burns hot enough—the Dark Powers may respond. Curses carry the cruel and poetic justice of Ravenloft, but they are evil, and begotten of evil.

To properly lay a curse of vengeance requires a certain amount of thought and preparation. Of course, a curse may hang over its victim's head for some time before striking. Therefore, it is quite reasonable for the GM to respond to an unexpected curse from a player

by describing some non-specific phenomena (a cold wind, a sudden sense of fear, a chill etc) and then deciding later what effect the curse should have, and rolling to see if it takes effect.

The first and most important step of invoking a curse is the creation of the curse itself. Every curse is unique and capable of producing nearly any result. The more atmospheric the curse, the better the chance it has of gaining the ear of the Dark Powers. A curse should reflect the personality of the invoker and the circumstances in which the curse is laid. The hatred and frustration involved, the need for supernatural justice where no other hope for justice is possible, should be made clear. The punishment must be tailored to fit the crime.

Furthermore, the curse should provide specific guidelines for how it will take effect. A generic, “You’ll be sorry!” will not result in the Dark Powers’ attention in the way that a hissed, “May the world repay you with all the kindness you’ve shown me!” Not least, this provides the GM with some place to start when deciding what effect a curse should have. Note however that no curse should mention game mechanics or be so broad as to prohibit a character from using her abilities (including class abilities, feats or skills). Curses that warp these abilities, or make the character suffer when they use them while still being usable, are much more suitable.

In short, for a curse to have any chance of being effective, how it is to come about must be clearly worded, but without mentioning game mechanics. It must not prevent a character from using their abilities. It must be tailored to suit the crime and laid with suitable drama and passion.

Once the curse has been invoked, the GM must decide how it will take effect and at what severity. The simplest way to do this is to choose a spell effect that the curse will replicate. Generally, spells of up to 6th level are appropriate, and the higher the level, the more grievous the offense. Obviously, the *bestow curse* spells are a good place to start, but be as creative as you like: the spell may be inherently negative (*doom, contagion*), a beneficial spell may affect an enemy (*bull’s strength, shield of faith*), or the reverse of a normally positive spell may affect the victim (*true strike, seek thoughts*). If a player laid the curse, allow some input from them, although the final decision is of course the GM’s, and it may take effect in entirely unexpected ways. Be true to the letter or the spirit of the curse, but not always both.

To determine if the curse takes effect, the character invoking the curse must make a Charisma check. The DC of this check is 15 + twice the spell level of the curse.

Curse check modifiers	
+4	Voice of Wrath feat
+2	Highly justified (truly terrible transgressions; the act is worthy of a Powers Check, although a Powers check was passed. If it was failed, the character is cursed as part of the Powers check, not a curse check)
+2	High drama (even beyond the normal level of drama required; the character must make a bravura performance of their grief and rage. Save this bonus for truly awesome role-playing).
+4	Dying words (if the invoker is disabled or dying and uses their final breath to spit out the curse. They die immediately after, the remains of their life force going into the curse).
-2	No escape clause (see below)
-2	Constant effect (as opposed to a triggered effect. Curses that apply constantly are usually milder, whereas triggered effects—which manifest only under certain conditions or due to certain actions—can be avoided, although often at great cost to the victim).

If the Charisma check is successful, the curse must penetrate the victim's spell resistance, if any (Spell Penetration applies) to take effect. The victim does not receive a save.

Escape clauses are a particularly important part of laying a curse. They take two forms: avoidance and redemption. Avoidance clauses allow the character to stop the curse by avoiding the conditions that trigger it. Curses with constant effects do not have an avoidance escape clauses by definition.

Redemption clauses offer a way for the character to permanently break the curse. When this deed is done, the curse is lifted. Without a redemption clause being fulfilled, curses are permanent (although a character can attempt to avoid triggering the curse).

Remove curse and *break enchantment* cannot lift a curse that has a worded escape clause. It simply lifts it for a number of days equal to the caster level. A curse that does not have an escape clause, however, can be lifted as normal by these spells. More powerful magic like *wish* and *miracle* may permanently lift a curse whether it has a worded escape clause or not.

Laying a curse is an evil act, and worthy of a Powers check.

Powers checks

Evil comes in many forms, but it is most dangerous when it is convenient. Evil can seduce us in ways the Good would never try, seemingly asking nothing but offering the heart's desire. But these gifts are poisoned fruits, tainted by the acts undertaken to claim them. Each gift leads closer to barrenness, disappointment, and destruction.

Evil attracts the gaze of the Dark Powers, Ravenloft's unknowable judge and jury. With every Evil act, there is a chance they will respond, both rewarding and punishing the transgressor in a single stroke.

There are 7 degrees of evil actions which can lead to a Powers check, each with its own chance of failing. They also come in 4 different categories: Violence, Betrayal, Blasphemy, and Dark Magic. Dark Magic constitutes any ability that is evil or involves tampering with the nature of the soul, including Necromancy, or spells with the Curse, Disease, Evil, or Pain descriptors. The *age resistance*, *create demiplane*, (*limited*) *wish* and *undead anatomy* spells also require Powers checks.

Severity	Description	% chance fail
1	Trespass	1
2	Offence	2
3	Sin	4
4	Enormity	8
5	Atrocity	16
6	Abomination	32
7	Act of Ultimate Darkness	100

Trespasses do little harm to the person injured (and even then, must be between intimates or targeting an Innocent), or tamper very slightly with the powers of life and death. E.g. Bullying, picking fights, assault (Violence), lying to cast blame on someone else, petty theft, small-time grifting (Betrayal), defacing a tombstone, breaking a religious tenet, using evil cleric granted powers available at 1st level (Blasphemy), laying an Embarrassing curse, using Necromantic or Evil spells of levels 0-2, voluntary propitiation or asking favours of evil creatures (Black Magic).

Offenses deliberately inflict serious damage on another or make light of the gods. E.g. Extortion (Violence), character assassination, burglary, voluntary one-time association or

Chapter Six: Prestige Classes

service to evil creatures (Betrayal), breaking an oath, using evil cleric granted powers available at 8th level or higher, using the Gift of Life cleric granted power (Blasphemy), laying a Frustrating curse, using an evil witch's hex or oracle's revelation from the Ancestor or Bones mystery that doesn't otherwise reproduce a spell, using the Plague Bringer archetype's plague vial mutagen, using Necromantic or Evil spells of levels 3-4 (Black Magic).

Sins inflict long-lasting damage to their victims or attempt to control the powers of life and death. E.g. Grievous assault (Violence), perjury with intent to harm another, arranging the total ruination of another (Betrayal), breaking a vow (Blasphemy), laying a Troublesome curse, using Necromantic or Evil spells of levels 5-6, creation of weak permanent Necromantic or Evil magic items, voluntary long-term association or service to evil creatures, use of the Mummification discovery (Black Magic).

Enormities inflict permanent damage on their subject, deliberately destroy something good, create a new source of evil in the world, or use the powers of life and death for evil ends. E.g. Manslaughter, deliberately crippling an enemy (Violence), gaslighting, framing an innocent man (Betrayal), grave robbing, deliberately destroying someone's Innocence, learning any of the Fiend Totem barbarian rage powers (Blasphemy), laying a Dangerous curse, using Necromantic or Evil spells of levels 7-8, researching a new Necromantic or Evil spell of levels 0-2, voluntary one-time association or service to a fiend (Black Magic).

Atrocities virtually always end in death, use the most powerful evil magics, or create permanent sources of evil in the world. E.g. Murder as a crime of passion, routine torture (Violence), betraying a friend to the secret police, judicial murder (Betrayal), defiling a holy place (Blasphemy), laying a Lethal curse, using Necromantic or Evil spells of level 9, creation of moderately powerful Necromantic or Evil magic items, researching a new Necromantic or Evil spell of levels 3-5 (Black Magic).

Abominations deliberately aim at another's death, deliberately profane the holy, or greatly and permanently pervert the powers of life and death. E.g. cold-blooded murder, a bard's Deadly Performance ability (Violence), driving another to suicide (Betrayal), desecrating a holy place (Blasphemy), creation of powerful Necromantic or Evil magic items (Black Magic).

Acts of Ultimate Darkness result in intense, prolonged agony for their victims, cause the death of many people, or revolt against the very idea of goodness. E.g. sadistic torture, brutal or mass murder (Violence), murderous treachery against one's closest friends (Betrayal), powerful and deliberate desecration of a very holy place (Blasphemy), creation of the most powerful Necromantic or Evil magic items, researching new Necromantic or Evil spells of levels 6-9, voluntary and long-lasting service to a fiend (Black Magic).

Once the level of the original deed is determined, it is modified as follows:

General:

Action officially condoned or culturally sanctioned -2

For each additional category which also applies +1

Per failed check in a different category +1

After 1 failed check in that category -1

After 2 failed checks in that category -3

After 3+ failed checks in that category -5

Black Magic:

The spell is both Necromantic and Evil +1

Chapter Six: Prestige Classes

Violence and Betrayal:

Subject is evil or a monster -2

Subject is neutral or a stranger -1

Subject is good or a friend +0

Subject is an Innocent, an intimate friend or family member +1

Blasphemy:

Against an overtly Evil religion – (no check)

Against an Evil religion that could be mistaken as Neutral -3

Against a Neutral religion -2

Against a Good religion -1

Against your own religion +0

Once the final level is determined, roll to see if the Powers check is failed. Each check grants an increasingly powerful benefit and curse. The abilities and curses are often linked with a particular destination or transformation in mind (so a wizard may find his necromantic magic being empowered, before transforming into a vampire or lich). Failing a further Powers check may replace previous benefits or curses with new ones, or may supplement them.

Those who fail 5 Powers checks in at least 2 different categories may become darklords; in only 1 category, they become monsters or Mist horrors.

Step One: The Caress

Embarrassing curse, plus 1st level magical ability 1/day; +2 to an ability score; +10 speed; +1 bonus to natural armour; low light vision; a new natural attack form (bite, claw, horns etc); +4 to one skill.

Step Two: The Enticement

Frustrating curse, plus 1st level magical ability 3/day or 2nd level magical ability 1/day; +4 to an ability score; +20 bonus to speed; darkvision; poisonous natural attack form; +6 to one skill; new feat; an existing class level is replaced by a level in another class.

Step Three: The Invitation

Troublesome curse, plus 2nd level magical ability 3/day or 3rd level magical ability 1/day; +6 to an ability score; +8 to one skill; a new class level.

Generally, CR +1 from the base creature.

Step Four: The Embrace

Dangerous curse, plus 3rd level magical ability 3/day or 4th level magical ability 1/day; +8 to an ability score; +10 to one skill.

Step Five: The Creature

Lethal curse (perhaps plus darklordship); transformation into a monster; 4th level magical ability 3/day or 5th level magical ability 1/day; +10 to an ability score; +12 to one skill.

Generally, CR +2 or +3 (for darklords) from the base creature.

Darklordship:

Although darklords are unique creature of powerful evil, they (usually) have some features in common.

The Lord is the Land: The domain shapes or reshapes itself to match the temperament of the lord. The weather may alter with the lord's mood; rivers flood to reflect blood spilt by them; the character of the other inhabitants of the domain alter to reflect or contrast with the personality of the lord. The darklord is trapped within their domain, tormented in an ironic hell of their own devising.

The psychic stain of the sins that earned the darklord their domain are also made part of the land. These areas—specific rooms, forest glades, isolated valleys and so on—are called *fanés* by the few arcane scholars who know of them. Some are the actual sites of the evil act; others simply carry the taint. However, all are areas of intense ethereal resonance, intimately connecting the lord to the land. If these sinkholes of evil can be destroyed or purified, the darklord is weakened. They may gain a negative level, or lose a specific ability granted from a failed Powers check. Those present when the fane is destroyed also relive firsthand the memories that created the sinkhole, perhaps gaining further insight into the darklord's history and personality.

Mastery: Animals or undead controlled by the lord get a bonus to their saves to resist mind-affecting magic, channelling or similar magic equal to the darklord's Charisma modifier. Darklords cannot be overcome by the egos of evil magical items of less than artefact power.

Immunities: Darklords are immune to curses with permanent durations and spells that imprison them.

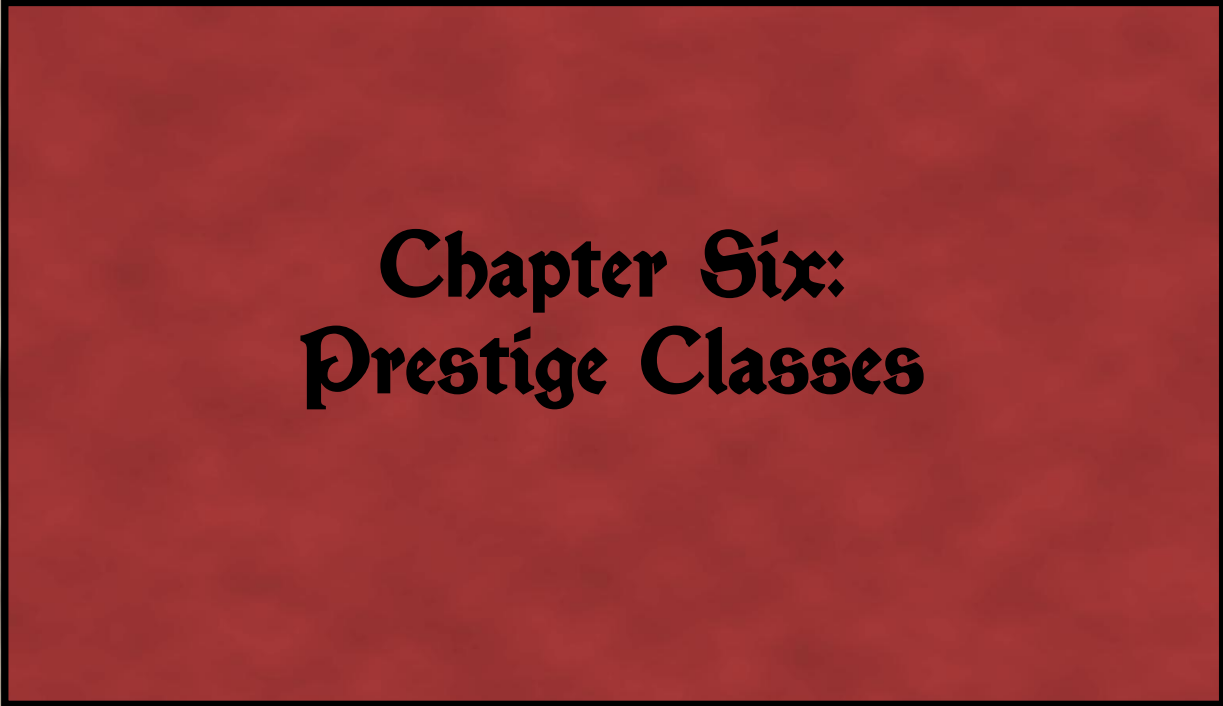
Closing the Borders: Darklords can force others to share their imprisonment within their domain, summoning magical barriers of immense power around the borders to keep people in. No mortal magic can pierce a closed domain border.

Sinkholes of Evil: All darklords raise the ethereal resonance within a 300 ft radius by one rank.

Channel Resistance: Undead darklords gain a bonus to their channel resistance equal to +1 or their Wisdom bonus, whichever is greater.

Sense Disruption: Darklords can sense the disruption created by a paladin or an outsider's reality wrinkle within their domain. Within an outsider's reality wrinkle, the darklord loses all of the benefits associated with being the lord (i.e. those listed in this section, except Sinkholes of Evil and Persistence).

Persistence: Some darklords cease to age entirely. Others slow to half the normal speed, or appear to age without suffering the penalties associated with aging.



**Chapter Six:
Prestige Classes**

Prestige Classes



sell here, Sir, what all the world desires to have—POWER!

—Matthew Boulton

Like any other world, some exceptional people of Ravenloft can achieve the power sufficient to gain levels in a prestige class. Likewise, the Land of the Mists is home to a number of prestige classes unheard of in other worlds.

Remember that the abilities granted by prestige classes must still followed the guides lines discussed in Chapters Two and Four. Also remember that domains are treated as independent planes, and no mortal magic can overcome closed domain borders.

Altered Prestige Classes

Prestige class features are unaltered except as noted below. Whether or not a prestige class is available should be discussed with the GM.

Arcane Archer

Seeker Arrow: The arrow cannot follow its target across domain borders, whether open or closed.

Phase arrow: The arrow may be impeded by ethereal resonance if the archer's Charisma is not high enough to overcome it. See the section on ethereal resonance above.

Dragon Disciple, Harrower, Low Templar, Red Mantis Assassin

These prestige classes are typically not available in Ravenloft, although a rare exception might potentially exist.

Hellknight

The Talons of Falkovnia are Hellknights. In this case, the requirement for the class is that they undergo a brutal initiation instead of slaying a devil. They wear *talon bracers*, are fanatically loyal to Drakov and (due to the requirements of their service) typically LE. A Talon that has his *talon bracers* removed could conceivably become LN or even LG.

Disciplines: Pentamic faith is not typically available. Summon devil is not available.

Holy Vindicator

Stigmata: For observers of different faiths to the holy vindicator, seeing their stigmata may be cause for a Horror save.

Horizon Walker

Terrain mastery: Although Ravenloft is a demiplane within the Ethereal Plane, all abilities function as though it were part of the Material Plane. Thus, Ethereal mastery only grants bonuses when the horizon walker is within the Near Ethereal itself. The character cannot choose the Mists as a favoured terrain. Astral mastery doesn't function in Ravenloft.

Plane of Shadow mastery: The character gains lowlight vision and darkvision 60 ft. If the character already has darkvision, the range is extended by 60 ft.

Plane of Shadow dominance: The horizon walker gains a +1 insight bonus on attack and damage rolls against outsiders. He gains *dimension door* as a spell-like ability a number of times per day equal to 3 + the character's Wisdom modifier (caster level equal to the character's level).

Master Chymist

Mutagenic Form: The character no longer has to make Will saves to avoid becoming evil when they drink a mutagen. The mutagenic form's alignment is stable. Of course, many mutagenic forms are evil.

Mystic Theurge

Mystic theurges in Ravenloft are typically cleric/witches devoted to the goddess Hala.

Nature Warden

Animal Companion: This is not a dread companion.

Pathfinder Chronicler

Pathfinding: This ability doesn't grant any ability to navigate the Mists.

Call Down Legends and Lay of the Exalted Dead: The barbarians summoned by these abilities are subconsciously drawn from the Mists themselves. They are not truly the spirits of departed heroes. They have the Mists descriptor.

Shadowdancer

Remember that shadow magic draws free willed shadows into Ravenloft.

Shadow of Death: The shadow dancer gains this ability at 1st level. If the shadow dancer is killed, they become trapped on the Plane of Shadow and rise as a CE shadow 1d4 rounds later. They cannot be raised or resurrected until the shadow is killed, freeing their spirit.

Summon Shadow: This shadow is not a dread companion. If the shadowdancer is killed, the summoned shadow becomes CE.

New Prestige Classes

Anchorite

Anchorites are the most devoted of the clergy of Ezra; many of the leaders of the various sects are Anchorites. They have power over the Mists, granted by Ezra herself, that almost rivals that of the Vistani.

Alignment: LG, LN, TN or LE

Hit Dice: d8

Requirements: *Skills:* Knowledge (arcana) 6 ranks, Knowledge (religion) 6 ranks, Knowledge (the planes) 2 ranks; *Spellcasting:* Mists domain, able to cast 3rd level divine spells.

Class Skills: Craft (alchemy) (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Knowledge (planes), Knowledge (religion) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

Weapon and Armour Proficiency: An Anchorite gains no proficiency in any weapon or armour.

Spells Per Day: When a new level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if he is a spontaneous spellcaster), and an

increased effective level of spellcasting. If a character had more than one divine spellcasting class before becoming an Anchorite, he must decide to which class he adds the new level for purposes of determining spells per day.

Mist Domain: The Anchorite continues to gain granted powers from the Mists domain. Levels in Anchorite stack with levels in the spellcasting class the character belonged to before adding the prestige class to determine which powers are gained.

Blind-Fight (Ex): At 1st level, an Anchorite gains the Blind-Fight feat for free.

Veil of the Mists (Sp): At 2nd level, an Anchorite can use *nondetection* once per day, with a caster level equal to the character's primary divine spellcasting level plus her Anchorite level.

Mist Channel (Su): At 3rd level, an Anchorite can channel energy specifically to damage or heal creatures with the Mists descriptor as a cleric of level equal to their Anchorite level, as if the creature were undead. Levels in Anchorite stack with levels of other classes that provide the ability to channel energy for the purposes of this ability. If the character has the Turn or Command Undead feats, Mist creatures can also be targeted with these feats.

Mists Fugue (Sp): At 4th level, an Anchorite can use *confusion* once per day, with a caster level equal to the character's divine spellcasting level plus her Anchorite level. Mists creatures and darklords are immune to this ability.

Mists Stride (Sp): At 5th level, an Anchorite can use *dimension door* once per day, with a caster level equal to the character's primary divine spellcasting level plus her Anchorite level. At 7th level, she can use this ability twice per day, and at 9th level she can use it three times per day.

True Seeing (Sp): The Anchorite can cast *true seeing* 3/day with a caster level equal to the character's primary divine spellcasting level plus her Anchorite level.

Blindsight (Su): At 6th level, an Anchorite gains the blindsight special quality with a range of 30 feet.

Truce of the Mists (Su): At 7th level, an Anchorite is protected from creatures with the Mists descriptor as long as she takes no actions against them. Mists creatures may not attack the Anchorite or target her with harmful spells or spell-like or supernatural abilities, so long as the character refrains from attacking them in kind. This ability is similar to the *sanctuary* spell, save that the creatures are not allowed a Will save to attack normally, and the effect's duration is permanent until broken by the character.

Mists Oubliette (Sp): At 8th level, an Anchorite can use *maze* once per day, with a caster level equal to the character's primary divine spellcasting level plus her Anchorite level. Mists creatures and darklords are immune to this ability.

Shroud of the Mists (Sp): At 10th level, an Anchorite can use *mind blank* once per day, with a caster level equal to the character's primary divine spellcasting level plus her Anchorite level.

The Anchorite					
Lvl	BAB	Fort	Ref	Will	Special
1	+0	+1	+0	+1	Blindfight
2	+1	+1	+1	+1	Veil of the Mists
3	+2	+2	+1	+2	Mist channel
4	+3	+2	+1	+2	Mists Fugue
5	+3	+3	+2	+3	Mist Stride 1/day, true seeing
6	+4	+3	+2	+3	Blindsight
7	+5	+4	+2	+4	Mist Stride 2/day, truce of the mists
8	+6	+4	+3	+4	Mists oubliette
9	+6	+5	+3	+5	Mist Stride 3/day
10	+7	+5	+3	+5	Shroud of the Mists

Avenger

An avenger has suffered a great crime at the hands of another. Consumed by a burning need for justice, the avenger puts aside all other interests to reinvent herself as an iron-willed vigilante.

Alignment: Any non-lawful.

Hit Dice: d12

Requirements: *Base attack bonus:* +3; *Will Save:* +2; *Skills:* Survival 5 ranks;

Special: The avenger must have suffered some disaster at the hands of a foe who then escaped punishment.

Class Skills: Acrobatics (Dex), Climb (Str), Diplomacy (Cha), Escape Artist (Dex), Intimidate (Cha), Perception (Wis), Ride (Dex), Stealth (Dex), Sense Motive (Wis), Survival (Wis), Swim (Str).

Skill Points at Each Level: 4 + Int modifier

Class Features

Weapon and Armour Proficiencies: An avenger is proficient in all simple and martial weapons, all shields, and light and medium armour.

Intuition (Ex): An avenger knows her nemesis so well that she can accurately guess its direction with a successful Sense Motive check (DC 20). The avenger gets a bonus to this check equal to their avenger level. The avenger can retry the check once per day. The avenger determines her nemesis' location by analyzing its motives and observed behaviour; she does not need to literally follow its tracks. If an avenger succeeds at the Sense Motive check by 5 or more, she can narrow the nemesis' probable location to an area the size of a large city. If she succeeds by 10 or more, she can narrow the location down to a specific neighbourhood within that city. If she succeeds by 15 or more, she can narrow her focus down to a handful of specific "usual hideouts" within that neighbourhood.

Nemesis (Ex): An avenger is defined by her dogged determination to find and destroy her nemesis. Her bullish refusal to accept defeat can make her nearly unstoppable. When facing her nemesis in combat, an avenger gains a +4 circumstance bonus to her Strength and Constitution, and a +2 bonus to Will saves and Wisdom based skill checks. At 5th level, these bonuses increase to +6 and +3 respectively.

Hatred (Ex): The avenger gains a bonus equal to half her avenger level to all saves against the spells and special abilities of minions of her nemesis or creatures that strongly remind her of her nemesis (creatures she knows to be werewolves, for example, if her nemesis is Alfred Timothy).

Frightful Fury (Ex): When she surprises minions of her nemesis or creatures that strongly remind her of her nemesis, all opponents within 30 feet of her must succeed on a Will save (DC 10 + avenger level + Wis modifier) or become shaken, taking a -2 penalty on attack rolls, saving throws, skill checks, and ability checks.

Untiring (Ex): The avenger becomes immune to exhaustion, becoming fatigued instead.

Smite (Su): At 4th level, the avenger can smite one opponent that would be subject to the hatred or Nemesis effect once per day as a swift action. The avenger adds her Wisdom bonus (if any) to her attack rolls and adds her base attack bonus to all damage rolls against that target. The smite attacks automatically bypass any DR the creature might possess.

While smite is in effect, the avenger gains a deflection bonus equal to her Wisdom modifier (if any) to her AC against attacks made by the target of the smite attack.

The smite effect remains until the target of the smite attack is dead or the next time the avenger rests and regains her uses of this ability. This does not stack with bonuses due to abilities such as smite evil or chaos from other sources.

The Avenger					
Lvl	BAB	Fort	Ref	Will	Special
1	+1	+1	+0	+0	Intuition, Nemesis
2	+2	+1	+1	+1	Hatred
3	+3	+2	+1	+1	Untiring, frightful fury
4	+4	+2	+1	+1	Smite
5	+5	+3	+2	+2	Nemesis

Ba'al Verzi Assassin

The Ba'al Verzi are an ancient brotherhood of assassins. Once feared throughout Barovia, they fell into decline when the land was drawn into Ravenloft. Their fortunes began to wax when they fell under the sway of a vampire, who used blood magic to augment their mundane skills with his own supernatural powers. Those who follow what the Ba'al Verzi call the "gold path" (the Assassin prestige class, specialising the use of their famous daggers) still make up the majority of the brotherhood, but more supernaturally empowered Ba'al Verzi now perform their bloody work as well.

Alignment: Lawful evil.

Hit Dice: d8

Requirements: *Skills:* Bluff 5 ranks, Perception 5 ranks, Stealth 5 ranks; *Feats:* Deceptive, Weapon Focus (dagger); *Special:* The character must undergo a vile initiation ceremony to prove his worth to the brotherhood, culminating in an assignment to murder someone and take part of their skin to bind their dagger with.

Class Skills: Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Disguise (Cha), Escape Artist (Dex), Heal (Wis), Intimidate (Cha), Knowledge (local) (Int), Knowledge (nature) (Int), Knowledge (nobility) (Int), Knowledge (religion) (Int), Perception (Wis), Sense Motive (Wis) and Stealth (Dex).

Skill Ranks at Each Level: 6 + Int modifier.

Class Features

Weapon and Armour Proficiency: A Ba'al Verzi assassin is proficient with all simple weapons and all light martial weapons. She is proficient with light armour but not shields.

Path: The Ba'al Verzi assassin must choose whether she follows the red path or the black path.

The Black Path: A Ba'al Verzi assassin casts arcane spells drawn from the sorcerer/wizard spell list, but is limited to illusion and transmutation spells. She can cast any spell she knows without preparing it ahead of time. To cast a spell, a Ba'al Verzi assassin must have a Charisma score of at least 10 + the spell's level. Her bonus spells are based on Charisma, and saving throws against these spells have a DC of 10 + the spell level + the caster's Charisma modifier (if any). Her selection of spells is extremely limited—at each Ba'al Verzi level, she gains one or more new spells, as indicated on the table. At 4th, 6th, 8th, and 10th level, she can choose to learn a new spell in place of one she already knows, provided the new spell is of the same level as the one she is replacing.

As mentioned above, a Ba'al Verzi assassin can only learn sorcerer/wizard spells from the schools of illusion and transmutation, although as she gains levels, a small number

of additional spells are added to her list. She does not automatically learn these spells when they become available—they must be selected as part of her total spells known.

At 2nd level, she adds *obscuring mist* and *true strike* to her spell list.

At 4th level, she adds *darkness* and *summon swarm* to her spell list.

At 6th level, she adds *fog cloud* and *see invisibility* to her spell list.

At 8th level, she adds *clairaudience/clairvoyance* and *hold person* to her spell list.

At 10th level, she adds *dimension door* and *modify memory* to her spell list.

A Ba'al Verzi assassin can cast spells while wearing light armour without incurring the normal arcane spell failure chance. Like any other arcane spellcaster, a Ba'al Verzi assassin wearing medium or heavy armour incurs a chance of arcane spell failure if the spell in question has a somatic component. A multiclass Ba'al Verzi assassin still incurs the normal arcane spell failure chance for arcane spells received from other classes.

The Red Path (Su): The Ba'al Verzi assassin is able to magically enchant a dagger (typically the dagger with which she performs her initiation) for 1 min per day per level in this class. While enchanted, the weapon gains a +1 enhancement bonus. At level 4, 7 and 10, this bonus increases by +1 (to a maximum of +4). These bonuses can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or they can be used to add any of the following weapon properties: *cruel*, *heartseeker*, *keen*, *ominous*, *speed*, *stalking*, *wounding*, or the phasing ability of a Ba'al Verzi dagger (as a +2 bonus; see below). Adding these properties consumes an amount of bonus equal to the property's cost. These bonuses are added to any properties the weapon already has, but duplicate abilities do not stack. If the weapon wasn't magical, at least a +1 enhancement bonus must be added before any other properties can be added. The dagger can be enchanted once per day at 1st level, and once more at 5th and 9th levels. If the dagger is destroyed, the assassin loses the use of this ability for 30 days, or until she gains a level in this class, whichever comes first.

Sneak Attack (Ex): This is exactly like the rogue ability of the same name. If the Ba'al Verzi assassin gets a sneak attack bonus from another source, the damage bonuses stack.

Knife Fighting (Ex): At 1st level, a Ba'al Verzi assassin deals damage with a dagger as though the weapon were one size larger than it actually is. At 4th level, she gains Weapon specialisation (dagger) as a bonus feat. At 5th level, she gains Greater Weapon Focus (dagger) as a bonus feat, and can fight with two daggers as though she had the Two Weapon Fighting feat. At 7th level, she gains Greater Weapon Specialization (dagger) as a bonus feat.

Inspire terror (Su): At 2nd level, a Ba'al Verzi assassin learns to strike terror into the hearts of her targets as a standard action. She must be within 30 feet of and visible to her victim. The victim is fascinated by her unless he makes a Will save (DC 10 + the Ba'al Verzi assassin's class level + her Charisma modifier). She can maintain the fascination effect by concentrating. As a standard action, the assassin may make an Intimidate check to demoralise her victim without ending the fascination effect. The victim may attempt a new save to escape fascination each time a threat (other than the fascinating assassin) appears. At any point after 3 rounds, she may make a coup de grace attack against the target, provided the target is still fascinated. Making this attack ends the fascination. Activating or concentrating on maintaining this ability does not provoke an attack of opportunity.

Red Shroud (Su): At 3rd level, a Ba'al Verzi assassin gains the ability to create a veil of red mist a number of times per day equal to her Constitution bonus (minimum once per day) as a move-equivalent action. The red shroud persists for 1 round per class level. It grants a +1 dodge bonus to AC and fast healing equal to her Constitution bonus (minimum of fast healing 1). This mist cannot be dissipated by wind. If she is slain while this ability is active, she can choose whether to remain corporeal or to disintegrate into a cloud of red mist that leaves behind only her gear in order to deprive her enemies of access to her remains.

Chapter Six: Prestige Classes

Resurrection Sense (Su): At 5th level, a Ba'al Verzi assassin senses if a creature she has slain within the last year has been restored to life, as long as they are both on the same plane.

Moon Frenzy (Su): Once per day as a standard action, the Ba'al Verzi can draw on the powers of her vampire master for 1 min/class level. She gains a +2 morale bonus to Strength, +3 natural AC, darkvision 60 ft, and fast healing 2. She may also act as if she had a full round to act in during the surprise round.

At 8th level, the Ba'al Verzi's dagger attacks inflict 1d6 bleed on a hit while in a moon frenzy, and she gains DR 5/good.

At 10th level, she inflicts 1 negative level whenever she makes a critical hit with her daggers. Each negative level inflicted in this manner grants the Ba'al Verzi assassin 5 temporary hit points that last for 1 hour. The save DC to remove these negative levels is equal to 20 + the Ba'al Verzi assassin's Constitution modifier. In addition, her damage reduction increases to 10/good while in the moon frenzy.

Fading (Su): At 8th level, the Ba'al Verzi assassin can momentarily assume a mist form like her vampire master as a free action a number of times each day equal to her Constitution modifier (minimum 1/day) for an instant as she is attacked by a weapon or is forced to make a Reflex saving throw. She must choose to activate this ability before the weapon's attack roll or the spell's effects are adjudicated. This grants the Ba'al Verzi assassin a 50% chance to avoid taking damage from the attack or effects.

Command the Children (Sp): The Ba'al Verzi assassin is granted the ability to command the children of the night her vampire master can control. At 9th level, a Ba'al Verzi assassin may use *creeping doom* as a spell-like ability three times per day.

The Ba'al Verzi Assassin									
Lvl	BAB	Fort	Ref	Will	Special	Spells per Day			
						1 st	2 nd	3 rd	4 th
1	+0	+0	+1	+1	Sneak attack +1d6, path, knife fighting	1	—	—	—
2	+1	+1	+1	+1	Inspire terror	2	—	—	—
3	+2	+1	+2	+2	Red shroud	3	—	—	—
4	+3	+1	+2	+2	Knife fighting, sneak attack +2d6	3	1	—	—
5	+3	+2	+3	+3	Knife fighting, resurrection sense	4	2	—	—
6	+4	+2	+3	+3	Moon frenzy	4	3	—	—
7	+5	+2	+4	+4	Knife fighting, sneak attack +3d6	4	3	1	—
8	+6	+3	+4	+4	Moon frenzy, fading	4	4	2	—
9	+6	+3	+5	+5	Command the children	5	4	3	—
10	+7	+3	+5	+5	Moon frenzy, sneak attack +4d6	5	4	3	1

Courtier

Courtiers are the movers and shakers of the civilised domains of Ravenloft. They are the people of influence, who know every rumour and can charm any visitor. When diplomacy fails, many are also known for their ability to quietly remove their opponents. The Borcan aphorism, that contracts are written in ink, but underlined with poison, sums up their roles exactly.

Alignment: Any non-good

Hit Die: d8

Requirements: *Skills:* Bluff or Sense Motive 6 ranks, Knowledge (local) or Craft (alchemy) 6 ranks; *Feat:* 2 of Ancestral Legacy, Skill Focus (Craft [alchemy], Diplomacy, Sense Motive, Bluff), Master Alchemist, Deceitful and Persuasive; *Special:* To prove herself worthy of training, the character must kill a living creature (not necessarily a person) with a

poison she crafted herself or use slander to permanently destroy someone's reputation or sanity.

Special: A bard with versatile performance (oratory) may use Skill Focus (Perform [oratory]) to meet the feat requirements.

Class Skills: Craft (alchemy) (Int), Bluff (Cha), Diplomacy (Cha), Disable Device (Dex), Disguise (Cha), Heal (Wis), Intimidate (Cha), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Knowledge (nobility) (Int), Linguistics (Int), Perception (Wis), Profession (herbalist) (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex).

Skill Points at Each Level: 6 + Int modifier.

Class Features

Weapon and Armour Proficiency: A courtier gains no proficiency in any weapon or armour.

Friend to All (Ex): The courtier gains a +1 bonus to Bluff, Sense Motive and Diplomacy checks at each odd-numbered level. This also applies to bards using versatile performance (Perform [oratory] or [comedy]).

Rumourmonger (Ex): The courtier gains the rumourmonger advanced rogue talent, even if they are not yet 10th level. A character that already has this ability may select one of the following advanced rogue talents instead: Slippery Mind or Unwitting Ally.

Talent: The courtier may pick a talent from the following list. Each can only be chosen once. All are extraordinary abilities unless otherwise noted.

Altered Delivery: This dose of poison's original method of delivery (ingested, inhaled, via contact, or injury) can be altered to any other method of delivery. The courtier must previously have selected the Poison Use talent.

Bonus feat: The courtier can select one of the following feats as a bonus feat: Alertness, Deceitful, Iron Will, Persuasive.

Catalytic Poison: The courtier can prepare a poison that is toxic to only one person. To do so, he must have a sample of the person's body, such as a drop of blood or pinch of hair. Making a catalytic poison requires 1 hour of work and a Craft (alchemy) check against the poison's DC. If successful, the target suffers a -2 competence penalty to resist the poison, with a further -1 per 5 points by which you beat the poison's DC. Others who are exposed to the poison gain a +4 competence bonus to saves. The courtier must previously have selected the Poison Use talent.

Concentrate Poison: As the alchemist discovery of the same name. The courtier must previously have selected the Poison Use talent.

Contacts: The courtier can sell items for 60% of their value instead of 50%. Once per week can buy a non-magical item for 10% less than usual.

Deadly Cocktail: As the rogue advanced talent. The courtier must have a character level of at least 10 to select this talent.

Delayed Onset: While creating a dose of poison, the courtier can delay the onset of the poison's initial damage by a period of up to 10 minutes per courtier level. Poison frequency is unchanged. The courtier must previously have selected the Poison Use talent.

Discern lies (Sp): The courtier can cast *discern lies* as a spell like ability 3 + Int modifier times per day. The save DC is Intelligence based. His caster level is equal to his class level.

Elaborate Defence: If the courtier chooses to fight defensively or use total defense in melee combat, she gains an additional +1 dodge bonus to AC for every 3 levels of courtier she has attained.

Chapter Six: Prestige Classes

Fast Poison: The courtier can apply poison to a weapon as a move equivalent action. The courtier must previously have selected the Poison Use talent.

Flee: The courtier can move four times his speed when he takes the withdraw action. This talent does not stack with the Live to Fight Another Day talent.

Glib Lie (Su): A creature using truth-detecting magic against the courtier must succeed on a caster level check against a DC of 15 + the courtier's class level to succeed (as if she were under the effect of a *glibness* spell); failure means the magic doesn't detect the lies or force her to speak only the truth. This ability does not give the courtier the *glibness* spell's bonus on Bluff checks.

Good Name: Once per session, the courtier can draw on his reputation to gain a +10 bonus to a Bluff, Diplomacy, or Intimidate roll to influence a single person.

Immunity: The courtier becomes immune to either diseases or poisons and drugs, depending on which was chosen previously. The courtier must previously have selected the Save Bonus talent and have a character level of at least 10.

Influential: The DC to save against any spells or spell-like abilities the courtier casts that are language-dependent Enchantment spells increases by 2.

Live to Fight Another Day: The courtier can use the withdraw action as a standard action, not as a full round action. If he does so, he can only move his speed, not double his speed.

Mask Alignment (Su): A courtier can alter her alignment aura to deceive spells that discern alignment (such as *detect chaos*). She may choose to detect as any specific alignment, or to detect as no alignment at all. She cannot choose to detect as Innocent. This ability does not protect against spells or effects that cause harm based on alignment. Masking her alignment aura is a standard action, and lasts until she changes it again or ends the effect.

Minor Magic (Sp): The courtier can choose one of the following spells. He can cast the spell 3 times plus his Charisma modifier per day as a spell like ability. His caster level is equal to his class level. The save DC is Charisma based. *Anticipate peril, charm person, command, honeyed tongue, hypnotism, innocence, sanctuary.*

Poison Use: Courtiers are skilled in the use of poison and never risk accidentally poisoning themselves when applying poison to a blade or when crafting poisons.

Putrid Distillation: The courtier uses the dose of poison to kill a miniscule animal, then leaves the creature to rot for a day. The courtier then collects and distils the creature's putrefying fluids, combining the original poison with the toxins of decomposition. This increases all damage dice used by the poison by one type (so d3 becomes d4 and so on). The courtier must previously have selected the Poison Use and Concentrate Poison talents.

Save Bonus: The courtier gains a bonus to Fortitude saves to resist either diseases or drugs and poisons equal to half his courtier level.

Skilled Poisoner: The courtier gains a bonus to Craft (alchemy) checks to prepare and diagnose poisons equal to half his courtier level. The courtier must previously have selected the Poison Use talent.

Slippery Mind: The courtier can slip away from mental control. This functions as the rogue advanced talent of the same name. If the spy has the slippery mind ability from another class, these abilities stack, but she can still only use slippery mind once per round. The courtier must have a character level of at least 10 to select this talent.

Sticky Poison: As the alchemist discovery of the same name. The courtier must previously have selected the Poison Use talent and have a character level of at least 8.

Swift Poison: The courtier can apply poison to a weapon as a swift equivalent action. The courtier must previously have selected the Poison Use and Fast Poison talent, or the Swift Poison rogue talent.

Terse Threats: The courtier can use Intimidate to make opponents shaken as a move action.

Undetectable: Some poisons carry telltale signs of their presence, such as a sickly sweet taste or an almond aroma. The courtier increases the DC of any checks to notice the signs of this dose of poison by +4. Magic can still detect these poisons normally, however. The courtier must previously have selected the Poison Use talent.

Detect Poison (Ex): The courtier is so experienced in the machinations of court that they can detect poison with a successful Perception check (DC equal to 5 + the poison's save DC). This is a standard action that provokes attacks of opportunity.

Sneak Attack (Ex): This is exactly like the rogue ability. If the courtier has the same ability from another class, the damage stacks.

The Courtier					
Lvl	BAB	Fort	Ref	Will	Special
1	+0	+0	+0	+1	Friend to all, rumourmonger
2	+1	+1	+1	+1	Talent
3	+2	+1	+1	+2	Talent
4	+3	+1	+1	+2	Talent
5	+3	+2	+2	+3	Detect poison, sneak attack +1d6
6	+4	+2	+2	+3	Talent
7	+5	+2	+2	+4	Talent
8	+6	+3	+3	+4	Talent
9	+6	+3	+3	+5	Talent
10	+7	+3	+3	+5	Sneak attack +2d6, talent

Crypt Raider

Crypt raiders are sly adventurers who seek to overcome the deadliest of traps and terrors in places bereft of life and light. Some are nothing more than grave robbers; others seek to destroy the living dead, or are academics dedicated to bringing the ancient past into the light of day.

Alignment: Any

Hit Die: d8

Requirements: *Base Attack Bonus:* +4; *Skills:* Disable Device 6 ranks, Knowledge (history) 2 ranks, Linguistics 2 ranks, Perception 6 ranks.

Class Skills: Acrobatics (Dex), Appraise (Int), Climb (Str), Disable Device (Int), Escape Artist (Dex), Knowledge (arcana) (Int), Knowledge (architecture) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Linguistics (Int), Listen (Wis), Perception (Wis), Spellcraft (Int), Stealth (Dex), Swim (Str), Use Magic Device (Cha).

Skill Points at Each Level: 8 + Int modifier.

Class Features

Weapon and Armour Proficiencies: The crypt raider is proficient in all simple weapons and the whip. She gains no proficiency in any armour.

Snatch (Ex): At 1st level, a crypt raider can pick up an item as a free action instead of a move-equivalent action. The crypt raider can combine this action with a movement action, picking up the item either before, during, or after the move.

Trapfinding (Ex): A crypt raider adds half her level to Perception skill checks made to locate traps and to Disable Device skill checks (minimum +1). They can also use Disable Device to disarm magic traps. A crypt raider's level stacks with any rogue levels she might possess.

Chapter Six: Prestige Classes

Trap sense (Ex): At 3rd level, the crypt raider gains a +1 bonus on Reflex saves made to avoid traps and a +1 dodge bonus to AC against attacks made by traps. These bonuses rise to +2 at level 3 and +3 at level 5. Trap sense bonuses gained from multiple classes stack.

Sepulchral Savvy (Ex): In any setting where the dead have been deliberately interred (such as graveyards, mausoleums, tombs, catacombs, burial mounds, and anywhere that serves as the resting place of a vampire or ancient dead), the crypt raider gains a competence bonus to Acrobatics checks to avoid falling damage and to Reflex saves to avoid cave ins and collapses.

Slippery Soul (Su): At 2nd level, any curse checks against a crypt raider receive a –2 penalty. The crypt raider also receives a +2 luck bonus to her Will save against curses. At 5th level, the character can make a Will save to resist curses that do not normally allow a save.

Uncanny Dodge (Ex): The crypt raider cannot be caught flat-footed, even if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized or if her opponent uses a feint action. If the character already has uncanny dodge from a different class, she automatically gains improved uncanny dodge instead.

Bonus Feat: At 4th level, a crypt raider receives a bonus feat selected from the following list: Acrobatic Steps, Athletic, Blind-Fight, Combat Expertise, Dazzling Display, Deft Hands, Dodge, Endurance, Fleet, Great Fortitude, Improved Great Fortitude, Improved Initiative, Improved Lightning Reflexes, Lightning Reflexes, Mobility, Nimble Moves, Run, Self Sufficient, Skill Focus, Stealthy.

The Crypt Raider					
Lvl	BAB	Fort	Ref	Will	Special
1	+0	+1	+1	+0	Snatch, trapfinding, trap sense +1
2	+1	+1	+1	+1	Sepulchral savvy, slippery soul
3	+2	+2	+2	+1	Trap sense +2, uncanny dodge
4	+3	+2	+2	+1	Bonus feat
5	+3	+3	+3	+2	Slippery soul, trap sense +3

Dreamcaster

A dreamcaster is a spellcaster who learns to tread the malleable paths of the unconscious mind. Some use this skill to fight the dark creatures that lurk in nightmares; others use it simply to enhance their power over enchantments and illusions.

Alignment: Any.

Hit Die: d6

Requirements: *Skills:* Knowledge (arcana) 4 ranks, Spellcraft 6 ranks; *Spellcasting:* Ability to cast *sleep*.

Class Skills: Craft (alchemy) (Int), Fly (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), Spellcraft (Int), Use Magic Device (Cha).

Skill Points at Each Level: 2 + Int modifier.

Class Features

Weapon and Armour Proficiency: Dreamcasters are proficient in all simple weapons but are not proficient with any kind of armour or shields.

Spells per Day: At 1st, 3rd, and 5th level, the dreamcaster gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if he is a spontaneous spellcaster), and an

increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a dreamcaster, he must decide to which class he adds the new level for purposes of determining spells per day.

Lucid Dreaming: The dreamcaster gains a bonus equal to his class level to lucid dreaming checks.

Slumber's Call (Su): Each creature affected by your *sleep* spell is treated as if its total number of Hit Dice were equal to its number of Hit Dice minus your Wisdom modifier (if positive).

Unconscious Resolve (Ex): A dreamcaster gains a competence bonus equal to half his class level to all Will saves against mind affecting spells and figments, including a witch's slumber hex.

Fey Friend (Ex): At 2nd level, a dreamcaster develops an affinity for the fey and these creatures recognize him as one of their own. This ability allows a dreamcaster to add half his class level to any Bluff or Diplomacy checks when dealing with fey creatures.

Dreaming Potency (Ex): At 3rd level, a dreamcaster's can add a second ability modifier (in addition to his normal ability modifier) to the save DC of his mind affecting and figment spells. Wisdom based casters add their Charisma modifier. Other casters add their Wisdom modifier.

Dreaming Visions (Sp): Upon reaching 4th level, a dreamcaster can cast *scrying* using his own dreams as the spell focus. A dreamcaster may use this spell-like ability only once per day while asleep.

Sandman's Gift (Sp): At 5th level, a dreamcaster may cast *dream walk*, *dream* or *nightmare* in his sleep as a spell-like ability. The character may only cast one of these spells once per day. The save DC is Charisma based.

The Dreamcaster					
Lvl	BAB	Fort	Ref	Will	Special
1	+0	+0	+0	+1	Lucid dreaming, slumber's call, spells
2	+1	+1	+1	+1	Unconscious resolve, fey friend
3	+1	+1	+1	+2	Dreaming potency, spells
4	+2	+1	+1	+2	Dreaming visions
5	+2	+2	+2	+3	Sandman's gift, spells

Guardian

The Order of Guardians is a monastic order of spellcasters devoted to the acquisition, sequestration and destruction of evil artefacts, preventing them from troubling the world of man and keeping them locked away forever if they cannot be destroyed.

Alignment: Any good

Hit Dice: d8

Requirements: *Feats:* Iron Will; *Skills:* Knowledge (arcana) 6 ranks, Spellcraft 6 ranks; *Spellcasting:* Able to cast *locate object*; *Special:* Initiated by a current member of the Order of Guardians.

Class Skills: Appraise (Int), Craft (Int), Diplomacy (Cha), Disable Device (Dex), Knowledge (arcana) (Int), Knowledge (history) (Int), Linguistics (Int), Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier

Class Features

Weapon and Armour Proficiencies: Guardians are proficient with all simple weapons. They do not gain any armour proficiencies.

Spells per Day: When a new level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if he is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a guardian, he must decide to which class he adds the new level for purposes of determining spells per day.

Hardened Will (Su): The Guardian receives a +1 sacred bonus to Will saves against mind affecting effects. This bonus increases to +2 at 3rd level.

Stain of evil (Su): A Guardian can recognise evil intelligent magic items, evil artefacts, or magical items that require a Powers check to carry or use, simply by looking at them. If they make a Spellcraft check (DC equal to 10 + the item's caster level), they know intuitively that the item holds great evil. They do not gain any information about its powers, curse, or other attributes.

Quest of Destruction (Ex): While directly involved in a quest to destroy an evil intelligent magic items, evil artefact, or magical item that require a Powers check to carry or use, the Guardian receives a +2 morale bonus to all attack rolls, damage rolls, saves and skill checks.

Slip the Bonds (Su): Once per day, a Guardian can attempt a new saving throw against any ongoing condition against which she failed a saving throw in a previous round, even if the effect is normally permanent. This ability has no effect on conditions that do not allow saving throws or against instantaneous effects.

The Guardian					
Lvl	BAB	Fort	Ref	Will	Special
1	+0	+0	+0	+1	Hardened will +1, stain of evil
2	+1	+1	+1	+1	Quest of destruction
3	+2	+1	+1	+2	Hardened will +2, slip the bonds

Herald of the Dawn

Heralds of the Dawn are members of the Morninglord's clergy called to fight their god's great enemies, the vampires. Those called in this way become members of the Dawnslayers. The Midnight Clarion is only revealed to those clergy who exhibit unwavering faith in the Morninglord's imminent arrival and, more vitally, a zeal for exterminating the undead.

Alignment: NG or CG

Hit Dice: d8

Requirements: *Base Will Save:* +5; *Skills:* Knowledge (religion): 6 ranks, Sense Motive: 4 ranks; *Feats:* Blind-Fight, Turn Undead; *Spellcasting:* Ability to cast 2nd-level divine spells; *Special:* The character must be a member in good standing of the clergy of the Morninglord, and an existing Dawnslayer must advocate her membership in the secret society.

Class Skills: Acrobatics (Dex), Bluff (Cha), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (religion) (Int), Perception (Wis), Sense Motive (Wis), Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

Weapon and Armour Proficiencies: A Herald of Dawn gains no proficiency in any weapon or armour.

The Herald of Dawn					
Lvl	BAB	Fort	Ref	Will	Special
1	+0	+1	+0	+1	Soul of burnished bronze +2, bane of the blood drinker +2
2	+1	+1	+1	+1	Banish the bestial children
3	+2	+2	+1	+2	Strike of the rosy dawn, Soul of burnished bronze +4, bane of the blood drinker +4
4	+3	+2	+1	+2	Cockerel's crow 1/day
5	+3	+3	+2	+3	Soul of burnished bronze +6, bane of the blood drinker +6
6	+4	+3	+2	+3	Strike of the rosy dawn, cockerel's crow 3/day
7	+5	+4	+2	+4	Soul of burnished bronze +8, bane of the blood drinker +8
8	+6	+4	+3	+4	Cockerel's crow 5/day
9	+6	+5	+3	+5	Soul of burnished bronze +10, bane of the blood drinker +10
10	+7	+5	+3	+5	Blood of chill fire

Spells Per Day: When a new level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if he is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a herald of dawn, he must decide to which class he adds the new level for purposes of determining spells per day.

Soul of Burnished Bronze (Su): At 1st level, a Herald of Dawn receives a +2 sacred bonus against a vampire's domination gaze and any other vampire or vampire spawn supernatural special attacks that require a Will save. This bonus increases by +2 every other Herald of Dawn level thereafter.

Bane of the Blood-Drinker (Su): At 1st level, certain spells as cast by a Herald of Dawn's become more potent. All Abjuration, Conjunction (Healing), and Necromancy spells as cast by the Herald of Dawn have the DC of their saving throw raised by 2 against vampires and vampire spawn. The DC is raised by 2 again every other Herald of Dawn level thereafter.

Banish the Bestial Children (Su): At 2nd level, a Herald of Dawn can turn any animals, magical beasts, or vermin called forth by a vampire's children of the night ability as if they were undead. The animals are still healed by positive energy and damaged by negative energy.

Strike of the Rosy Dawn (Su): At 3rd level, the critical multiplier and critical range of any shortspear wielded by a Herald of Dawn each increase by one against vampires and vampire spawn. Thus, a normal shortspear would have a critical of 19–20/x4. This doesn't stack with the Improved Critical feat. At 6th level, any shortspear wielded by a Herald of Dawn ignores a vampire or vampire spawn's damage reduction, regardless of the shortspear's material or magical bonus, if any.

Cockerel's Crow (Su): At 4th level, a Herald of Dawn can unleash a terrifying shriek as a standard action that does not provoke an attack of opportunity. The sound cuts to the quick of a vampire's survival instincts, convincing the creature that it has scant minutes to reach safety before dawn. Though undead are normally immune to mind-affecting effects, all vampires and vampire spawn within a 30-foot spread centred on the Herald of Dawn must make a Fear save (DC = 10 + Herald of Dawn levels + Charisma modifier). This is a sonic effect, and is usable once a day. At 6th level, it is usable three times a day, and at 8th level it is usable five times a day.

Blood of Chill Fire (Su): At 10th level, a Herald of Dawn's blood becomes infused with a supernatural warmth that burns vampires like molten metal. Whenever a vampire or vampire spawn attempts to use its blood drain ability on the Herald of Dawn, it suffers (1d6 + the Herald of Dawn's Charisma modifier) points of damage for each point of Constitution

drain it inflicts. The vampire or vampire spawn is permitted a Wisdom check (DC 20) to realize the danger just before it begins to drain blood from the character.

Knight of the Shadows

Few secret societies are as steeped in legend and contradiction as the Circle. Its members, the Knights of the Shadows, are men and women of supreme virtue and mystery. Pledged to selflessly protect the innocent, they walk in darkness, emerging wherever they are needed and vanishing just as suddenly.

Alignment: Any good

Hit Dice: d10

Requirements: *Base Attack Bonus:* +5; *Skill:* Knowledge (local) 4 ranks; *Special:* The character must be inducted into the Circle by other Knights of the Shadows. Once a year, the character must return to the Shadowlands for a secret conclave.

Class skills: Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Heal (Wis), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (local) (Int), Knowledge (nature) (Int), Knowledge (religion) (Int), Perception (Wis), Profession (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), Survival (Wis), Swim (Str).

Skill Points at Each Level: 2 + Int modifier

Class Features

Weapon and Armour Proficiencies: A Knight of the Shadows is proficient with all simple and martial weapons, all types of armour, and shields (except tower shields).

Challenge (Ex): Once per day, a Knight of the Shadows can challenge a foe to combat. As a swift action, the character chooses one target within sight to challenge. The Knight's melee attacks deal extra damage whenever the attacks are made against the target of his challenge. This extra damage is equal to double the Knight's class level. The Knight takes a -2 penalty to his Armour Class, except against attacks made by the target of his challenge. The challenge remains in effect until the target is dead or unconscious or until the combat ends. Levels in Knight of the Shadows stack with levels from other classes that grant this ability for the purposes of a challenge, although levels from other classes are not doubled.

Code of Conduct: A Knight of the Shadows swears to a code of conduct, similar to a paladin's or cavalier's code. He swears to be true to the Circle, to uphold the cause of good, and to protect the common folk of the Land of the Mists. A Knight of the Shadows who breaks this code loses all the benefits of this class until he *atones*.

Virtue (Ex): For as long as a Knight of the Shadows remains in good standing with his Order, he is treated as if he were Innocent, except the character does not suffer a penalty to Sense Motive checks and Horror saves.

Protector of the Weak (Ex): The Knight of the Shadows gains a bonus feat from the following list: any teamwork feat, In Harm's Way, Fight On, Saving Shield, Swap Places. As a standard action, the character can choose to learn a new bonus feat in place of the most recent bonus feat she has already learned. In effect, they lose the bonus feat in exchange for the new one. A Knight of the Shadows can change the bonus feat a number of times per day equal to her Wisdom modifier.

Aura of Resolve (Ex): The Knight and each ally within 10 feet of her gains a +4 morale bonus on saving throws against charm effects. This ability functions only while the Knight is conscious, not if she is unconscious or dead.

Shoulder Burden (Su): Once per day, the Knight is able to cast *surmount affliction* with a range of touch and a caster level equal to their character level. Once per week, they can also cast *remove curse*, but instead of being broken, permanent curses are transferred to the Knight for a number of days equal to his Wisdom bonus.

Stealth (Ex): The Knight no longer suffers an armour check penalty to Stealth rolls.

The Knight of the Shadows					
Lvl	BAB	Fort	Ref	Will	Special
1	+1	+1	+0	+1	Challenge, code of conduct, virtue
2	+2	+1	+1	+1	Protector of the weak
3	+3	+2	+1	+2	Aura of resolve, shoulder burden, stealth

Mesmerist

Mesmerists are those who dedicate themselves to mastering the art of hypnotism. For those lost to madness, a mesmerist may be their last hope, but mesmerists must beware the temptation to use their gifts for their own benefits, even simply to entertain themselves. An evil mesmerist can shatter minds and destroy lives.

Alignment: Any.

Hit Dice: d6

Requirements: *Skills:* Heal 6 ranks, Sense Motive 6 ranks; *Feats:* Hypnotism

Class Skills: Appraise (Int), Bluff (Cha), Craft (alchemy) (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Knowledge (nobility) (Int), Knowledge (religion) (Int), Perform (Cha), Sense Motive (Wis)

Skill Points at Each Level: 4 + Int modifier

Class Features

Weapon and Armour Proficiencies: Mesmerists do not gain any proficiency with weapons or armour.

Spells: A mesmerist casts arcane spells drawn from the sorcerer/wizard spell list, but is limited to enchantment and illusion (phantasm) spells. She can cast any spell she knows without preparing it ahead of time. To cast a spell, a mesmerist must have a Charisma score of at least 10 + the spell's level. Her bonus spells are based on Charisma, and saving throws against these spells have a DC of 10 + the spell level + the caster's Charisma modifier (if any). Her selection of spells is extremely limited—at each mesmerist level, she gains one or more new spells, as indicated on the table on the next page. At 4th level, she can choose to learn a new spell in place of one she already knows, provided the new spell is of the same level as the one she is replacing.

Mesmeric focus (Ex): The mesmerist gets a bonus equal to half her class level to Heal checks to hypnotise people. If she has a small object she can use as a focus (a pocket watch, for example, or a small, faceted crystal) and can convince her target to concentrate on it, she gains a further +2 bonus.

Alter perceptions (Ex): Once per day, the mesmerist can alter the perceptions of a single character. To do so, she needs to talk to the character uninterrupted for 10 min. The mesmerist can choose to instil one of the following effects:

Bravery: +2 morale bonus to saving throws against fear and charm effects.

Competence: +2 competence bonus to skill checks.

Cowardice: -2 morale penalty to saving throws against fear and charm effects.

Incompetence: -2 competence penalty to skill checks.

Rage: +2 competence bonus to attack and damage rolls, but -2 competence penalty to

AC.

The effect of the altered perceptions lasts for 10 min. A mesmerist can't alter her own perceptions. If the mesmerist wishes, she can make a Bluff check to disguise the effect being used as another effect.

Diagnose madness (Ex): With 1 minute of observation and a successful Heal check (DC 15), a mesmerist can diagnose the particular insanity a person is suffering from. In addition to gaining this information, the mesmerist gains a +2 competence bonus to Heal checks to cure the madness, or Bluff checks to induce worse madness by gaslighting.

Soothing Voice (Ex): The mesmerist gains a competence bonus equal to half her class level on all language-based effects (except hypnosis checks). The save DC of any spells the mesmerist casts increases by an equivalent amount.

Implant spells (Su): Instead of simply implanting suggestions in hypnotised people, the mesmerist is able to implant spells to be triggered by a later event. The spell to be implanted must be an enchantment or illusion (phantasm) spell, and the mesmerist must cast the spell as part of the hypnosis session. She must also set a clearly defined trigger condition under which the spell will take effect (as though the mesmerist had cast it at that moment). This could be an event, a location, or an emotional state. Once chosen, it cannot be changed. A patient can only have one spell implanted at a time. If the spell is not triggered within a number of hours equal to the mesmerist's Charisma modifier plus half her class level, the spell is wasted to no effect.

Shatter Psyche (Ex): The mesmerist can dramatically influence the mind of those around her. Once per day, if the mesmerist can spend 10 min undisturbed with a target, she can increase or decrease the madness DC by an amount equal to her class level. This ability can only affect a particular person once per week. Furthermore, she can gaslight someone by spending 10 min per day with them for a week, instead of all day for a month.

Break Will (Ex): The mesmerist can break the will of someone she has hypnotised. She must make a Heal check (DC 10 + half target's Hit Dice + target's Wisdom modifier). If she succeeds, the target suffers a penalty to her Will saves against the mesmerist's powers equal to the mesmerist's Charisma modifier. The target gains a competence bonus equal to half this amount against mind-affecting spells (except fear effects) from other sources. The effects of this power last for 24 hours. A particular target can only be affected by this power once per week.

The Mesmerist							
Lvl	BAB	Fort	Ref	Will	Special	Spells per Day	
						1st	2nd
1	+0	+0	+0	+1	Mesmeric focus, alter perceptions	1	—
2	+1	+1	+1	+1	Diagnose madness, soothing voice	2	—
3	+1	+1	+1	+2	Implant spells	3	—
4	+2	+1	+1	+2	Shatter psyche	3	1
5	+2	+2	+2	+3	Break will	4	2

Monster Hunter

Monster hunters are the men and women who research dangerous creatures in order to destroy them more easily. They are typically of a scholarly bent, preferring to defeat their foes with guile, tactics and knowledge, not brute force.

Alignment: Any. Most monster hunters are of good alignment, although some become too zealous or fall into the trap of using monstrous powers to defeat their opponents. Evil monster hunters typically believe themselves to be good.

Hit Dice: d8

Requirements: *Skills:* Knowledge (any) 5 ranks, Sense Motive 5 ranks, Survival 3 ranks; *Feats:* Iron Will

Class Skills: Craft (alchemy) (Int), Diplomacy (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (dungeoneering) (Int), Knowledge (history) (Int), Knowledge

(local) (Int), Knowledge (nature) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Linguistics (Int), Perception (Wis), Sense Motive (Wis), Stealth (Dex), Survival (Wis).

Skill Points at Each Level: 4 + Int modifier

Class Features

Weapon and Armour Proficiencies: A monster hunter is proficient in all simple weapon, and light and medium armour.

Courage (Ex): The monster hunter gains a +4 morale bonus to fear.

Favoured enemy (Ex): The character gains a +2 bonus to Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of the selected type. Likewise, he gets a +2 bonus on weapon attack and damage rolls against them. At 5th level, the monster hunter may select an additional favoured enemy. In addition, the bonus against any one favoured enemy (including the one just selected, if so desired) increases by +2. If the monster hunter has favoured enemies from another class, the increase in bonuses from selecting an additional favoured enemy can be applied to favoured enemies chosen by either class.

A monster hunter's favoured enemies must be selected from the following list: aberrations, constructs, fey, humanoids (giants), magical beasts, monstrous humanoids, oozes, outsiders (no subtype needed), plants, shapechangers or undead.

Lore master (Ex): At 2nd level, the can take 10 on any Knowledge skill check that he has ranks in regarding monster lore. The character can choose not to take 10 and can instead roll normally. In addition, once per day, the monster hunter can take 20 on any Knowledge skill check as a standard action. Levels in monster hunter stack with those from other classes with the lore master ability in terms of this ability.

Magical lore (Ex): At 2nd level, the monster hunter learns a magical secret to weaken their enemy. The monster hunter can choose a spell from the following list: *deconstruct*, *diminish plants*, *diminish undead*, *dispel magic*, *halt undead*, *magic circle* (any), *prayer*, *remove curse*, *suppress lycanthropy*. They are able to cast the spell once per day, with a caster level equal to their total level. The save is Intelligence based. At 4th level, the monster hunter can choose another spell, or increase the number of uses of the original by one.

Detection (Su): The monster hunter can make a Perception check (DC 30 – favoured enemy's CR) to detect creatures of their favoured enemy type when they are within 30 ft, regardless of whether the creature is disguised or otherwise hidden. This is a supernatural ability.

Resist influence (Ex): The monster hunter gains a +2 morale bonus to saves against all spells, spell like effects and supernatural effects of their favoured enemies.

Bonus feat: The monster hunter gains a bonus feat from the following list: any teamwork feat, any channelling feat, Arcane Armour Training, Cold One, Disruptive, Ethereal Empathy, Ghostsight, Turn Undead, Voice of Wrath, Warding Gesture.

Slippery Mind (Ex): If a monster hunter is affected by an enchantment spell or effect and fails her saving throw, she can attempt it again 1 round later at the same DC. She gets only this one extra chance to succeed on her saving throw.

The Monster Hunter					
Lvl	BAB	Fort	Ref	Will	Special
1	+0	+1	+0	+1	Courage, favoured enemy
2	+1	+1	+1	+1	Lore master, magical lore
3	+2	+2	+1	+2	Detection, resist influence
4	+3	+2	+1	+2	Bonus feat, magical lore
5	+3	+3	+2	+3	Favoured enemy, slippery mind

Moonchild

Most afflicted lycanthropes end their lives or seek to find a cure for their curse. Others seek a different form of escape, battling their latent savagery for self-control.

Alignment: Any

Hit Dice: d8

Requirements: *Feat:* Iron Will; *Special:* Must be an afflicted or maledictive lycanthrope who is aware of their condition.

Ex-Moonchildren: If cured of lycanthropy, a moonchild loses all special abilities and can no longer gain levels in this class until reinfected.

Class Skills: Bluff (Cha), Climb (Str), Handle Animal (Cha), Intimidate (Cha), Knowledge (geography) (Int), Knowledge (nature) (Int), Perception (Wis), Stealth (Dex), Survival (Wis), Swim (Str).

Skill Points at Each Level: 2 + Int modifier

Class Features

Weapon and Armour Proficiencies: Moonchildren do not gain any proficiency with weapons or armour.

Change Shape (Su): Unlike other afflicted lycanthropes, the moonchild has some control over their transformations, although it is less adept than a natural lycanthrope. A moonchild can transform as a full-round action by making a DC 15 Constitution check, or humanoid form as a full-round action by making a DC 20 Constitution check. When exposed to its trigger, the moonchild gains a +5 morale bonus to Constitution checks made to assume animal or hybrid form, but a –5 penalty to Constitution checks made to assume humanoid form. The moonchild reverts to its humanoid form automatically with the next sunrise, or after 8 hours of rest, whichever comes first.

Contested Soul (Ex): The Wisdom bonus that afflicted lycanthropes gain becomes a permanent bonus, affecting all Wisdom-based abilities. The moonchild becomes subject to the Hunger in humanoid form as well as in beast form, but is only subject to bloodlust in beast form.

Human Heart (Ex): A moonchild can make a Will save to retain their alignment, memories and self control when they voluntarily assume beast form. The DC of this save is equal to the DC of their curse of lycanthropy ability + 7. They receive a competence bonus equal to twice their Moonchild level to this check.

Savage Blood (Ex): Whenever a character takes a level in Moonchild (including the first), they must make a Will save with a DC equal to their curse of lycanthropy DC, or have their alignment shift one step towards the alignment of their bestial form. This is considered an involuntary alignment change, and the moonchild must receive *atonement* to regain their original alignment (although many choose not to, as their power comes from finding accommodation with the beast). Also note the rules regarding involuntary alignment changes for afflicted lycanthropes.

Scent (Ex): The moonchild gains the scent ability in humanoid form.

Shackle the Beast (Ex): A moonchild receives a +4 competence bonus to control their shape.

Bonus Feat (Ex): The moonchild gains a bonus feat from the following list: Ability Focus (curse of lycanthropy), Alertness, Aspect of the Beast, Diehard, Eldritch Claws, Endurance, Improved Iron Will, Improved Natural Weapon, Rending Claws, Run, Vital Strike, Weapon Focus (natural weapons only), or any werebeast feat. You must meet the prerequisites of the chosen feats.

Natural Lycanthrope (Ex): The moonchild becomes a natural lycanthrope, gaining all the benefits and hindrances of the lycanthrope template regarding natural lycanthropes. They gain both bestial and hybrid forms, and no longer being affected by their trigger. They can never be cured of lycanthropy. Any lycanthropes they create consider the moonchild to be the originator of the bloodline.

The Moonchild					
Lvl	BAB	Fort	Ref	Will	Special
1	+0	+1	+0	+1	Change shape, contested soul, human heart, savage blood, scent
2	+1	+1	+1	+1	Shackle the beast, bonus feat
3	+2	+2	+1	+2	Bonus feat, natural lycanthrope

Cepestani Inquisitor

The Tepestani Inquisition is devoted to rooting out and defeating the menace of the malicious fey that supposedly plague the humble folk of Tepest.

Alignment: Any non-evil

Hit Dice: d8

Requirements: *Base Will Save:* +3; *Skills:* Knowledge (nature) 4 ranks, Knowledge (religion) 6 ranks; *Spellcasting:* Ability to cast *dispel magic* as a divine spell; *Special:* Must have had a personal encounter with malicious fey and trained by the Tepestani clergy.

Ex-Tepestani Inquisitors: A Tepestani Inquisitor who knowingly and willingly interacts peaceably with the fey loses all the spell levels and supernatural abilities until they have *atonement* cast on them.

Class Skills: Craft (alchemy) (Int), Diplomacy (Cha), Heal (Wis), Knowledge (nature) (Int), Knowledge (religion) (Int), Perception (Wis), Sense Motive (Wis), Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier

Class Features

Weapon and Armour Proficiencies: Tepestani Inquisitors do not gain any proficiency with weapons or armour.

Spells Per Day: When a new level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before adding the prestige class. He does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if he is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one spellcasting class before becoming a Tepestani Inquisitor, he must decide to which class he adds the new level for purposes of determining spells per day.

Resolute (Su): At 1st level, the Tepestani Inquisitor gains a +1 sacred bonus to all saves against the spells, spell-like abilities and supernatural abilities of fey creatures. This bonus increases at every other level.

Fey Channel (Su): Tepestani Inquisitors can channel energy to damage fey creatures as a cleric of level equal to their Tepestani Inquisitor level. This channelled energy damages only fey; creatures of other types are unaffected. Levels in Tepestani Inquisitor stacks with levels of other classes that provide the ability to channel energy. If the character has the Turn or Command Undead feats, fey can also be targeted with these feats.

Detect Feycraft (Su): When the character casts *detect magic*, if the Spellcraft check to determine the school of magic involved in the aura succeeds by 5 or more, the Inquisitor can tell if the effect was caused by a fey.

Chapter Six: Prestige Classes

Cold Iron Gaze (Su): The Tepestani Inquisitor automatically disbelieves all illusions created by fey. Note that not all illusions are subject to disbelief; see the Core rules for details.

Pierce the Veil (Su): At will, if the Tepestani Inquisitor touches a fey-created illusion or a fey cloaked in illusion (such as *disguise self*), the character can make a caster level check as if casting *dispel magic* against the illusion. If successful, the illusion is dispelled.

Reveal Trickster (Su): At will, a Tepestani Inquisitor can force a shapechanged fey creature back into its true form with a successful melee touch attack. The Inquisitor must make a caster level check to force the shapechange, the DC of which is equal to 10 + half the fey's Hit Dice + its Wisdom modifier. If successful, the affected fey cannot change shape again until it leaves the Inquisitor's line of sight.

Disperse the essence (Su): Whenever a Tepestani Inquisitor slays a fey creature or is within 30 ft of a fey creature when it is slain, the character can utter a short prayer as a standard action that provokes attacks of opportunity. The fey must make a Will save (DC 10 + half the character's level + Cha modifier) or be truly killed. If the Inquisitor landed the killing blow, the fey suffers a -4 sacred penalty to the save. Even if the save is successful, the fey's essence is so scattered, it requires one year per character level to reform.

The Tepestani Inquisitor					
Lvl	BAB	Fort	Ref	Will	Special
1	+0	+1	+0	+1	Fey channel, resolute +1
2	+1	+1	+1	+1	Detect feycraft
3	+2	+2	+1	+2	Resolute +2
4	+3	+2	+1	+2	Cold iron gaze
5	+3	+3	+2	+3	Resolute +3
6	+4	+3	+2	+3	Pierce the veil
7	+5	+4	+2	+4	Resolute +4
8	+6	+4	+3	+4	Reveal trickster
9	+6	+5	+3	+5	Resolute +5
10	+7	+5	+3	+5	Disperse the essence





**Chapter Seven:
forged of Darkness**

Forged of Darkness



*If there were dreams to sell,
What would you buy?
Some cost a passing bell;*

Some a light sigh...

*If there were dreams to sell,
Merry and sad to tell,
And the crier rang the bell,
What would you buy?*

—Thomas Lovell Beddoes, “Dream-Pedlary”

The discovery of wonderful and terrible items of power, the knowledge of their history and forging, the inherent possibilities in using and misusing them, even the risk of provoking a curse on a magical item, makes these devices an almost irresistible temptation for the knowledgeable of the Land of the Mists.

The Great Divisions

The Semblance of Reason applies to magic items as well as spells: items that are overtly magical are very rare in the Land of the Mists. For this reason, there are three broad categories of magical items in Ravenloft, defined by their availability and how they are affected by the Semblance of Reason. Bear in mind that these are guidelines only; which category a particular item fits into is more a matter of discretion or game flavour than an iron-clad division.

The Mundane

The first is the *mundane*. Despite the name, these are still magical items, but they are the basic magical items that all adventurers need relatively often. These are relatively cheap, relatively common (although they are still sometimes difficult to obtain), and never overtly magical. Potions, particularly potions of healing, are the main members of this class. Other potions with effects that could be mistaken for alchemical devices may also belong in this class. They are subtle enough that they are not thought of as having supernatural effects: a *potion of cure moderate wounds*, for example, might be sold as holy water blessed by Ezra, mineral water from a natural well or an infusion of rare herbs or mummified corpses. Clerical scrolls might also be available as prayer books and so on.

Because healing potions especially are so fundamental to adventuring (and therefore to the enjoyment of everyone involved in the game), it is recommended that the GM consider carefully before restricting access to these items. They can be bought from pedlars, alchemists, healers, and temples, as well as any of the sources of more powerful items.

The Mystical

The *mystical* are items that are more powerful or permanent than the mundane, although they also do not have overt magical powers. They are much less common than mundane magical items, but still far more common and easier to obtain than more obvious magical items. Any item that is not overtly magical may fit into this category, and the GM should feel free to be creative when introducing these items. A +2 *flaming longsword* as described in the Pathfinder rulebook, for example, is sheathed in flames, and therefore obviously magical. However, a mystical equivalent can have all the same powers (as in, an enhancement bonus to attack and damage, plus 1d6 fire damage) without being surrounded

by fire or glowing in the dark. Perhaps the sword always feels slightly warm to the touch, or is covered in copper tracers suggest the fire that strikes its opponents, or the sword is said to have been crafted in the forges of the duergar and quenched in still-hot heartsblood to mystically empower it without any obvious supernatural effects.

The first (and easiest to use) source of these items is to use companion items (see below). They may also be bought from sources among dwarves, elves, and the Vistani particularly, as well as any of the possible sources of overtly magical items.

The Magical

These items are those that are obviously magical: wands, scrolls, flaming swords, intelligent axes, and so on. While scrolls might be found in dusty libraries, by and large these items are vanishingly rare, and may require a special quest as well as much gold to prove the potential user worthy of bearing the item. These items are the gifts dwarf clans give to show eternal friendship, or items recovered from the tombs of ancient dead, or made at great cost by hags. These items should all have a story, and many might have drawbacks to their use (if only the drawback that most people are terrified by obvious displays of the supernatural).

Obviously, PCs with the appropriate feats can make these items themselves, although they should be encouraged not to try to sell them—knowledge is too precious in Ravenloft to give it away in something as petty as mere commerce. Furthermore, finding someone who can actually use the item might be very difficult.

These items can also be made by obsessed or insane creators (enchancing through obsession in the same way that golems of obsession are created), by the duergar or elf nobles (who are inherently magical), by ghosts becoming trapped in their murder weapons, or by wizards, witches, hags and fiends (sometimes by ordinary crafters at the behest of fiends). Those created by fiends and hags may also bear powerful curses, or be crafted from horrific ingredients like parts of corpses. The Vistani rarely create permanent, overtly magical items, but may trade them with adventurers.

Companion Items

In Ravenloft, the land of the living is frequently impinged and affected by the Other Side, the Near Ethereal where thoughts and passions have physical effects.

A companion item is an item that spontaneously gains magical powers through use, or through the attitudes of those around it. A dagger used to murder a powerful noble might absorb the fear and pain of its victim's death throes and become an *assassin's dagger*. A blessed sword, even the treasured and trusty sword an adventurer uses every day, might become a *longsword +1*. A dandy's favourite cloak might become a *cloak of charisma*, or even a *cloak of resistance*. These items attract ethereal resonance, which gives them their magical powers, and is obvious to those able to see into the Ethereal Plane. It is the amount of emotion that becomes bound to the item that determines how powerful it becomes, so the sword used to murder a king and then forgotten about might be far less magical than a sword that the ancestor of a peasant brought back from war that has hung above the mantle and been lovingly polished and talked about for generations.

These items might fall into the hands of PCs already enchanted by long and storied histories, which they may be interested to learn about, or their actions might cause their own equipment to become empowered. If so, the GM should discuss with the players what magical items they'd like for their characters, and reduce any treasure obtained by an equivalent amount.

Altered Magic Items

Magic items are subject to the same rules and alterations presented in Chapter Four: Magic in the Mists. You should ensure that you are familiar with these rules when arbitrating the effects of magic items.

Using a magic item that reproduces the effects of spells that are cause for Powers Checks are also cause for Powers Checks. Creating an evil magic item is also cause for a Powers Check. Likewise, knowingly carrying an evil or cursed magic item, particularly if it is intelligent, counts as willing association with an evil creature, and is cause for a Powers Check.

Cursed Items

Cursed items are empowered by the dark magic within them, and can be exceptionally difficult to destroy. Any magic item that is cursed, evil or has any other clear drawback for its user gain a bonus to their hardness and saving throws equal to one quarter its caster level.

Intelligent Items

Evil intelligent items (except bonded items) in Ravenloft gain a +5 bonus to their Ego.

Bags of Holding and Portable Holes

If either of these items are placed inside the other, they implode, destroying themselves and anything stored inside them. Any creature within 10 ft except darklords must make a Fortitude save (DC 20) or be wrenched through the implosion to a random location in Ravenloft, taking 10d6 points of damage in the process.

Book of Vile Darkness

Any good character who reads the text must make a Madness save.

Disruption

Undead may apply their channel resistance to their Fortitude saves. More powerful *weapons of disruption* exist; the save DC is equal to 10 + (2 x effective enhancement bonus), and the spell prerequisite is a healing spell of cleric level equal to 4 + the weapon's effective enhancement bonus.

Forsaken Plate

Creating or using this item requires a Powers check.

Helm of Opposite Alignment

The involuntary alignment change caused by this item requires a Madness save.

Holy Avenger

Darklords get a +4 insight bonus to their attempts to detect the disruption auras of paladins who carry these weapons.

Horn of Valhalla

The barbarians summoned have the Mists descriptor and are always evil. If they have no one else to fight, they gladly turn on each other.

Periapt of Health

The bearer is not immune to supernatural disease, although they do get a +4 luck bonus to saves against these afflictions.

Rod of Security

As *create demiplane*. When the pocket dimension gains a darklord, it becomes permanent. Darklords cannot enter the pocket domain.

The *rod* does not function when the domain's borders are closed.

Sphere of Annihilation

Casting *gate* on the *sphere* causes a massive explosion, dealing 2d6 x 10 damage to everything in a 180 ft radius, instead of causing a planar rift.

New Magic Items

Magic Armour

Regenerating: This armour can repair damage to itself and to its bearer. The armour gains a +10 enhancement bonus to all saving throws (although it doesn't grant this bonus to its wearer). Those who attempt to use *Heal* on the bearer receive an enhancement bonus equal to the armour's enhancement bonus. The bearer can also cast *cure light wounds* (self only) as a 6th level cleric once per day per enhancement bonus. Finally, if broken, the armour regenerates 1 hit point per hour. If destroyed, the armour takes 1 week per enhancement bonus to regenerate, but permanently loses 1 point of enhancement bonus (becoming nonmagical if destroyed enough times). Only non-metal armour can have this enchantment.

Moderate conjuration; CL 11th; Craft Magic Arms and Armour, *heal*, *mending*; Price +3 bonus.

Shadow Touch: As *ghost touch*, except that instead of reaching into the Ethereal Plane, the armour or shield is fused with its own shadow, and is solid and able to protect against shadows and creatures on the Plane of Shadow. Note that *ghost touch* armour is normally unable to protect against the attacks of shadows.

Strong transmutation; CL 15th; Craft Magic Arms and Armour, *shadow walk*; Price +3 bonus.

Magic Weapons

Death Bane: A *death bane* weapon is enchanted to kill a single individual. Against that creature, it has a +3 enhancement bonus and deals an extra 2d6 damage.

Moderate necromancy; CL 8th; Craft Magic Arms and Armour, *enervation*, the true name of the individual the weapon is created to slay; Price +1 bonus.

Fey-Forged: These weapons, made of white wood and metal from the Shadow Rift, are the bane of the fey. Fey-forged weapons bypass any natural damage reduction of fey creatures, and provide their bearer with SR 13 against their spells and spell-like abilities.

Strong abjuration; CL 14th; Craft Magic Arms and Armour, *true seeing*, wood and metal from the Shadow Rift; Price +3 bonus.

Hearteater: This enchantment can only be applied to piercing weapons. Upon a roll of natural 20 (followed by a successful roll to confirm the critical hit), the weapon pierces the creature's heart (if it has one). Some creatures, such as plants and oozes, have no hearts, while others, such as golems and undead creatures other than vampires, are not affected. Most other creatures, however, die. Outsiders may make a Fortitude save (DC 15) to survive and take standard damage. A vampire stuck by a critical hit from a *hearteater* weapon of at least Small size takes damage and is immobilized as if it had been staked.

☞ Chapter Seven: Forged of Darkness ☞

Strong necromancy and transmutation; CL 18th; Craft Magic Arms and Armour, *slay living*; Price +5 bonus.

Hot Blooded: This enchantment only takes effect when the weapon is drawn in anger or to avenge an insult. In these cases, it adds its enhancement bonus as an insight bonus to the bearer's Strength and Constitution scores, an insight penalty to Wisdom and Charisma, and deals +1d6 damage to anyone who has directly injured or insulted the wielder in the current scene. The wielder must make a Will save (DC 20 – 1 per opponent killed; save after each kill) to avoid fighting until all opponents are slain or he is killed. There is no risk of attacking allies while enraged.

Moderate enchantment; CL 7th; Craft Magic Arms and Armour, *rage*; Price +1 bonus.

Shadow Touch: As *ghost touch*, except that instead of reaching into the Ethereal Plane, the weapon is fused with its own shadow, and is solid and able to damage creatures on the Plane of Shadow. Note that *ghost touch* weapons are normally unable to harm shadows.

Moderate transmutation; CL 9th; Craft Magic Arms and Armour, *plane shift*; Price +1 bonus.

Wailing: Only bladed weapon can have this enchantment. When used in combat, the blade begins an eerie, ululating howl which rises in intensity for each opponent killed. The bearer receives a fear bonus equal to the blade's enhancement bonus to Intimidate checks against people who witness the use of the weapon. Opponents in melee suffer the weapon's enhancement bonus as a morale penalty to their attacks. For each person killed, this modifier increases by 1 until the next new moon (to a maximum of double the weapon's enhancement bonus). Penalties begin to fade at the rate of 1 per round if the wielder fails to slay any opponents for 3 rounds.

Moderate necromancy; CL 9th; Craft Magic Arms and Armour, *fear*; Price +2 bonus.

Ba'al Verzi Dagger: This dagger is long, gleaming and etched with sinister runes. Its hilt is made of lacquered crimson, black and gold, symbolising blood, shadows and money. Its sheath is fashioned from the skin of the first victim the dagger's master slew.

Ba'al Verzi daggers are +1 keen daggers. They ignore any armour bonus to AC.

Strong necromancy [evil]; CL 13th; Craft Magic Arms and Armour, *keen edge*, *phase door*, creator must be evil; Price: 32,302 gp.

Baron's Arm: These exotic double weapons are wielded by the Black Leopards, Valachan's army of enforcers. One end of the weapon is a black +1 heavy mace, fashioned as an armoured gauntlet or panther's claw. The other end is a short, metal tipped cat o' nine tails (which functions as a nonmagical flail). A critical hit with either end leaves such horrific scarring the subject provokes 1 level worse of xenophobia.

Faint transmutation; CL 5th; Craft Magic Arms and Armour, *disfiguring touch*; Price: 8,340 gp.

Deathstone Daggers: These daggers appear to be made of obsidian. They are typically only used by those in the employ of Ivana Boritsi of Borca. They function as +1 unholy daggers, but crumble as soon as they successfully injure a living creature. The wounded creature must then make a Fortitude save (DC 20) or suffer a negative level, and must make another save each round until successful. Those killed by this level drain become trapped within the Deathstone, hidden below the Boritsi manor, unable to be contacted or raised by magic of less than 7th level.

Faint necromancy [evil]; CL 5th; Minor Artifact; Price: 32,302 gp.

Rods

Arcane Grounding Rod: This copper rod draws magical energies into itself. When planted in the ground, all spells with ranges greater than touch that have their target or point

of origin within 100 ft are drawn into it with no effect. The captured energy deals 1d6 damage per spell level captured to the first thing to touch it. One captured level leaks harmlessly away each round. The rod can hold a maximum of 20 spell levels; if it exceeds this amount, it explodes, dealing 20d6 damage to everything within 10 ft. An *arcane grounding rod* that attracts a *disintegrate* spell is destroyed instantly.

Strong abjuration; CL 14th; Craft Rod, *spell turning*; Price: 48,500 gp; Weight: 5 lb.

Wondrous Items

Anvil of darkness: An *anvil of darkness* is the key to the creation of doom guards. The anvil must be forged from the remains of a slain iron golem and have a *golembane scarab* set at its heart, making these very rare. The user of an *anvil of darkness* can waive all of the prerequisites for creating doom guards except the Craft (armoursmithing) check and the raw materials required to make a masterwork suit of full plate armour (330 gp). Each such suit of armour must be crafted by a lone armoursmith, and only one such smith can use the anvil at a time. Newly created doom guards regard their creator as their “master,” but she can pass the title to a new person if she so wishes. If an *anvil of darkness* is destroyed, all doom guards it had created immediately collapse into mundane piles of armour.

Strong conjuration; CL 15th; Craft Arms and Armour, Craft Wondrous Item, *geas/quest, fabricate, detect magic*, iron golem remains; Price: 80,000 gp; Weight: 600 lb.

Amulet of the Beast (Ivory): This ivory amulet usually bears the image of a chained wild beast. Whoever dons the amulet becomes a maledictive lycanthrope with phenotype corresponding to the beast depicted on the amulet. However, the bearer does not gain the shapechanger type, and cannot infect others with lycanthropy. The amulet cannot be removed until *remove curse* is cast on it. Creating this item requires a Powers check.

Moderate transmutation; CL 7th; Craft Wondrous Item, *bestow curse, induce lycanthropy*, fur from the relevant animal; Slot neck; Price: 28,000 gp.

Amulet of the Beast (Silver): This amulet bears the image of a chained wild beast. A lycanthrope wearing this amulet cannot transform into any of its alternate forms, even if exposed to its trigger. This does not prevent other forms of shapechanging or polymorph magic.

Moderate transmutation; CL 7th; Craft Wondrous Item, *suppress lycanthropy*, fur from an afflicted lycanthrope; Slot neck; Price: 56,000 gp

Bell of Warding: This massive silver and iron bell with a gold clapper imprisons all elementals, fey, outsiders, and undead within a half mile radius (as *trap the soul*) for 1 hour. Unless the bell is rung again at the end of this time, the imprisoned creatures are freed. A *bell of warding* cannot imprison a darklord.

Strong conjuration; CL 20th; Craft Wondrous Item, *bleed, trap the soul*; Price: 60,000 gp; Weight: 2,000 lb.

Black Stones: This fist-sized stone is smooth and cool to the touch, jet black in colour with a dim red glow at its very heart. It can grant 3 *wishes* to its bearer, at the cost of 1d4-2 Constitution drain (to a minimum of 1) per *wish*. The drain cannot be healed until all 3 *wishes* are used, at which point they begin healing as normal ability damage. When the 3 *wishes* are used, the bearer must make a Will save (DC 30) or travel to the Lake of the Shrouded Moon in Invidia and throw the stone in. They are prevented from thinking that this might be an odd thing to do unless the character makes another Will save (DC 25).

Strong evocation; CL 20th; Minor Artifact; Price: 90,000 gp; Weight: 1 lb.

Bramble man: This item looks like a 2 ft tall bundle of twigs given a crudely humanoid shape. When made, a *bramble man* is imbued with a spell that can affect a creature. When the command word is spoken, the next creature to touch the *man* becomes the target of the spell. However, the spell does not actually take effect until the *bramble man* is

destroyed (hardness 0, hit points 3, break DC 5). The link is not suppressed by distance (within a domain), but can be suppressed for 1d4 rounds with *dispel magic* or *break enchantment*.

Moderate evocation; CL 9th; Craft Wondrous Item, *imbue with spell ability*, *bestow curse*; Price: 1,000 gp + (imbued spell level x caster level x 50 gp); Weight: 2 lb.

Chime of Dark Need: When rung, this chime provokes intense hunger in those nearby. One carnivorous creature within 30 ft (including creatures such as vampires and ghouls) must make a Will save (DC 16) or attack the nearest creature that it could regard as prey for 1d6 rounds. The creature ignores all attacks against it and all other dangers. It is flat footed to attacks from other creatures. Carnivores are affected in order of decreasing CR until one fails its save or all those within range have saved. Once a save is past, the creature is immune to the effect of that chime for 24 hours.

All humanoids (except those with the giant subtype) are immune to the normal effects of the chime. Instead, all those who can hear the chimes must also make a Will save (DC 16) or become increasingly carnivorous. After six failed saves, they become cannibalistic.

Moderate enchantment; CL 9th; Craft Wondrous Item, *feast of ashes*; Price: 32,400 gp; Weight: 5 lb.

Coffer of Peace: A stout iron coffer about a foot in length containing a crude effigy of a corpse, fashioned of rags, sticks, and a small black stone. If opened (as a standard action), the nearest undead (within 10 ft) must pass a Will save (DC 20) or have their spirit drawn into the coffer. If corporeal, the undead's body is left behind. The coffer can only contain one soul at a time. If the coffer is buried before the next dawn or dusk, the spirit is destroyed; if not, its spirit bursts free, returning to its body if it has one. If its body has been destroyed, mindless corporeal undead are destroyed; intelligent corporeal undead gain the ghost template. This item does not affect darklords. Crafting this item requires a Powers check.

Moderate necromancy; CL 9th; Craft Wondrous Item, *dismissal*; Price: 10,500 gp; Weight: 15 lb.

Dead Man's Tell: These gruesome items are crafted from severed body parts and can be enchanted with any one of the following spells: *detect magic*, *detect animals or plants*, *detect snares and pits*, *discern lies*, *detect chaos*, *detect law*, *detect poison*, *detect secret doors*, *detect undead*, *locate object*, *detect scrying*, *detect aberration*, *detect shapechanger*, *locate creature*, or *symbol of revelation*. The item remains enchanted for 1 day per caster level or until it detects the appropriate aura. During creation, auras of a particular strength (including minimum or maximum strengths) can be chosen. Once detected, the item alerts its bearer as best it can (typically by movement and noise; Perception DC 5 to notice) then rots away. Where relevant, the item reveals information corresponding to 3 rounds worth of observation.

Faint divination and necromancy; CL 9th; Craft Wondrous Item, the divination spell to be imbued, body parts; Price: Spell level x caster level x 100 gp; Weight: 1 lb.

Dreamcatcher: This item, a tangle of intertwined twigs, strings, beads and feathers, protects a sleeping person from all dream affecting spells, as well as the intrusions of night hags, bastelli, and dream spawn. When suspended nearby, the sleeper gains SR 12 + caster level against the spells, spell-like abilities and supernatural abilities that influence their dreams. This bonus is only effective while they are asleep. If the creature fails, the sleeper is immune to dream-influencing effects from that creature for 24 hours. The *dreamcatcher* has 5 charges.

While a *dreamcatcher* has any charges remaining, it also provides a bonus to lucid dreaming checks equal to half its caster level.

☞ Chapter Seven: Forged of Darkness ☞

Any Abber nomad can create a *dreamcatcher* in 8 hours; the prerequisites are waived for them. *Dreamcatchers* cannot block the intrusions of darklords.

Moderate abjuration; CL 9th; Craft Wondrous Item, *dream* or *nightmare*, *protection from evil*; Price: 250 gp per caster level (2,250 gp)

Evil eye amulet: This silver amulet is carved in the shape of a hand forming a warding gesture. It provides a +2 luck bonus to Will saves against Enchantment spells and a +4 luck bonus to saves against spells with the curse descriptor or those cast via the Evil Eye. The DC of curse checks to lay a curse on the user increases by 4. Each time the amulet grants a bonus, whether the save is successful or not, the amulet loses a charge. These items may be made with up to 50 charges, but most of those given to *giorgios* have only 5.

Faint abjuration; CL 5th; Craft Wondrous item, *protection from curses*, full-blooded Canjar Vistani; Slot neck; Price: 2,000 gp.

Eye of Wicked Sight: A black orb of obsidian that must replace one of the user's original eyes, the *eye of the wicked sight* grants the user the Ethereal Empathy feat. This item also increases any xenophobia the user provokes by 1 rank unless the affected eye is hidden (as by an eye-patch, for instance).

Faint divination; CL 3rd; Craft Wondrous Item, *see ethereal resonance*; Price: 12,000 gp.

Figurine of wondrous power (bloodstone hawk): When animated, a bloodstone hawk acts in all ways like a young mobat (albeit one that looks like a hawk) under the command of its summoner. The item can be used twice per week for up to 12 hours per use. When this time is up or the command word is spoken, the hawk again becomes a tiny statuette.

Moderate transmutation; CL 11th; Craft Wondrous Item, *animate objects*; Price: 10,000 gp; Weight: 1 lb.

Gloaming candle: This candle produces thick, foul smelling smoke as a smokestick. The smoke and the smell are unable to be detected by hags or those with the witch class.

Faint conjuration; CL 3rd; Craft Wondrous Item, *detect aberration*, *fog cloud*; Price: 320 gp.

Hand of Power: A *hand of power* is a candle magically crafted from the hand of a corpse, almost invariably crafted by hags. Lighting a hand of power is a standard action provoking attacks of opportunity. Once lit, the *hand* can only be snuffed by the creature that lit it or by magically summoned wind or water. A *hand* cannot be damaged while lit. They burn for a maximum of 13 hours (in half hour increments). Crafting this item requires a Powers check.

Four Fingered Hand: Lighting a wick inside a building causes one creature within to make a Will save or be afflicted by a *slumber* hex. The master of the house is targeted first, then other occupants in decreasing order of importance (to a maximum of 4). The user is never targeted. For each subject put to sleep, the user suffers a night of *nightmares*.

Moderate enchantment; CL 9th; Craft Wondrous Item, *slumber* hex, the hand of a strangled or drowned criminal severed with a silver blade at the new moon; Price: 33,750 gp.

Many Fingered Hand: When lit, this *hand* provides a +4 profane bonus to channel energy, Spell Focus (Necromancy) and a continuous *protection from good*. For each hour the *hand* is lit, there is a cumulative 10% chance that the caster is attacked by an insane ghost with the malevolence power and CR equal to the user's.

Strong necromancy; CL 12th; Craft Wondrous Item, *blight* hex, the hand of a hanged criminal severed on a foggy night while the corpse still hangs from the gallows; Price: 54,000 gp.

One Fingered Hand: When lit, the user gains the benefits of *transformation*, plus DR 5/good. When the candle is snuffed, the user suffers 2d10 points of damage per 10 mins the candle was lit (rounded up).

Strong transmutation; CL 11th; Craft Wondrous Item, *ward* hex, the hand of a criminal whipped or beaten to death severed with a hot silver blade; Price: 36,000 gp.

Three Fingered Hand: When lit, all arcane spells of 6th level or lower cast by the user are Empowered, Enlarged, Extended and Widened. However, with each spell cast, the user must make a Fortitude save (DC 20) or suffer the negative effects of the spell (or 2d8 damage if the spell is harmless). When the *hand* is snuffed, the user must succeed at a Will save (DC 15 + 1 per hour the *hand* was lit) or be reduced to 0 hp from magical backlash.

Strong necromancy; CL 16th; Craft Wondrous Item, *retribution* major hex, the hand of an impaled criminal severed with a bronze blade, fat from an arcane spellcaster; Price: 65,000 gp.

Two Fingered Hand: When lit, the *hand* and its user become ethereal, as *ethereal jaunt*. The chance of encountering any creatures native to the Ethereal Plane increases by 10%, and they are always hostile.

Moderate transmutation; CL 13th; Craft Wondrous Item, *speak in dreams* major hex, the hand of a criminal left to starve to death severed during a rainstorm; Price: 45,250 gp

Unfingered Hand: When lit, the user gains *haste*, *jump* and *spider climb*. When snuffed, the user must make a Fortitude save (DC 18) or suffer the negative effects of aging one age category.

Moderate transmutation; CL 9th; Craft Wondrous Item, *fortune* hex, the hand of a criminal beheaded or drawn and quartered, severed with a cold iron blade by the light of the full moon; Price: 40,500 gp.

Heartsblood Orb: A crystal ball the size of an apple with a dark smear at its centre. The bearer of the orb gains cold, electricity and fire resistance 10 and +1 to all saving throws.

Moderate abjuration; CL 11th; Craft Wondrous Item, *resist energy*; Price: 66,000 gp; Weight: 1 lb.

Icon of Faith: These items typically appear as wood framed paintings of ancestors or religiously significant events. Some contain holy relics. Praying before an icon for 1 minute allows the icon to produce a *divination* once per week, and *bless* and *cure light wounds* twice per day. Other *icons* with stronger powers also exist.

Moderate conjuration; CL 9th; Craft Wondrous Item, craft (painting), *cure light wounds*, *divination*; Price: 7,200 gp; Weight: 3 lb.

Lantern Jack: These small pumpkins grow into 3 ft tall plant creatures upon being planted (as a full round action). A *lantern jack*'s head glows with an inner light of the brightness of a candle. They are capable of using tools and weapons and obey the orders of their creator. They are mute, communicating via simple gestures. They last for 1 week before collapsing into decay. They have the same alignment as their creator. They must rest for 3 hours each night, plunging their root feet into the soil. Each night, they must make a Will save (DC 10 + days of existence) or have their alignment move 1 step closer to NE. NE lantern jacks, after failing at least one save, become free willed. They have the statistics of vegepygmies, although they aren't immune to electricity, don't have damage reduction, and are CR ¼.

Moderate transmutation; CL 9th; Craft Wondrous Item, *awaken*; Price: 2,250 gp; Weight: 1 lb.

Moon Jewellery: This jewellery usually takes the form of a small silver disk, worn on a necklace, medallion or broach. *Moon jewellery* offers a luck bonus to all saving throws (Fortitude, Reflexes, Will). The bonus offered is +1 while the moon is waxing or +2 during the three nights when the moon is full. However, the wearer suffers a -1 penalty to all saves

when the moon is waning or -2 during the three nights when the moon is new. Once the jewellery has modified a single saving throw, its effects apply for an entire lunar cycle, even if the wearer removes the jewellery. The moon must be visible when the *moon jewellery* is first used for it to take effect. Only full-blooded Canjar Vistani can craft *moon jewellery*.

Faint transmutation; CL 3rd; Craft Wondrous Item, *resistance*, full-blooded Canjar Vistani; Slot neck; Price: 750 gp.

Moon silver: These protective amulets, carved to represent an eclipse of the moon, grant a +2 luck bonus to resist infection with lycanthropy. Afflicted and maledictive lycanthropes gain a +5 bonus to saves to resist their transformation, and must try to resist. Moonchildren suffer a -5 luck penalty to Constitution checks to assume hybrid or animal form. Natural lycanthropes must make a Constitution check to transform as though they were moonchildren. See the lycanthrope template for details.

Faint transmutation; CL 5th; Craft Wondrous Item, *protection from evil*, full-blooded Canjar Vistani; Slot neck; Price: 4,000 gp.

Orb of Augmentation: An *orb of augmentation* is created by sealing the still-living brain of an arcane spellcaster inside a special crystal orb. Each *orb* is aligned to a particular class of arcane magic user (based on the type of spellcaster of the brain); sorcerer/wizard *orbs* are the most common. Each type of *orb* can only be used by a spellcaster of the appropriate type. Unlike most magical items, the caster level of an *orb of augmentation* is determined by the level of the brain, rather than the item's creator.

An *orb of augmentation* has 10 charges. If depleted, it regenerates 1 charge per week; an *orb* reduced to 0 charges is destroyed, the brain within burnt out. As long as it has at least 1 charge remaining, the spellcaster may use it as the focus for his own spells, gaining a +2 profane bonus to caster level (to a maximum total caster level equal to double the caster level of the *orb*).

The *orb* can also be used to provide raw energy to cast any spell. This spell must be one able to be cast by a spellcaster of the class and caster level of the orb's brain. This costs a number of charges equal to the spell's level, and takes effect at the caster level of the orb or the user +2, whichever is lower. If the spell is above the level normally able to be cast by the user, they must make a caster level check (DC 2 x spell level + 1). If that fails, they must make a Wisdom check (DC 10) or suffer a mishap, as a scroll. Multiple *orbs* can be linked together for extra power, in which case each extra *orb* contributes half its caster level, loses the full number of charges, and adds a full round action to the casting time.

Either use of an *orb of augmentation* increases the casting time of the spell to a minimum of a full round action. Crafting an *orb of augmentation* requires a Powers check.

Strong (all schools) [evil]; CL 14th; Craft Wondrous Item, *forcecage*, *gentle repose*; Price: 3,600 gp per caster level of the brain used; Weight: 10 lb.

Sanguine Chalice: This silver goblet is etched with intertwined skulls and roses, with several large rubies set in the base. The chalice is activated by blood (equivalent to 2 points of Constitution damage). If the contents of the chalice are drunk, the user gains one of the following benefits of their choice: *neutralize poison*, *cure critical wounds*, *remove disease*, *divine power*, *lesser age resistance* (at the item's caster level). The chalice is usable only 3 times per day. Crafting this item requires a Powers check.

Moderate necromancy; CL 7th; Craft Wondrous Item, *neutralize poison*, *cure critical wounds*, *remove disease*, *divine power*, *lesser age resistance*; Price: 68,000 gp; Weight: 1 lb.

Soul searcher medallion: This amulet is a small crystal orb that hangs from a silver chain. To be used, the medallion must be held in both hands and used to focus on an individual within 60 ft (a full round action). The medallion functions as a *true seeing* spell for the focused creature, reveals the true alignment of the focus (superceding Ravenloft's normal prohibition on detecting moral alignment), and reveals whether the focus is affected by any

Enchantment or curse spells. The *medallions* are notoriously fragile, however; they have a hardness of 0 and 1 hp, and must make a Fortitude save (DC damage taken) or be destroyed whenever the bearer suffers physical damage.

Strong divination; CL 12th; Craft Wondrous Item, *true seeing*; Slot neck; Price: 64,800 gp.

Talon bracers: These bracers, welded shut during a Talon's initiation, grant their user SR 13, +2 morale bonus to Will saves, and a +4 competence bonus to Sense Motive. However, they also insidiously charm their bearer to be utterly loyal to Vlad Drakov.

Moderate transmutation; CL 12th; Create Wondrous Item, *geas/quest*; Slot wrists; Price: 14,000 gp; Weight: 1 lb.

Tarokka deck: *Tarokka decks* are the tools of the Vistani. The *raunies* of their tribes use them to empower their divinations and act as a focus for their Sight, and only they know how to create them. The rare *decks* that make their way into the hands of a *giorgio* are often stolen and cursed.

Lesser Tarokka deck: Four times per day on command (typically during a reading), a *lesser Tarokka deck* enables its user to recall any one 1st or 2nd level divination spell that she has prepared and then cast that day. The spell is then prepared again, just as if it had not been cast.

Greater Tarokka deck: As above, except twice per day, the *deck* also allows the user to recall any one 3rd or 4th level divination spell that has been prepared and cast.

Strong divination; CL 12th; Create Wondrous Item, must be a Vistani seer; Price: 12,000 gp (lesser) or 36,000 gp (greater).

Tasting Cup: These crystal goblets are covered in swirling, serpentine designs. If a poisonous liquid is poured into the goblet, the clear crystal stains violet. The tint fades once the goblet is emptied and wiped clean. Similar items, shaped as small spoons that become uncomfortably hot in the presence of poison, also exist.

Moderate divination; CL 5th; Craft Wondrous Item, *detect poison*; Price: 4,000 gp; Weight: 1 lb.

Vital venom: The technique of making this poison is known only to Ivana Boritsi. The draught must be consumed on the night of the new moon. The drinker must make two Fortitude saves (DC 20), suffering 2d4 Constitution damage per failed save. If the imbiber survives, they do not suffer the physical effects of aging for 4 months. A character can extend their youth indefinitely using the venom, but if they allow the effects to wear off, they age at 50 times the normal rate until their physical age matches their true age.

Faint necromancy; CL 6th; Minor Artifact; Price: 2,000 gp.

Warding Tokens: Warding tokens are typically either religious accoutrements (like censers to ward against ghosts) or animal body parts (like knuckle bones or a wolf's paw stuffed with wolfsbane). When activated with a standard action, they create a circle of protection equal to 5 ft x CL in diameter. Any creature of a specific phenotype (jackals, wolves, ghosts of a particular race or faith, etc) with an SR less than 16 cannot enter the circle. Those within must flee. The ward lasts 1 min/CL, following which the item is destroyed. The ward is destroyed if the user tries to force the barrier against a blocked creature.

Permanent, continuously functioning variations also exist, although their warded radius is only 10 ft.

Faint abjuration (moderate if permanent); CL 5th (9th if permanent); Craft Wondrous Item, *magic circle against evil*, an item representing or repellent to the creature; Price: 750 gp. (40,000 gp if permanent); Weight: 1 lb.

Witch finder compass: This enormous wood and glass compass points to the nearest witch, hag or female arcane spellcaster.

☞ Chapter Seven: Forged of Darkness ☞

Strong divination; CL 15th; Create Wondrous Item, *discern location*; Price: 30,000 gp; Weight: 5 lb.

Witch pin: A *witch pin* passes harmlessly through the flesh of any spellcaster or nonhuman, except the flesh of clerics of Belenus. Against others, it does 1 point of damage.

Faint divination; CL 5th; Create Wondrous Item, *detect magic*; Price: 1,000 gp.



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Ravenloft

Night is falling.
The Mists are rising.
Embrace the darkness.