

Jester's 4E

Ravenloft Player's Guide



For use with the RAVENLOFT Campaign Setting

Introduction

Welcome to *Jester's 4E Ravenloft Player's Guide* for the RAVENLOFT CAMPAIGN SETTING.

WHAT THIS DOCUMENT IS

Updated Rules: This booklet contains optional rules for PC using 4e D&D game in the world of *Ravenloft*.

Modular: Much of this document is designed to be flexible. GMs should allow what they want and ignore what they don't.

WHAT IT IS NOT

Replacement: This is in no way a replacement for any of the previous *Ravenloft* products. At least one version of the Campaign Setting is required, and strongly encouraged.

Mandatory: If you want to run the game with just the official books or 3e rules feel free.

Excuse not to buy: Support the game, WotC, and your FLGS. Keep D&D alive for the next generation. Piracy is wrong and illegal folks!

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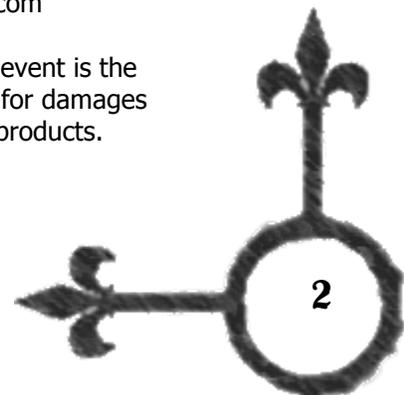
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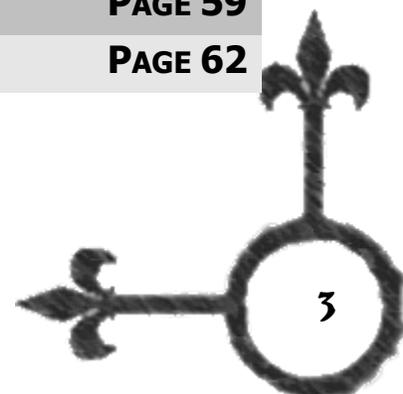
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Contents

TABLE OF CONTENTS

<u>RACES</u>	PAGE 4
<u>Caliban</u>	PAGE 4
<u>Giomorgo</u>	PAGE 5
<u>Other Races</u>	PAGE 6
<u>CLASSES</u>	PAGE 12
<u>Paragon Paths</u>	PAGE 18
<u>MIST PACT</u>	PAGE 19
<u>FEATS</u>	PAGE 32
<u>Heroic Tier</u>	PAGE 32
<u>Paragon Tier</u>	PAGE 38
<u>EQUIPMENT</u>	PAGE 40
<u>Melee</u>	PAGE 40
<u>Improvised</u>	PAGE 40
<u>Ranged</u>	PAGE 41
<u>Other Materials</u>	PAGE 41
<u>Adventuring Gear</u>	PAGE 42
<u>Magic Items</u>	PAGE 43
<u>LIFESTYLE</u>	PAGE 49
<u>Culture Level</u>	PAGE 49
<u>Backgrounds</u>	PAGE 51
<u>Religion</u>	PAGE 56
<u>Language</u>	PAGE 56
<u>Magic Level</u>	PAGE 58
<u>Mistways</u>	PAGE 59
<u>Recent Events</u>	PAGE 59
<u>RITUALS</u>	PAGE 62



RACES

CALIBAN

Cursed in the womb to possess great strength and resilience

RACIAL TRAITS

Average Height: 5'5"-6-6"

Average Weight: 160-280 lb.

Ability Scores: +2 Strength, +2

Constitution

Size: Medium

Speed: 6 Squares

Vision: Low-light

Languages: Domain, choice of one other

Skill Bonuses: +2 Endurance, +2 Intimidate

Cursed Lineage: You gain a +5 racial bonus to saving throws against death.

Man or Monster: When you use your *second wind*, you can forgo the standard defence bonus and instead gain Regeneration 1 + your Constitution modifier until the end of your next turn.

Relentless Rage: You have the *relentless rage* encounter power.

Stubborn Mind: You gain a +1 racial bonus to Will.

Relentless Rage Racial Power

Your injuries only serve to focus your will and rage.

Encounter ♦ Rage

Minor action

Personal

Special: You must be bloodied.

Effect: Until the end of the encounter or rendered unconscious, you gain a +1 bonus to damage rolls and a +1 bonus to AC and Reflex defence.

Increase damage to +2 at 11th level and +3 at 21st level.

The caliban are individuals fouled by magic, tainted by dark energies and cursed before they were born. They have an inhuman appearance and

resilience. While they are the children of humanity they are not accepted and live at the fringes of society.

PHYSICAL QUALITIES

Caliban are deformed humans that possess great physical strength. No two caliban look alike so there is much diversity. Caliban have caliban children with a mix of parental traits. Truly rare is a caliban union that produces a human offspring.

Caliban in the Core tend to be visibly deformed: gangling limbs, pronounced hunchbacks, distorted and asymmetrical features.

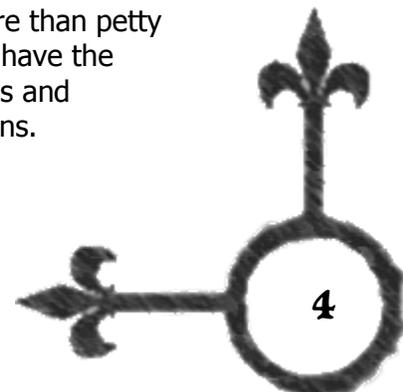
The calibans from other lands can look quite different. Those from the Verdurous Lands cluster often have animalistic features, Zherisian caliban are albino-pale and lithe, while those from the Shadowlands look diseased: leprous or covered in tumours.

PLAYING A CALIBAN

The caliban are not a race but an offshoot of humanity. Most "normal" humans find them disturbing or unsettling, and many view them as monsters.

Caliban are outsiders, often lacking a family or community. They often live in the wild, avoiding human settlements, or make their home in the streets, sewers, or hidden cellars.

With harsh upbringings and rejection, many caliban are raised to be the monsters they are assumed to be. Their reputation as savages drives few caliban to aspire to be more than petty brutes. However, calibans have the same potential for kindness and intelligence as other humans.



GIOMORGO (HALF-VISTANI)

The fiery blood of Vistani mixed with the watery blood of the giorgio.

RACIAL TRAITS

Average Height: 5'5"-6'1"

Average Weight: 130-215 lb.

Ability Scores: +2 Intelligence, +2 Wisdom

Size: Medium

Speed: 6 Squares

Vision: Normal

Languages: Domain, choice of one other including Patterna

Skill Bonuses: +2 Insight

Curse of the Blood: You have the *curse of the blood* power.

Group Intuition: You grant non-giomorgo allies within 5 squares a +1 racial bonus to Insight checks.

Human Blooded: You can take feats that have either the giomorgo or human prerequisites.

The Sight: You gain the *fortune telling* ritual for free and are able to use it without the Ritual Casting feat.

Lunatio: You suffer from the Vistani moon madness, which makes you restless and anxious during the nights of the full moon. Because of this, you are resistant to other insanity and gain a +5 racial bonus to saving throws against madness or Sanity loss.

Tribal Heritage: You gain an additional skill bonus based on your parent's tribe.

- ◆ **Canjar:** +2 Arcana
- ◆ **Corvara:** +2 Thievery
- ◆ **Equaar:** +2 Nature
- ◆ **Kamii:** +2 Bluff
- ◆ **Naiat:** +2 Acrobatics
- ◆ **Vatraska:** +2 Heal
- ◆ **Zarovan:** +2 Perception

Curse of the Blood

Racial Power

This indignity shall not stand!

Encounter

Immediate reaction **Range 10**

Trigger: An enemy deals damage to you

Target: The enemy who dealt damage

Effect: The target takes a -1 penalty to all defences against your attacks until the end of your next turn. If you deal damage to the target, add your Wisdom modifier as extra damage.

Giomorgo are the offspring of nomadic Vistani and non-Vistani or giorgio. These half-Vistani are essentially human but are possess some of the magical powers inherent to their blood.

PHYSICAL QUALITIES

Giomorgo look human albeit with dusky skin, dark hair, and exotic features that reveal Vistani blood.

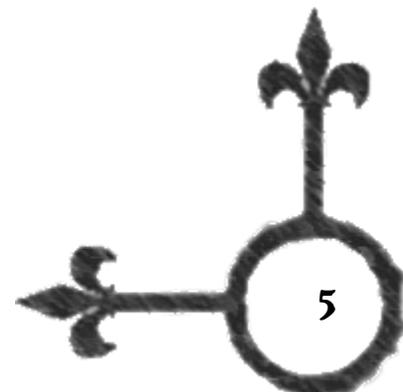
Some half-Vistani attempt to appear human, dressing in local fashions and rejecting Vistani garb. Others proudly clad themselves in the bright Vistani colours.

PLAYING A HALF-VISTANI

Those with the blood of the Vistani will never be accepted. Most human settlements fear and mistrust the Vistani, although they never risk turning them away or assaulting them.

Likewise, the Vistani loathe and reject those of mixed heritage, as they never trust those not of "the blood". A half-Vistani raised among the Vardos finds themselves treated as an outsider, and unable to experience much of what it is to be Vistani.

There are no giomorgo communities, but half-Vistani often find companionship with others of mixed blood.



OTHER RACES

DEVA

Touched by forces beyond the mortal world, more than the other races the deva know they are damned.

DEVA IN THE MISTS

Rare to the point of being unique, the deva look human but are not. While their oldest memories are hazy they know they were once servants of a higher force, a being of divine goodness.

The deva know the world is a prison and know they can never return to the paradise of their memory, a memory that grows cloudier every year. They know for a cold, hard fact that they will never, ever have a happy ending or enjoy the rewards of a life well-lived.

Many accept their sacrifice and rally against the darkness, motivated by their plight and the difference they can make; the knowledge that there is an absolute good in the world gives their actions a certainty others lack. Others, however, have succumbed to ennui or fallen into shadow; a creature without hope or the fear of death is terrifying indeed.

DREAM-TOUCHED (KALASHTAR)

Minds beyond human and souls unnatural, the dream-touched walk in two worlds at once.

KALASHTAR IN THE MISTS

The kalashtar are humans whose souls have been touched by the *Dreamscape*, the world of sleep, dreams, and nightmares.

Most dream-touched are humans who saw something in the sleeping realm that opened a mental door, one that cannot now be closed. Others are those whose minds bonded with something from that other world, or

even had their bodies taken over by a creature of dreams.

The dream-touched seem detached and removed from the world, as if only half-aware of what is happening. Many lack common emotions or are unfamiliar with common places or events.

DOPPELGANGERS

From the streets of Paridon or another urban center, you move invisibly amongst humanity.

DOPPELGANGERS IN THE MISTS

The doppelgangers of *Ravenloft* – also known as *changelings* – are secretive and murderous, operating in clans and gangs in major population centres. They are drawn to crime and wealth, with few morals restraining their actions.

A few rare doppelgangers are born without the race's prevalent sociopathic tendencies, roughly understanding both right and wrong. They are considered aberrant by common doppelgangers but still considered inhuman by other folk.

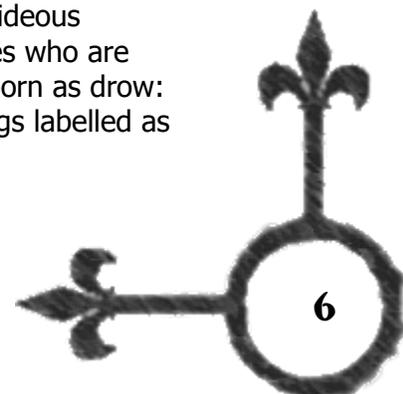
Most aberrant doppelgangers have a preference for a single gender or race, often developing a strong personality (for a doppelganger, although still flexible by human standards). Many make a life for themselves, with their true identity so secretive sometimes even they forget what they truly are.

DROW

Creatures of darkness, feared by all, they are true outcasts.

DROW IN THE MISTS

Humans mystically corrupted en utero become the sympathetic caliban: physically deformed and hideous monstrosities. Unborn elves who are touched by darkness are born as drow: dark-skinned magical beings labelled as evil by their fair brethren.



While comely in appearance, drow have a well-earned reputation for evil. Some scholars argue that it is their upbringing as outcasts that drives them to commit atrocities while the elves claim the drow are twisted to the very soul – if they even possess one.

Regular fey can sometimes find acceptance in human communities, or disguise themselves as humans, drow have difficulty doing either. They seldom find acceptance anywhere, except occasionally with caliban and tieflings who accept them for their deeds.

DWARF

The blood and bone of heroic ancestors and heirs of greatness, but now grown old and weak.

DWARVES IN THE MISTS

The dwarves of *Ravenloft* are a dying race living in the shadow of past glory and achievements. Most dwarves are labourers who throw themselves into their work for lack of a greater cause, passionlessly performing mundane tasks.

They tell tales of greatness now little more than myth, unable to craft the wonders of their legends or engage in the glorious battles of yore. Their god is silent, their prayers now go unanswered. Their ancient enemies are all but unknown in the land. Their ancestral heroes are being forgotten as their past becomes stories.

Some rare dwarves refuse to let this be the end or, as they put it, go quietly into the night. These brave few are determined to give the world something to remember the dwarves by.

FEY (ELADRIN)

The Fair Folk: magical immortals that live in the forests between worlds.

ELADRIN IN THE MISTS

The eladrin are the inhabitants of Sithicus, dwelling in the enchanted wood seldom visited by outsiders. They are immortal, aloof, and arrogant; removed from the lesser races.

The eladrin are timeless, with only an academic knowledge of death. While intelligent, they are erratic and flighty, endlessly procrastinating or devoting years to the mundane.

Sithican eladrin feel detached from the world. In their heart they know this is not their true home and have difficulties accepting the world or forming a bond with the land. This leads them to even greater apathy and disinterest in the larger world.

FEY-TOUCHED (HALF-ELF)

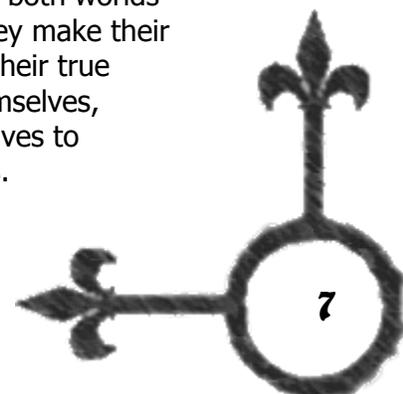
Caught between two worlds they belong in neither.

HALF-ELVES IN THE MISTS

The fey-touched are neither human nor fey. They have the perpetual youth of the immortal fey but grow old and die as humans. However, with their long lifespans, they are doomed to watch friends and loved ones age and die.

Half-elves have no communities of their own, making their homes in the lands of one of their parents. Elven and eladrin parents find them off-putting, rapidly ageing and difficult to relate with. Human communities often fear the inhuman fey and distrust those of mixed blood.

Many half-elves reject both worlds and live nomadic lives. They make their living on the road, hiding their true nature. Others isolate themselves, fervently devoting themselves to spiritual or artistic pursuits.



THE BOUND(GENASI)

Born of human and yet not, they are embody the spirit of the land.

GENASI IN THE MISTS

The genasi (see the FORGOTTEN REALMS PLAYER'S GUIDE) are humans with elemental traits, bonded to the very land. They are rare to the point of being unknown to even the most well-read of scholars. To the few that have heard of them they are *the Bound*; those who are tied to the earth, water, wind and fire.

Genasi are born to humans or other genasi. They are humans conceived in areas of strong elemental energy or where the boundaries between worlds is weak. Many mistake themselves as human until their elemental traits manifest. Some never find out their true natures, believing themselves to be human for all their lives.

Outwardly human, only small differences mark the genasi. Their hair and eyes are often strangely coloured, while their skin has faintly yet vibrant hue, but they are otherwise indistinguishable. Those genasi strongly aligned with an element also have lines of energy that cross their body. On casual inspection, these lines appear unremarkable, often mistaken for scars or tattoos. However, the lines glow faintly when the genasi manifests their elemental powers.

GITHZERAI

Despite your sickly, unhealthy appearance you are quick on your feet and have a formidable mind.

GITHZERAI IN THE MISTS

Born from the unnatural, the githzerai are humans touched by the pseudonatural and alien forces. They are the few strong enough to withstand the what would drive most insane.

Many githzerai have been touched by Bluetspur. A number of the human refugees from that land who fled to Barovia are githzerai. And travellers who stumble across that land also sometimes emerge as not quite human. Others are born githzerai after corruption, similar to that of the caliban, only the taint is far more pervasive and unnatural than simple magic. And a rare few are altered after the discovery of aberrant abominations that defy the world.

Githzerai still look human, only their eyes are sunken and jaundice, their frames gaunt, and their skin is often an unnatural pallor such as yellow or faint green. A few who are the products of more extensive experiments or breeding have slightly pointed ears

Most githzerai live in isolated areas, preferring lives of quite solitude after their experiences. Many are drawn to monastic life and the Order of the Guardians houses many of these resolute figures.

GOLIATHS

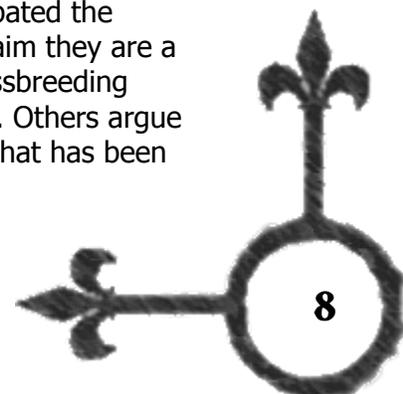
Walkers of mountains, leaper of gorges. The goliath bound where others crawl.

GOLIATHS IN THE MISTS

Only a few goliaths make their home in the mountains of the Mists, far away from other people and settlements. In the most rugged and hard environments they carve out a living.

Common folk seldom see any difference between goliaths and other larger "freaks" such as caliban or half-orcs. Many just assume goliaths are simple hillfolk deformed after generations of inbreeding.

Scholars have long debated the origin of goliaths. Many claim they are a variant of caliban or a crossbreeding between caliban or genasi. Others argue they are a unique people that has been forgotten by the world.



GNOMES

Philosophers, scholars, and theorists; they debate the nature of the world.

GNOMES IN THE MISTS

The short, aged gnomes are a race of madfolk. They look perpetually old, with even the young appearing wizened and wrinkled. Their unique minds are curious, obsessive, and relentless with a youthful attitude in stark contrast to their appearance.

Gnomes are fanatically focused on a single task, occupation, or school of thought. Their lives are always focused on a single concept, be it scientific, social, or philosophical.

Illusions and magic fascinate gnomes and most have some magical talents. The scientific-minded attribute magic to an un-documented form of energy, while the philosophical describe it as mental manipulation of the world or altering perception. Regardless, gnomes are fond of deception, misdirection, and outright stealth.

Gnomes lack a fear of death, being curious and not frightened of change, but they are loathe to die until their tasks and studies are completed. This lack of fear pushes their sense of humour into the macabre and dark, as they cannot fathom why others are so serious about the subject. Gnomes are also fond of practical jokes, which are often grim but elaborate.

LITTLE FOLK (HALFLING)

The wee people, they hide from the world and slip unnoticed by the unaware.

HALFLINGS IN THE MISTS

The Little People are perpetual children, born happy and fearless. They are quiet and peaceful, enjoying the simple

pleasures of life, although these are denied.

They make their homes in forgotten corners of the world or hidden inside human cities. Their settlements are built in both secluded valleys and dales, or ensconced between city blocks and overlooked buildings.

While naturally courageous, the small halflings have found themselves easy prey to the horror of the Mists. Whole communities now live in a state of perpetual paranoia, always waiting for something horrible to happen.

Halflings repress their natural happiness, mute their jovial expressions, replace their colourful fashions, and strive to always avoid notice.

PALEFOLK (SHADAR-KAI)

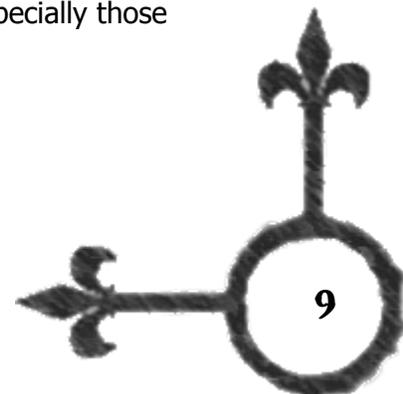
Touched by shadows and cool of the grave. Your were conceived in the border between this world and the Pale, or born into the grey, colourless world separating this life from the next.

SHADAR-KAI IN THE MISTS

The palefolk, or shadar-kai, are a sub-race of humans. They are an altered people like tieflings, genasi, and caliban.

The shadar-kai have little fear of death, sharing an unnatural connection with it, if not an outright preoccupation. They view death as the great equalizer and the only true fairness in life. They despise those who would cheat death or are scared of dying, but reserve their greatest hatred to the undead.

Most shadar-kai hail from Darkon, with its strong connection to the Pale. Many women gave birth to shadar-kai following the Requiem, especially those close to the Necropolis.



SHIFTER

Kin to the werewolf, shifters are tied to nature and the wild places of the world. They feel the beast within and know the urge to hunt.

SHIFTERS IN THE MISTS

While most lycanthropes breed with others of their kind, some mate with humans and other races. Most of these pairings result in other lycanthropes, but unions between a human and a werewolf in human form occasionally produce a shifter. There are a number who are also the offspring of cursed bloodlines or survivors of lycanthrope attacks.

Shifters are common in the wild parts of the Core, such as Invidia and Verbrek. While most live solitary lives, a few have formed small packs. Shifters are nomadic, living off the land through hunting and gathering.

A few rare shifters live near human lands, making a living as trappers or furriers. They do their best to mask their animal features, often claiming to be elves or other fey.

TIEFLINGS

Tainted by evil, their blood bears the stain of their ancestor's misdeeds.

TIEFLINGS IN THE MISTS

Tieflings are the children of those who dabbled in the black arts or made Faustian pacts with devils or other unholy beings. Others were conceived at sites of darkness, where the very earth was stained by ill deeds.

Tieflings are less inhuman in the Mists; their infernal heritage is less apparent and more easily disguised. Long tails are rarer and their horns are smaller, easily hidden under a hood or long hair. They often have other strange features, such as a curious odour,

clawed fingers, vestigial wings, fangs, or other unnatural features.

Lacking a community, tieflings make their home on the outskirts of humanity. They sometimes hide their appearance and live rough lives in larger cities. Most live in continual fear of being exposed and hunted as monsters.

WARFORGED

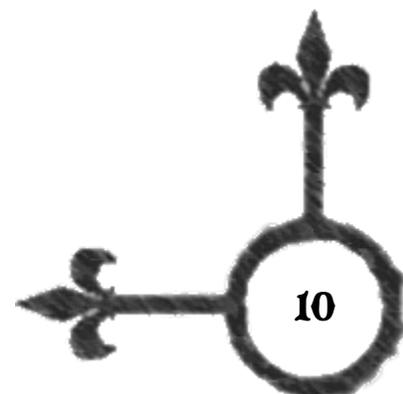
The creation of man, you are metal given life and armour granted motion.

WARFORGED IN THE MISTS

A rare race, if they can even be called such. The warforged are not a true people but a collection of anomalies and broad classification of otherwise unique creations.

The warforged are constructs, like golems and other created, only given the spark of true life. Sometimes this is a lucky accident while other times it is a testament to the skill of their creator. They are separated from other golems through free will and intelligence.

While almost all warforged are creations there is some debate regarding the origin of their souls: artificial souls created by some extraordinary process, or souls granted by the Dark Powers? A few warforged claim to have been human before their minds were moved into a metal frame and a few claim to have died before they were reincarnated into their present form.



WILDEN

Fey creatures that are literal incarnations of nature. Their blood is sap, their hair is leaves, and their allegiance is to the woods.

WILDEN IN THE MISTS

Rare and almost unique, the wilden are nature given sentience and mobility. Similar to dryads, the wilden are humanoid plants.

The few scholars that have studied the wilden believe them to be nature spirits, akin to the Green Maiden of Falkovnia and the Maiden of the Swamp in Souragne. There seems to only be one or two per land. While there used to only be a couple in the Mists they have recently increased in number for an unknown reason.

Most wilden appear vaguely human or elven on the outside, but have very different interior biology. Most have green fronds resembling hair and a soft brown bark similar to skin. Each wilden has unique differences that separate them from humans such as a lack of fingernails, no visible breathing, a lack of blinking, and the like. Typically, wilden need little food but much water and regular sunlight.

WOOD FEY (ELF)

Children of nature, they are faeries of the woods.

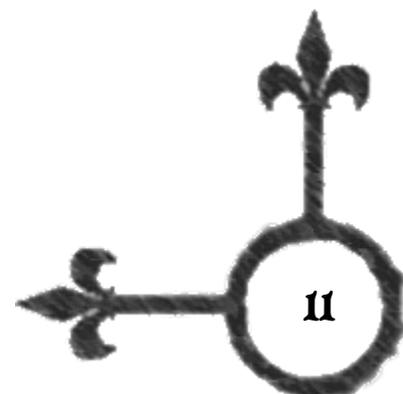
ELVES IN THE MISTS

Woodland fey – or elves – primarily live in Darkon, but there are scattered communities elsewhere in the Mists

Elves are creatures of the forests, and spend much of their time tending to their woodlands and gardens, enjoying the beauty of nature. They also engage in song, dance, and poetry or other pleasurable artistic pursuits.

Kin to the eladrin and functionally immortal, they only die from injury or

disease. Timeless, they used to hedonistically devote themselves to pleasure and life, assuming that they would have time for more serious pursuits later. However, many of their prophetic stargazers now predict the end is nearing and the days are short. The immortal race has a gripping fear of the future and knows death for the first time, and are at a loss.



Classes

AVENGER

"On behalf of divine Ezra you must die!"

ROLE IN THE MISTS

Holy warriors, avengers track down the enemies of the church and dispatch them with a righteous vengeance. While clerics guard the souls of the people and paladins guard the bodies, avengers view their purpose as pre-emptively stopping evil.

The churches of the Lawgiver and Morninglord both have small numbers of avengers, the former sanctioning and guiding their pursuits, aiming their avengers at blasphemers and heretics.

The various sects of Ezra also have avengers, always armed with longswords and dispatching the creatures of the night. Curiously, there are a small number of Vistani and giomorgo avengers who do not seem to follow a specific faith but act no less righteous.

ARTIFICER

"This? Just a bauble I made. It's capable of killing a man at ten yards."

ROLE IN THE MISTS

The artificer (see the *EBERRON PLAYER'S GUIDE*) is an enchanter and magical craftsman.

Gnomes and eladrin are both common artificers, being fascinated with magical devices and arcane curious respectively. There are a number of renowned artificers in Darkon and Hazlan, the former being sponsored by the state.

Artificers include reclusive scholars and inventors, including the archetypal mad scientist, but also the witch fond of brewing potions and in possession of assorted magical trinkets. Artificers are

common in lands as diverse as Lamordia and Tepest

BARBARIAN

"Gwaaar!"

ROLE IN THE MISTS

Beings of rage and fury, barbarians are rare in the civilized regions of the Core. Backwater and rural areas often have these feral champions earning a living as defenders or rough heroes. Most are born to the wilds but a few are independent spirits who reject society or whose boundless rage forces them away from others.

Most barbarians are independent or operate with inoffensive allies. There are precious few barbarian groups or organizations that employ barbarians. Even mercenary companies think twice before adding a berserker to the payroll.

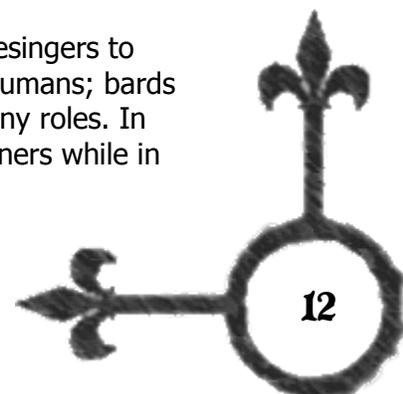
Caliban are often barbarians, lacking the finesse or combat training to truly apply themselves as fighters or other martial orders. There are a surprising number of dwarven barbarians, many who clad themselves in the skin of bears in the hope of channelling their animalistic power. Human barbarians in Verbrek and Kartakass frequently emulate wolves over bears while those of Valachan often revere panthers.

BARD

"Hark and listen to my tale, the story of a fateful trip. Five adventurers set sail on a three-hour quest."

ROLE IN THE MISTS

Skalds to the dwarves, loresingers to the fey, and minstrels to humans; bards have many names and many roles. In the West they are entertainers while in



the East they carry news between towns.

Bards are most common in the civilized Western Core, where musical training is more common and talented individuals are appreciated. The magical training of the stage magicians of Dementliue also gives rise to many bards. The College of Liffe also has a respected music program that produces its share of bards.

Many varied races produce bards, but particularly the elven races. Gnomes are also often bard for a myriad varied reasons.

CLERIC

"May Ezra bless and keep you in her sights."

ROLE IN THE MISTS

Clerics are the most devout followers of a deity, chosen from amongst all the lay priests and common followers who are unable to have their prayers answered. In the Mists most clerics follow Ezra, but a number also heed the teachings of Belenus or the Lawgiver.

A cleric's role, first and foremost, is following the will of their god and spreading their teachings. They exist to serve their divine master and act as a living example of their dogma.

Many clerics insist they are following the will of their god, or that their gods speak with them, but this is uncertain. Divine beings tends to be silent in the Mists, and many clerics slowly drift from accepted scripture.

DRUID

"The trees can speak, if you are willing to listen."

ROLE IN THE MISTS

Bonded to the wilderness, druids reject civilization for the untamed. They view themselves as defenders of nature,

protecting it from the encroachment of civilization and the unnatural. A few druids, typically the arrogant eladrin, prefer to shape and guide nature into a pleasing state rather than preserve or defend ugliness.

While more common in the wild areas of the central Core, druids are found throughout the Land of the Mists. Many prefer to operate near civilization to better defend nature or ease the effects of man.

A few very rare druids are actually lycanthropes whose beast form is their animal or hybrid form. Most of these rare druids are infected werewolves or the result of curses, but a few are true lycanthropes who reject their bloody heritage.

INVOKER

"God does not like you. So as his chosen vessel, I do not like you either!"

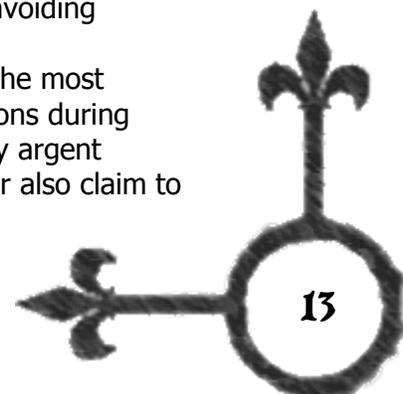
ROLE IN THE MISTS

Mortals who are chosen by a god and invested with great power – and directly tasked with purpose – are what invokers claim to be, although few others believe them.

Unlike clerics and most other divinely-powered adventurers, invokers are seldom ordained members of the clergy. Most claim to have been chosen for the fulfillment of a specific task or grand quest.

Fanatically and possibly delusional, invokers make others wary. While their powers are unarguable their certainty is unnerving. Many believe they are fanatics at best and madmen at worst. Most invokers bear their burden quietly, afraid of being judged or avoiding attention.

Ezra seems to inspire the most invokers, appearing in visions during prayer or meditation. Many argent followers of the Lawbringer also claim to



be acting on His behalf. Curiously, while many inquisitors of Belenus in Tepest claim to be acting for their god, few demonstrate the powers associated with an invoker.

FIGHTER

"Get behind me, I have enough ammo for all of them!"

ROLE IN THE MISTS

A fighter in the Mists is much like one elsewhere. They exist in battle, surviving by the edge of their blade or face of their hammer.

Armies may be common but war is rarer, so few fighters are forged in larger conflicts. Mercenary companies and elite knightly orders are also unusual, but a number train new recruits. Fighters are as likely to be common watchmen and city guards as they are cavaliers or crusaders.

Firearms have replaced swords and axes in the refined West, encouraging fighters there to dabble in the art of rogues and rangers. Those who prefer melee tend to favour light blades over antiquated heavy weaponry.

MONK

"While most would not consider pugilism an art, my fists paint masterpieces on the canvas of my enemies' faces."

ROLE IN THE MISTS

Skilled in the arts of combat, monks are as deadly with their hands as a fighter is with a weapon. Many excel in speed and swift movement while other simply prefer to duck and block blows.

When most folk think of monks they envision the agile and deadly warriors of Rokushima Taiyoo with their unusual yet deadly weapons. Or they think of the shaved headed warriors from the monasteries of that same land. Others think of the flowing robed and veiled

desert warriors of the Amber Wastes or the deadly cultists of Sri Raji.

Few people think of the Vistani bare-knuckle boxers, the sandy fighting rings of Richemulot, or the humanist philosophers of the Divinity of Man in Zherisia.

PALADIN

"Foul unholy beasts! You will never harm anyone again!"

ROLE IN THE MISTS

Rare in the Mists, paladins are similar to clerics in that they are the hand of the divine. They are holy warriors that seek out evil to destroy it, defending the flock from harm. The Lawgiver and the Morninglord both frequently inspire paladins.

While clerics live to teach and aid others, paladins lead by example. It is their mission to protect the bodies of people while clerics protect their souls.

Paladins are often considered misguided or deluded by the common folk, occasionally little more than religious fanatics.

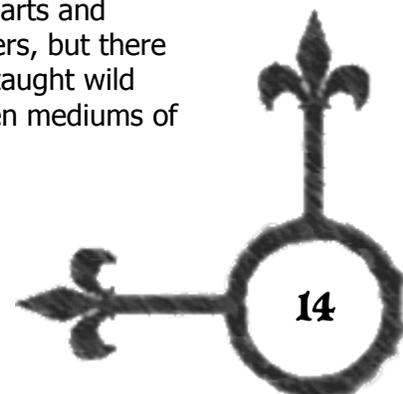
PSION

"I have thrown open the doors of my mind and stared into my soul."

ROLE IN THE MISTS

Those few brave souls that walk the path of the psion have tapped an inner source of power few can access. They walk the fine line between inner knowledge and madness.

Psions come from all walks of life, being from diverse cultures and social classes. The mystics of Sri Raji have a long history of the mental arts and occasionally teach foreigners, but there are also a number of self-taught wild psychics and the gentlemen mediums of Dementlieu and Mordent.



Few psions accidentally discover their abilities. Their talents must be sought after or taught. A few forcibly discover their gifts after exposure to the horrific or alien which unlocks mental realms traditionally forgotten.

RANGER

"Five of them; I'd say they passed by here three, maybe four days ago."

ROLE IN THE MISTS

Hunters by trade, rangers are skilled and running down and peruse their prey, whether it be animal, human, or something else.

Most rangers are woodsmen that live between the areas of civilization, in the wild parts of the Core. They are often trappers who make a living off the land. Verbrek, Valachan, and Kartakass are known for their rangers.

There are also urban rangers who work with the watchmen: hunting criminals and human vermin. These specialize in the civilized wilds such as narrow alleys, squalid slums, and dark sewers. Richemulot and Paridon both have urban rangers and a number of man-hunters are found in Darkon, Dementlieu, and Mordent.

ROGUE

"The lock tumbler's connected to the driver pins. The driver pins are connected to the lock plug."

ROLE IN THE MISTS

Rogues are sly and deadly but as difficult to pin down into a single role as they are to lock-up in a town jail. Some rogues specialize in literally stabbing one in the back while others prefer the knife to be metaphorical.

Burglars, thieves, and scoundrels are just some examples of rogues but hardly an inclusive list. Other examples include Dementliuese spies, Borcan

assassins, pirates from the Sea of Sorrows, and Invidian knife-fighters. Rogues are as likely to find themselves robbing a noble's house as looting and ancient tomb.

Rogues are commonly found in civilized areas and thrive in larger cities and towns. Thieves' Guides are common in major cities.

SHAMAN

"Spirits of nature, hear my call!"

ROLE IN THE MISTS

At the centre of many savage tribes is a shaman who forms a partnership with a wild spirit or embodiment of nature. Vaguely similar to warlock pacts, shaman strike a deal with a supernatural force.

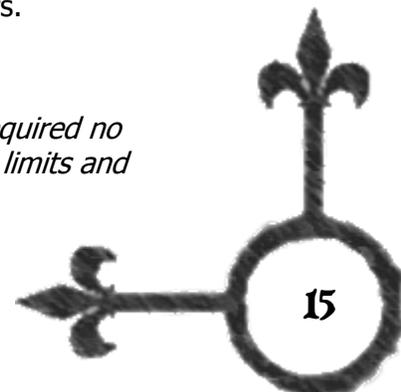
While some defenders of the wild are born into civilization but reject it for the comforts of nature, few shaman know any life but that of savagery.

Few true shamans hail from the human nations of the Core, even the wild lands of Verbrek, Valachan, and Kartakass. There are some amongst the Abber of the Nightmare Lands and more amongst the elves and eladrin. However, there are rumours of Rat Speakers in the sewers and alleys of Richemulot who could be shamans, and at least one gentlemen in Mordent who is often seen with a ghostly hound and claims to regularly converse with the dead.

One of the only shamanistic orders is the witches of Hala, who gain some similar powers when they touch the Weave. It is only female followers of Hala that become shamans, with males developing sorcerer powers.

SORCERER

"Magic is in my blood. I required no training and I care not for limits and restraint."



ROLE IN THE MISTS

The ambient, natural energy needed to birth a sorcerer is rare in the Mists. Most mortals have to study and train to wield arcane power and those who fail must strike deals with other beings for that same power.

Most sorcerers are born from luck: an alignment of stars during conception, being born on a site of powerful magic, or being the culmination of disparate bloodlines. Given the required chance, there are few patterns to the birth of sorcerers and they can hail from any land, be of any race, or born into any social class.

The exception to the randomness of the sorcerer is the followers of Hala, the males of which gain sorcery when they learn the ways of the Weave, gaining elemental powers. Only male devotees of Hala become sorcerers with females becoming shamans.

SWORDMAGE

"Ah, Bocelli's Gamit, well played. No blade can pierce that defence. Well, no ordinary blade."

ROLE IN THE MISTS

Swordmages (see the FORGOTTEN REALMS PLAYER'S GUIDE) are warriors who mix magic with steel, adding spells to their sword strikes. More specialized and rarer than fighters, swordmages are less trusted and known, feared like most arcane figures.

To a casual observer, there is little difference between the darting blades of a swordmage and a rogue or ranger. Trained eyes will spot the difference as the swordmage dashes across the battlefield so fast you would assume he vanished, or the flicker of flame across his blade that could be mistake for a reflection.

Most swordmages come from distant lands, and are strangers to the Core.

Both Sri Raji and Rokushima Taiyoo have those who know the secrets of sword-magic. It is rumoured that Hazlan's mage schools are training sword mages as elite bodyguards and shock troopers. A number of duellists from Mordent, Richemulot, and Dementlieu also mix sorcery with swordplay; this is an older tradition that died-out but has recently been renewed.

WARDEN

"I can pull strength from the earth beneath me, the sky above, and all the creatures between."

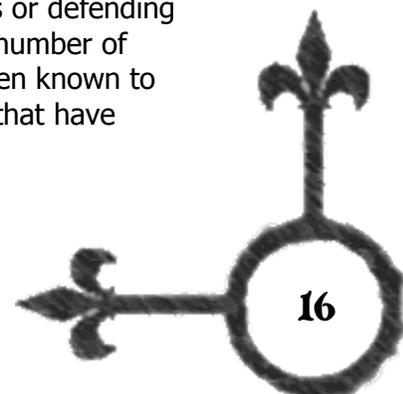
ROLE IN THE MISTS

The staunch defender of their tribes, wardens stand between their people and danger. They are often ordained and chosen by spirits or by the tribe. While druids protect all of nature, wardens defend a particular group, place, or object.

Wardens draw strength from nature. When they fight they almost seem like a mountain or an oak or a bear. A few curious wardens draw upon the strength of the city, claiming to channel the strength of the street, the power of a mob, and the durability of a bridge.

Outlander wardens usually have to perform rites to bind them to the land. These are reputedly similar to the ones performed by fiends, creating rumours of diabolism.

The most famed of wardens are those of Kartakass, who claim to be infused by the spirit of Grandfather Wolf or Grandfather Bear. There are a number of hereditary wardens that guard sacred sites in Har'Akir and Sri Raji, either defending sites or defending people from their sites. A number of Har'Akiri wardens have been known to hunt down grave robbers that have stolen local treasures.



WARLOCK

"At night they whisper to me, listing my sins and reminding me of the price for my magic. It was still worth it."

ROLE IN THE MISTS

Those who make deals with the dark forces seldom have an easy time in the Mists. Their powers toe the line between light and dark, and many warlocks succumb to temptation, corruption, or madness.

Most warlocks tend to focus their full energy on other classes and only multi-class as warlocks. Thus they can use their powers sparingly, resisting full damnation.

The folk of Tepest are known for their fears of warlocks and witches, hunting them as often as goblins and hags. Rare Lamordians sometimes make pacts with Things from beyond the stars for knowledge. And it is rumoured those touched by Bluetspur occasionally develop strange, inhuman abilities.

Warlocks of Hala also gain some powers, similar to those gained through infernal and faerie means.

WARLORD

"You two go left while I hook right. We'll catch it in the flank then teach it remorse."

ROLE IN THE MISTS

Generals and leaders of armies are rarer in the Mists with its limited armed forces and open warfare. Warlords tend to operate smaller mercenary companies or lead patrols of the local watch. A few operate in the wilderness, leading hunting parties or uniting small towns; few things can inspire a populace more than a warlord, and few things can give rise to an angry mob faster than a warlord's encouragement.

Under the rule of both Soth and Azrael, promising eladrin of Sithicus

have been recruited and trained as warlords. Martial dwarves are also drawn to the call of the warlord.

Falkovnia is known for its warlords, with many Talons and patrol-leaders being feared warlords. Mordent's famed Lamplighters are also commonly warlords. There are a number of warlords in variously knightly groups, especially the Circle and in the Shadowlands.

WIZARD

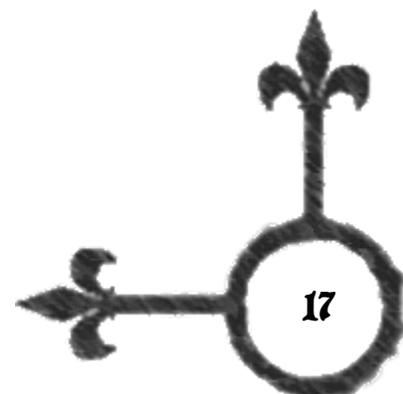
"The forces of nature bow to my commands. I know the forbidden secrets of the universe!"

ROLE IN THE MISTS

Those with arcane knowledge have seldom been trusted in the Land of the Mists. While not as distrusted as warlocks, wizards are still feared in most lands.

In the civilized western Core, wizards are often dismissed as charlatans, allowing wizards to operate under the guise of stage magicians and performers. Foreign mystics are also common and Sri Raji and Har'Akir are both known for their magical tradition.

Both Darkon and Hazlan have a number of mage colleges that train new wizards, with the latter's being held in high esteem although the populace is still untrusting. Dementlieu, Mordent, and Richemulot also have private scholars who tutor those with potential, sometimes without full parental permission.



PARAGON PATHS

Arcanist

"Yes, I have studied the black arts, but it had to be done! Sometimes one must fight fire with fire and my soul is a small price to pay."

Prerequisite: Wizard class. Must have failed a Dark Powers check to be a black arcanist.

You have thrown yourself into the study of black magic and the darkest of spells. Some succumb to the temptations of these evil arcane abilities while others walk the fine balance of struggling to stay in the light.

ARCANIST PATH FEATURES

Arcana of Light or Dark (11th level): All arcanists are either White Arcanists or Black Arcanists, you choose which path you will follow. Good wizards leaning to White while unaligned wizards often choose Black.

White: You gain a +2 bonus on all Dungeoneering skill checks.

Black: You gain a +2 bonus on all Religion skill checks.

Arcane Knowledge (11th level): You can spend an action point to add a secondary damage type to all your spells instead of taking an additional action. The spells all gain the relevant keyword.

White: Your spells deal radiant damage.

Black: Your spells deal necrotic damage.

Ethereal Stride (16th level): When you spend an action point to take an extra action you can teleport 4 squares as a free action. This can be done before or after the extra action.

ARCANIST SPELLS

Rebuke Arcanist Attack 11

Undead cower before a necromantic master.

Encounter ♦ Arcane, Radiant

Standard Action **Close** blast 2

Target: All undead in the blast

Attack: Intelligence vs. Will

Hit: Target is pushed 3 squares and cannot attack you until you deal damage to them.

White Arcanist: 3d8 + Intelligence modifier radiant damage.

Black Arcanist: Make a second attack against a number or targets equal to your Intelligence modifier.

Secondary attack: Intelligence vs. Will.

Hit: Target is dominated until the start of your next turn.

Magic for Blood Arcanist Utility 12

Your power grants you false vitality.

Daily ♦ Arcane

Minor action

Personal

Effect: You expend one encounter power and regain a number of healing surges equal to 1 + your Constitution modifier.

If not used, these healing surges vanish at the end of the encounter or after 5 minutes.

You regain the encounter power normally.

Touched by Darkness Arcanist Attack 20

Unholy forces erupt from you as your lower your defences and let them break free.

Daily ♦ Arcane, Radiant or Necrotic

Standard action **Close** burst 4

Target: All creatures in the burst

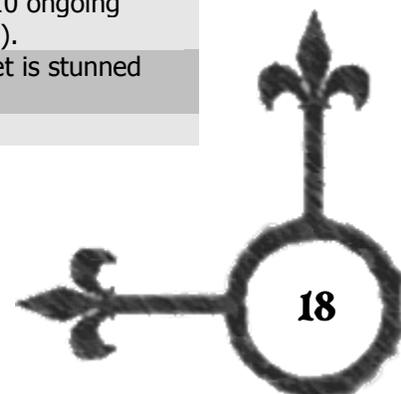
Attack: Intelligence vs. Reflex

Hit: 4d8 + Intelligence modifier damage, type determined by your *arcane knowledge* path feature.

White Arcanist: The targets are knocked prone and suffer 10 ongoing radiant damage (save ends).

Black Arcanist: The target is stunned (save ends with a -2).

Miss: Half damage.



Knight of the Shadows

"I do all I can but know I cannot save everyone. That is the hardest part of my burden."

Prerequisite: Paladin class, heavy armour and shield proficiency

You are a champion for the common folk, a shining beacon in the night. You have dedicated yourself to the protection of others, but you know that your task requires you to remain in the darkness, shunning glory and your just rewards. Many belong to *the Circle*, a knightly order operating out of the Shadowlands.

KNIGHT OF THE SHADOWS PATH FEATURES

Master of Defence (16th level):

When you have a shield equipped you grant adjacent allies a +2 shield bonus to AC and Reflex defence.

Master of Shadows (11th level):

You become trained in the Stealth skill. If you are already trained in this skill you receive a +2 power bonus to Stealth checks.

Master of Steel (11th level): You ignore the speed penalty for heavy armour.

Man of the People (11th level):

When an enemy moves adjacent to a non-combatative NPC or an NPC ally, as an Immediate Reaction you can spend an action point to move half your speed towards the triggering enemy. If you end adjacent to the enemy you can make a basic melee attack against the enemy.

KNIGHT OF THE SHADOWS PRAYERS

Crashing Charge Knight of the Shadows Attack 11

With a powerful blow you crash into an opponent driving them to their knees.

Encounter ♦ Divine, Weapon

Standard action **Melee** weapon

Target: One creature

Attack: Strength vs. AC

Special: You must charge as part of this attack.

Hit: 3[W] + Strength damage and the target is knocked prone and stunned until the start of your next turn.

Shadow Charge Knight of the Shadows Utility 12

You move through darkness to strike.

Encounter ♦ Divine

Move action **Personal**

Effect: You teleport 4 squares.

Special: Until the end of your next turn, if you charge you deal an additional 10 damage.

Circling Steel Knight of the Shadows Attack 20

Your weapon cuts an arc through the air, drawing ire towards you.

Daily ♦ Divine, Weapon

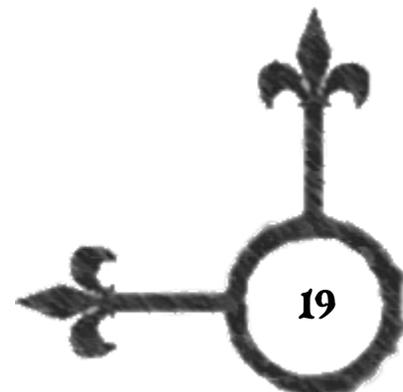
Standard action **Close** burst 1

Target: Each enemy in the burst you can see

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage.

Effect: The target is marked until the end of your next turn.



Mistwalker

"The dark, shadowy places of the world are where I stride."

Prerequisite: Warlock class, mist pact

As a mistwalker, you take advantage of the Mist's ability to bend time and space. Similar to the Vistani's ability to navigate, you are able to move freely between lands in the Mists.

MISTWALKER PATH FEATURES

Mistlead Step (11th level): As a move action, you can expend your Mistshroud aura pact boon and spend an action point to teleport a number of squares equal to the value of your aura + your Constitution modifier.

Unseeing Eyes (11th level): You gain blindsight equal to the value of your Mistshroud aura.

Groundfog (16th level): You can make your Mistshroud aura stationary as a minor action. It gains the zone keyword, does not move with you, and does not increase in size if additional cursed enemies are killed.

Navigation (16th level): You can navigate through the Mists of Ravenloft, and travel between lands you have previously been.

MISTWALKER SPELLS

Between Footsteps Mistwalker Attack 11

You vanishing from sight in a surge of mist.

Encounter ♦ Arcane, Implement, Psychic

Standard action **Close** blast 3

Target: All enemy in blast

Attack: Constitution or Charisma vs. AC

Hit: 2d6 + Constitution or Charisma modifier psychic damage, and you are invisible to the target until the end of your next turn.

Step Backwards Mistwalker Utility 12

Unhappy with events, you step backwards through time and try things differently.

Daily ♦ Arcane

Immediate Reaction **Personal**

Trigger: A creature ends their turn

Effect: You force the triggering creature to repeat their turn. You and your allies can choose to change their actions during that turn. Enemies cannot choose to change their action unless their previous actions are now impossible, but they can react to new actions.

If actions are changed all dice are re-rolled. If no actions are changed then no dice are re-rolled and the turn occurs as it had previously including attack rolls and saving throws.

Sacrificial Lamb Mistwalker Attack 20

You become unseen and replace yourself with a mist copy that charges heedlessly forward then erupts in a violent explosion.

Daily ♦ Arcane, Cold, Shade

Standard action **Personal**

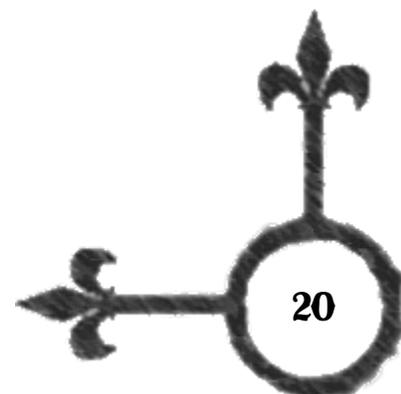
Effect: You become invisible until the end of your turn and create a duplicate of yourself in your square.

You can move the duplicate 6 squares as a minor action. If it is hit by an attack it explodes and you make an attack.

Target: Each enemy adjacent to the duplicate.

Attack: Constitution or Charisma + 4 vs. AC

Hit: 3d8 + Constitution or Charisma modifier cold damage



Monster Hunter

"It is my chosen prey: I have read libraries dedicated to their abilities and the hunt. I am a master of their death."

Prerequisite: Martial power source, training in one knowledge skill

A single foe haunts you, driving you to focus on this single threat above all others. While skilled in other hunts, you are a master when it comes to this threat.

MONSTER HUNTER FEATURES

Enmity (11th level): Choose one of the following origins: aberrant, elemental, fey, immortal, natural, or shadow. When you face a creature of this origin and use an action point to make a second attack, roll your attack twice and use the higher result.

Knowledgeable (11th level): You gain a +2 bonus to Perception, Insight and Monster Knowledge skill checks against your *enmity* origin.

Hunted (16th level): Choose one of the following keywords: angel, aquatic, construct, demon, devil, ooze, plant, reptile, spider, shapechanger, or undead. You deal extra damage equal to twice your Intelligence modifier against creatures with the chosen keyword.

MONSTER HUNTER EXPLOITS

Precision Strike Monster Hunter Attack 11

Through experience you know exactly where to hit for the most hurt.

Encounter ♦ Martial, Weapon
Standard action **Melee** or
Ranged weapon

Target: One creature

Attack: Strength vs. AC (melee) or Dexterity vs. AC (ranged)

Hit: 2[W] + Strength (melee) or 2[W] + Dexterity (ranged).

Special: If the target is of your *enmity* origin the attack ignores resistances and the target cannot regenerate on its next turn.

Familiar Resistance Monster Hunter Utility 12

You know how to avoid the worst of the worst.

Daily ♦ Martial
Immediate Reaction **Personal**
Trigger: You suffer an effect that a saving throw will end.

Effect: You make an immediate saving throw with a +5 power bonus.

Special: If the triggering effect was inflicted by a creature of your *enmity* origin, you gain a +2 power bonus to all defences until the end your next turn.

Favoured Foe Monster Hunter Attack 20

You know just how to hurt them.

Daily ♦ Martial, Reliable
Standard action **Melee** or
Ranged weapon

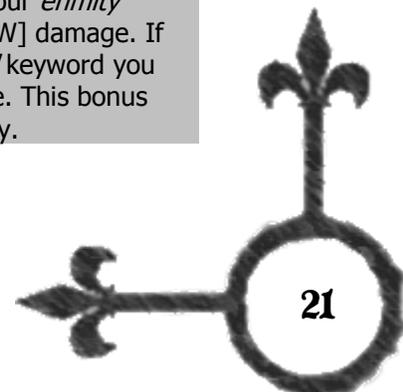
Target: One creature

Attack: Strength vs. AC (melee) or Dexterity vs. AC (ranged)

Hit: 3[W] + Strength modifier (melee) or 3[W] + Dexterity modifier (ranged).

Miss: Half damage.

Special: If the target is of your *enmity* origin you deal an extra 1[W] damage. If the target has your *hunted* keyword you deal an extra 1[W] damage. This bonus damage stacks if both apply.



Pistoleer

"I love the smell of gunpowder in the evening."

Prerequisites: Striker role, proficiency in firearms

The master of firearms, you excel at ranged combat with the explosive weaponry.

PISTOLEER FEATURES

Quick Reload (11th level): You can reload firearms as a minor action.

Snap Shot (11th level): When you spend an action point to gain an extra action you can reload firearms as a free action until the start of your next turn.

Specialized (11th level): Chose one of the below features.

Gunfighter: You can load two held guns with the same action.

Sniper: You do not suffer the penalty to attack roles when using a ranged weapon prone and instead gain a +2 bonus to attack rolls when prone and using a firearm.

Deadeye Shot (16th level): You critical with firearms on a 19 or 20.

PISTOLEER EXPLOITS

Scattershot Pistoleer Attack 11

You fill the barrel with an extra-large charge and numerous small pellets.

Encounter ♦ Martial, Weapon

Standard action **Close** blast 3

Requirement: You must be wielding a firearm.

Target: Each enemy in the blast you can see.

Attack: Dexterity vs. AC

Hit: 3[W] + Dexterity modifier and the target is deafened (save ends).

Ricochet Pistoleer Utility 12

Careful aim allows you to bank a shot off their protective cover.

Encounter ♦ Martial, Weapon

Minor action **Personal**

Requirement: You must be wielding a firearm.

Effect: You ignore an enemy's cover until the start of your next turn.

Double Charge Pistoleer Attack 20

You add extra powder, hoping the explosion doesn't damage the weapon.

Daily ♦ Fire, Martial, Weapon

Standard action **Close** blast 3

Requirement: You must be wielding a firearm

Target: Each enemy in the blast you can see.

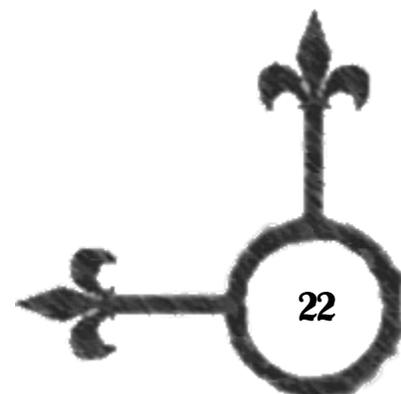
Attack: Dexterity vs. Reflex

Hit: 3d8 + Dexterity modifier fire damage.

Secondary Target: One creature within 5 squares.

Secondary Attack: Dexterity vs. AC

Hit: 2[W] + Dexterity modifier damage.



Revenger

"I will fight to my dying breath to ensure what happened to me will not happen to anyone else!"

Prerequisite: Fighter class

You have dedicated your life to righting a wrong and preventing anyone else from suffering a fate similar to your own. While partially motivated by revenge, you are driven and relentless, subservient to a cause larger than yourself and unwilling to relent.

REVENGER PATH FEATURES

Formidable (11th level): When you spend an action point to take an extra action, you also gain a +1 power bonus to all defences until the end of your next turn.

Wronged (11th level): Choose one of the following types: animate, beast, humanoid, or magical beast. Once per encounter, as a free action and when facing a foe of that type, you gain a bonus to attack rolls equal to your Wisdom modifier +1 (minimum +2) until the start of your next turn.

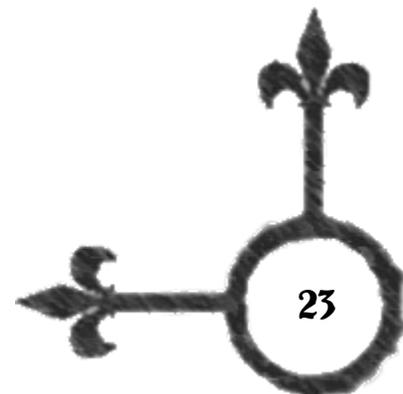
Unwavering (16th level): You gain two extra healing surges. Additionally, when you use your second wind add one-half your level as extra hit points healed.

REVENGER EXPLOITS

Avenging Strike	Revenger Attack 11
<i>Hatred fuels your strike .</i>	
Encounter ♦ Martial, Weapon	
Immediate reaction	Melee weapon
Trigger: An ally is hit by an adjacent enemy.	
Target: One creature	
Attack: Strength vs. AC	
Hit: 2[W] + Strength modifier damage.	
Special: If the target is your <i>wronged</i> type the attack deals an extra 10 damage.	

Never Say Die	Revenger Utility 12
<i>You ignore all they throw at you refusing to stop.</i>	
Daily ♦ Martial	Personal
Standard action	
Effect: You gain Resist 10 to all damage until the end of your next turn.	

Slighted	Revenger Attack 20
<i>It will take more than they think to keep you down.</i>	
Daily ♦ Martial, Weapon	
Standard action	Melee weapon
Target: One creature of <i>wronged</i> type	
Attack: Strength vs. Reflex	
Hit: 5[W] + Strength modifier damage.	
Effect: You regain your second wind if you have already used it this encounter.	



Spirit Taker

"Your soul now belongs to me. Perhaps I will release it, letting you venture to whatever afterlife awaits you. Or perhaps not."

Prerequisite: Warlock class, mist pact

Spirit Takers use the forces of the Mists to separate the souls of the dead and dying and use them for their own purposes.

SPirit TAKER PATH FEATURES

Greater Shroud (11th level):

Your Mistshroud aura pact boon starts at a value of 1.

Take Soul (11th level): When you reduce an enemy to 0 hit points or less with a critical hit, you gain an action point. The action points must be spent before the end of your turn.

Consume Souls (16th level): You can expend your Mistshroud aura to gain a bonus to damage equal to the aura's value on all attacks until the end of your turn.

SPirit TAKER SPELLS

Spiritual Backlash	Spirit Taker Attack 11
<i>With a wave of your hand you knock your enemies backwards.</i>	
Encounter ♦ Arcane, Cold, Implement	
Standard action	Close burst 2
Target: All enemies in burst	
Effect: Target is pushed 1 square.	
Attack: Constitution or Charisma vs. AC	
Hit: 2d6 + Constitution or Charisma modifier damage and the target is knocked prone.	
Special: The Mistshroud aura pact boon can be expended prior to this attack as a free action. This grants a +2 power bonus to attack rolls and increases the attack to burst 3.	

Chill Shroud	Spirit Taker Utility 12
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The mists around you cool as ice crystals form in the air.

Encounter ♦ Arcane, Cold

Minor action

Personal

Effect: Enemies that start their turn in your Mistshroud aura take cold damage equal to your Intelligence modifier and are slowed (save ends).

Sustain Minor: The effect persists.

Circling Spirits	Spirit Taker Attack 20
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The souls of the dead spiral around in your aura, striking those in reach.

Daily ♦ Arcane, Cold, Implement, Necrotic

Standard action

Close burst
equal to aura

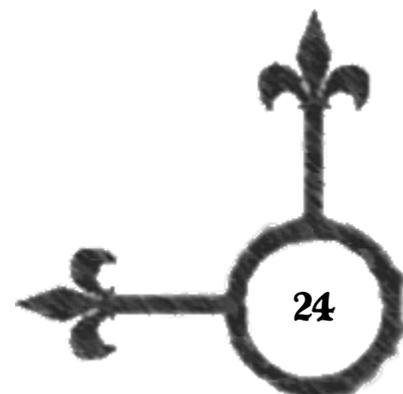
Requirement: Your Mistshroud aura pact boon must be in effect.

Target: All enemies in Mistshroud aura

Attack: Constitution or Charisma vs. Reflex

Hit: 1d8 per value of the aura + Constitution or Charisma modifier cold and necrotic damage.

Special: Your Mistshroud aura is expended and cannot be regained until you rest.



Mist Pact

The Mists of Ravenloft are enigmatic; their true nature is a mystery that will never be revealed. However, there are always those who try to grasp the unknowable and comprehend mysteries beyond the mortal world.

Warlocks in Ravenloft can form a loose pact with Mists. Unlike some pacts, this is not an open agreement with inhuman forces. There is no parley between the warlock and the Mists or their representative.

In truth, mist pact warlocks essentially steal their power. Having bound themselves with the land, they use the world itself as a power source, drawing their arcane energies from the Mists and manipulating it to their own end.

A rare few are also touched by the Mists in a different way, gaining Mist Powers. These folk do not choose to seize or steal power from the Mists but are tainted by the Mist, or corrupted by time spent trapped inside or actions performed in the Mists. While not true warlocks, these Mist-touched share some of the same features and demonstrate similar abilities.

MIST PACT

You have been bound to the Mists and draw power from the grey force of the land.

Touch of the Mists: You know the *touch of the Mists* at-will spell.

Mistshroud Aura: You have the *Mistshroud Aura* pact boon. As your cursed enemies fall you are veiled from attack.

When a subject of your Warlock Curse is reduced to 0 hit points or fewer you gain a Mistshroud Aura. The aura lightly obscures you granting

concealment. Warlocks can see normally in their aura.

Your Mistshroud Aura begins at a value of 0, so it is confined to your square. It increase by 1 for every additional Cursed enemy that is reduced to 0 hit points or lower. If you have a Mistshoud Aura of 1 or higher, allies in affected squares can also gain cover.

Your Mistshroud Aura lasts until the end of the encounter or until it is expended through a power.

Your Mistshroud Aura stacks with your Shadow Walk power. If you have both powers active at the same time you are heavily obscured, gaining total concealment from non-adjacent enemies.

Level 1 At-Will Spells

Touch of the Mists Warlock (Mist)
Attack 1

You gesture at the target and a jet of Mist erupts from underneath, engulfing them.

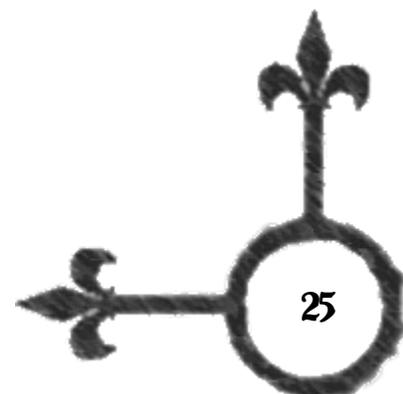
At-will ♦ Arcane, Cold, Implement
Standard action Ranged 10

Target: One creature

Attack: Constitution or Charisma vs. Will

Hit: 1d8 + Constitution or Charisma modifier cold damage, and the target takes a penalty to speed equal to your Intelligence modifier until the end of your next turn.

Special: Increase damage to 2d8 + Constitution or Charisma modifier at 21st level.



Level 1 Encounter Spells

Dark Caress Warlock (Mist)
Attack 1

You freeze their spirit sapping away their very life.

Encounter ♦ Arcane, Cold, Implement, Necrotic

Standard action Ranged 10

Target: One creature

Attack: Constitution or Charisma vs. Will

Hit: 2d6 + Constitution or Charisma modifier cold damage, and if you have combat advantage against the target you also deal an extra 1d8 necrotic damage.

Mist Pact: You deal extra damage equal to your Intelligence modifier.

Death from Below Warlock (Mist)
Attack 1

You teleport your foe upward, then watch as they fall to the earth.

Encounter ♦ Arcane, Implement, Teleportation

Standard action Ranged 5

Target: One creature

Attack: Constitution or Charisma vs. Will

Effect: The target is teleported up 2 squares (10 feet). Upon landing the target takes 1d10 damage.

Mist Pact: The target is teleported up a number of squares equal to your Intelligence modifier (minimum 2). For every 10 additional feet they take an extra 1d10 damage.

Level 1 Daily Spells

Bonechill Warlock (Mist)
Attack 1

You leech the very warmth of their body, drawing it into yourself.

Daily ♦ Arcane, Cold, Healing, Implement, Necrotic

Standard action Ranged 5

Target: One creature

Attack: Constitution or Charisma vs. Will

Hit: 2d8 + Constitution or Charisma modifier cold and necrotic damage, and you gain 2d6 temporary hit points.

Miss: Half damage and no temporary hit points.

Effect: The target takes a -2 penalty to Reflex defence (save ends).

Mist Pact: You gain temporary hit points equal to 2d6 + your Intelligence modifier.

Faces in the Mists Warlock (Mist)
Attack 1

You make the target see what you wish and feel attacks coming from all sides, not knowing the real from the false putting a shiver in her spine and a chill in her bones.

Daily ♦ Arcane, Cold, Psychic, Implement

Standard action Ranged 10

Target: One creature

Attack: Constitution or Charisma vs. Will

Hit: 3d6 + Constitution or Charisma modifier cold and psychic damage, and the target grants combat advantage to your allies until the start of your next turn.

Effect: The target takes a -1 penalty to Reflex and Will defence (save ends).

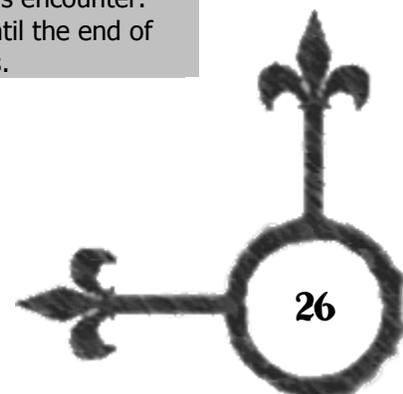
Level 2 Utility Spells

Eyes of Darkness Warlock (Mist)
Utility 2

Through inhuman vision nothing escapes your sight.

Encounter ♦ Arcane, Cold, Implement
Minor Action Personal

Effect: You gain a +5 power to your next Perception check during this encounter. You also gain darkvision until the end of the encounter or 5 minutes.



Level 3 Encounter Spells

Black-Ice Warlock (Mist) Attack 3

You freeze the ground creating a slick patch of ice.

Encounter ♦ **Arcane, Cold, Implement, Zone**

Standard action **Area** burst 2
within 10

Target: Each creature in the burst

Attack: Constitution or Charisma vs. Reflex

Hit: 1d8 + Constitution or Charisma modifier cold damage and the target is knocked prone

Sustain Minor: When you sustain this power you make a secondary attack.

Secondary Targets: Each creature within the zone.

Secondary Attack: Constitution or Charisma vs. Reflex

Hit: Target is knocked prone.

Level 5 Daily Spells

Will to Die Warlock (Mist) Attack 5

You sap their will to fight and sense of self-preservation.

Daily ♦ **Arcane, Implement, Psychic**
Standard action **Ranged** 10

Target: One creature

Attack: Constitution or Charisma vs. Will

Hit: 2d6 + Constitution or Charisma modifier psychic damage, and the target grants combat advantage to your allies until the start of your next turn.

Effect: The target takes a -1 penalty to attack rolls and all defences (save ends).

Mist Pact: The penalty to attack rolls is equal to your Intelligence modifier.

LEVEL 6 UTILITY SPELLS

Rise-Up Warlock (Mist) Utility 6

You fall through space and arrive at your destination facing the desired location.

Encounter ♦ **Arcane, Teleportation**
Move Action **Personal**

Effect: You can teleport 5 squares. If you were prone before, you arrive standing.

Mist Pact: You teleport a number of squares equal to 5 + your Intelligence modifier.

Fold the Land Warlock (Mist) Utility 6

The Mists warp space around you, bringing your enemy within striking distance.

Daily ♦ **Arcane, Teleportation**
Minor Action **Personal**

Effect: Until the end of your next turn you add your Intelligence modifier to your reach or increase the range of your powers by a number of squares equal to 3 + your Intelligence modifier.

Mist Pact: You gain threatening reach 2.

Level 7 Encounter Spells

Binding Mists Warlock (Mist) Attack 7

A thick fog wraps around your foe, pinning their limbs together.

Encounter ♦ **Arcane, Cold, Implement**
Standard action **Ranged** 10

Target: One creature

Attack: Constitution or Charisma vs. Fortitude

Hit: 2d6 + Constitution or Charisma modifier cold damage and the target is restrained until the end of your next turn.

Mist Pact: *Aftereffect:* The target is immobilized until the start of your next turn.

Level 9 Daily Spells

Death Knell Warlock (Mist) Attack 9

Your victim's dying screams reverberate through the air.

Daily ♦ **Arcane, Implement, Necrotic, Thunder**

Standard action **Ranged** 10

Target: One creature

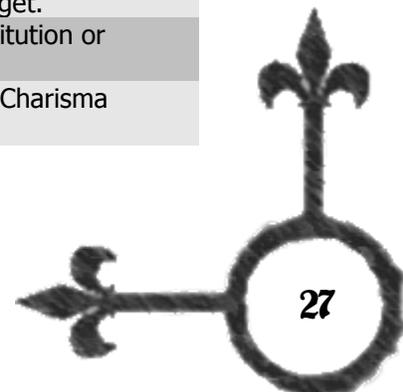
Attack: Constitution or Charisma vs. AC

Hit: 3d8 + Constitution or Charisma modifier necrotic damage. If this attack drops the target to 0 hit points or fewer make a secondary attack.

Secondary Target: Each creature adjacent to the primary target.

Secondary Attack: Constitution or Charisma vs. Reflex

Hit: 1d6 + Constitution or Charisma modifier thunder damage.



Level 10 Utility Spells

Spirit Walk Warlock (Mist)
Utility 10

You become as mist, floating through the air and flowing through cracks.

Encounter ♦ Arcane, Polymorph
Minor Action Personal

Effect: You assume a mist form until the end of your turn. In this form you are insubstantial and gain phasing but cannot take standard actions.

LEVEL 13 ENCOUNTER SPELLS

The Flesh is Weak Warlock (Mist)
Attack 13

The chill of the Mists leaves your enemy susceptible to frost.

Encounter ♦ Arcane, Cold, Implement
Standard action Ranged 10

Target: One creature

Attack: Constitution or Charisma vs. Will

Hit: 1d6 + Constitution or Charisma modifier cold damage, and the target gains vulnerable 5 cold. If you have combat advantage against the target you also inflict ongoing cold damage equal to your Intelligence modifier.

Mist Pact: The target gains vulnerable cold equal to 4 + your Intelligence modifier.

Level 15 Daily Spells

Mistnapped Warlock (Mist)
Attack 15

A wall of mist rises from the ground, obscuring vision. Those who enter may never leave...

Daily ♦ Arcane, Conjunction, Teleportation
Standard action Area wall 8 within 5

Effect: You conjure a wall of mist which blocks line of sight and grants cover. The wall lasts until the end of your next turn.

Creatures that enter the wall exit from a random square. Their movement is uninterrupted and they can re-enter the mist wall.

Sustain Minor: The wall persists.

Weaken the Bond Warlock (Mist)
Attack 15

You cut-off the flow of necrotic energy to you foes, weakening them.

Daily ♦ Arcane, Implement, Necrotic
Standard action Close Bust 10

Target: All undead in the burst

Attack: Constitution or Charisma vs. Will

Hit: 3d8 + Constitution or Charisma modifier necrotic damage, and the target is stunned (save ends).

Aftereffect: the target is weakened (save ends).

Special: This attack ignores resistance to necrotic damage.

Miss: Half damage and the target is weakened (save ends) and no aftereffect.

LEVEL 16 UTILITY SPELLS

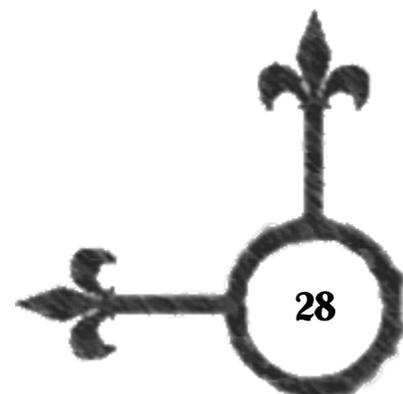
Strobing Step Warlock (Mist)
Utility 16

Striding forward you suddenly teleport ahead then continue to move, only to teleport again.

Daily ♦ Arcane, Teleportation
Minor Action Personal

Effect: You gain a +2 power bonus to speed. Until the end of your turn, for every 3 squares that you move you can teleport 1 square as part of the same action. After you teleport you can resume normal movement.

Mist Pact: You gain a power bonus to speed equal to 1 + your Intelligence modifier.



LEVEL 17 ENCOUNTER SPELLS

Writhing Mist Warlock (Mist) Attack 17

The Mists wriggle and crawl around you, lashing out like ethereal tentacles.

Encounter ♦ **Arcane, Cold, Implement**
Standard action **Close** burst 5

Target: Each creature in burst under your curse.

Attack: Constitution or Charisma vs. Reflex

Hit: 3d6 + Constitution or Charisma modifier cold damage.

Mist Pact: The target treats the area of the burst as difficult terrain until the start of your next turn.

Leech Life Warlock (Mist) Attack 17

Your wounds heal as you draw vital energy from your foes.

Encounter ♦ **Arcane, Healing, Implement**
Standard action **Ranged** 5

Target: One creature

Attack: Constitution or Charisma vs. Fortitude

Hit: 2d6 + Constitution or Charisma modifier damage, the target is weakened, and you can spend a healing surge.

Mist Pact: You regain additional hit points equal to your Intelligence modifier.

Level 19 Daily Spells

Freeze Core Warlock (Mist) Attack 19

You become a wraithlike phantom and move through your enemies, freezing them from the inside.

Daily ♦ **Arcane, Cold, Polymorph**
Standard action **Personal**

Effect: You gain phasing until the end of your turn. If you move through an enemy's square make an attack.

Attack: Constitution or Charisma +2 vs. Reflex

Hit: 2d10 + Constitution or Charisma modifier cold damage, and ongoing 10 cold damage (save ends). The first time an enemy fails a save against this ongoing damage they are slowed (save ends both).

Special: You can attack a number of enemies equal to your Intelligence modifier. You still need to move through their square.

Haze Warlock (Mist) Attack 19

Cool tendrils of mist wrap around their head, covering their eyes and blocking their vision.

Daily ♦ **Arcane, Cold, Implement**
Standard action **Ranged** 10

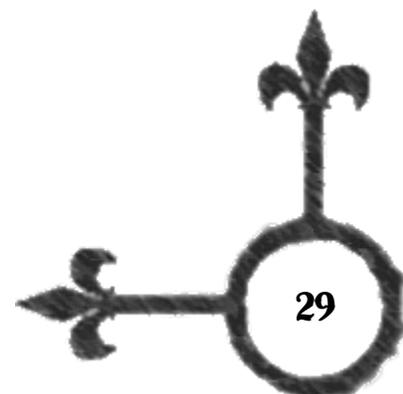
Target: One creature

Attack: Constitution or Charisma vs. Fortitude

Hit: 4d6 + Constitution or Charisma modifier cold damage.

Effect: The target treats all creatures as if they had total concealment (save ends).

Mist Pact: The target takes a -2 penalty on saving throws against this power's effect.



LEVEL 22 UTILITY SPELLS

Ethereal Seal	Warlock (Mist) Utility 22
<i>The Mists cut off the region from other worlds and planes.</i>	
Daily ♦ Arcane, Zone	
Standard action	Area burst 25 within 5 squares
Effect: The burst creates a zone that stops all teleportation. No one can teleport inside the zone, into the zone, or out of the zone. Powers that only teleport or where teleportation is required are not expended if attempted and no action is spent. Powers where teleportation is a secondary effect are used and occur normally aside from the blocked teleportation. Fey or Mist Pact: You can teleport inside the zone normally. You may permit allied fey or mist pact warlocks to teleport normally as well.	

LEVEL 23 ENCOUNTER SPELLS

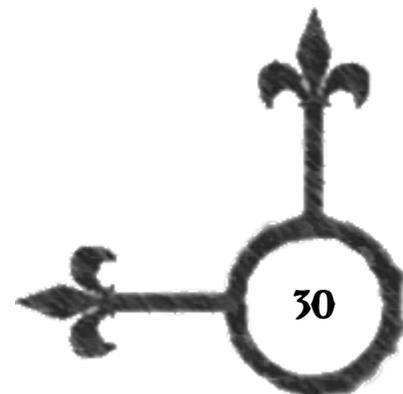
Soul Cleave	Warlock (Mist) Attack 23
<i>Your curse wrenches at their soul, attacking their mind and spirit.</i>	
Encounter ♦ Arcane, Psychic, Implement	
Standard action	Close blast 5
Target: Each creature in blast under your curse.	
Attack: Constitution or Charisma vs. Will	
Hit: 2d10 + Constitution or Charisma modifier psychic damage, and the target is stunned.	

Level 25 Daily Spells

Remove Soul	Warlock (Mist) Attack 25
<i>You violently rip your enemy's soul from their body, leaving their body helpless on the ground.</i>	
Encounter ♦ Arcane, Psychic, Implement	
Standard action	Range 5
Target: One Creature	
Attack: Constitution or Charisma vs. Will	
Hit: 3d8 + Constitution or Charisma modifier psychic damage.	
Effect: The target's spirit leaves their body, but remains in the same square. The spirit is immune to all attacks and cannot take any standard actions. The target's material body drops prone and is helpless (save ends).	

LEVEL 27 ENCOUNTER SPELLS

Bond of Life	Warlock (Mist) Attack 27
<i>You bind your lifeforce to that of your enemy's.</i>	
Encounter ♦ Arcane, Healing, Implement	
Standard action	Ranged 10
Target: One creature	
Attack: Constitution or Charisma vs. Will	
Hit: 2d8 + Constitution or Charisma modifier damage, and the target takes ongoing 15 damage (save ends).	
Effect: You gain regeneration 15 until the target saves or reaches 0 hit points or fewer.	
Mist Pact: Your regeneration lasts an extra turn after the target saves or reaches 0 hit points or fewer.	



Level 29 Daily Spells

Absolute Zero Warlock (Mist)
Attack 29

You pull all the heat out of the target and dissipate it amongst the surrounding area

Daily ♦ Arcane, Cold, Fire, Implement
Standard action Ranged 10

Target: One creature

Attack: Constitution or Charisma vs. Fortitude

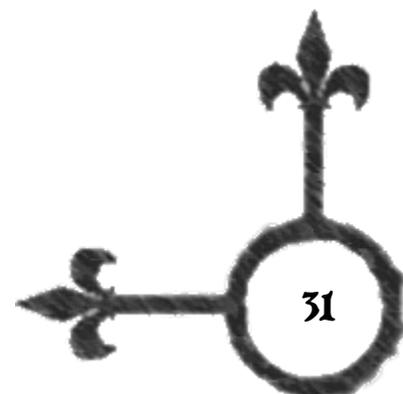
Hit: 5d12 + Constitution or Charisma modifier cold damage, and the target gains vulnerable 5 fire. If the target is reduced to 0 hit points or fewer from this power make a secondary attack

Secondary Target: Each creature adjacent to the primary target.

Secondary Attack: Constitution or Charisma vs. Reflex

Hit: 1d12 + Constitution or Charisma modifier fire damage.

Mist Pact: If the primary target is bloodied or reduced to 0 hit points or fewer by this power make a secondary attack.



Feats

HEROIC TIER FEATS

Adaptive Warding

Prerequisite: Giomorgo, swordmage

Benefit: When you wield a simple light blade in your off hand, that hand is considered empty for your Swordmage Warding's ability.

Agile Fury

Prerequisite: Giomorgo, barbarian

Benefit: For barbarian powers you treat one-handed military and superior light blades as two-handed weapons.

Allied Aura

Prerequisite: Int 15, warlock, mist pact

Benefit: Your allies can see normally in your *Mistshroud aura*.

Avenging Curse

Prerequisite: Giomorgo, avenger

Benefit: If your *oath of enmity* and *curse of the blood* share the same target you gain +1 to all defences against that enemy's attacks.

Belenus' Light [Divinity]

Prerequisite: Channel Divinity class feature, must worship Belenus.

Benefit: You can evoke the power of your deity to use *Belenus' light*.

Channel Divinity:	Feat Power
Belenus' Light	

A heavenly light guides your blows.

Encounter ♦ Divine

Minor action **Personal**

Effect: Until the end of your next turn, you gain a +1 power bonus to attack rolls. Against creatures with shadow or fey origins this bonus increases to +2.

Special: You must take the Belenus' Light feat to use this power.

Big-Boned

Prerequisite: Caliban, must be taken at 1st-level

Benefit: You are able to use larger than normal weapons. You gain a +1 bonus to damage rolls with one-handed weapon and +2 to damage rolls with two-handed weapons.

At 11th level, this bonus increase to +2 (+3 with two-handed weapons). At 21st level, this bonus increase to +3 (+4 with two-handed weapons).

Blood Foe

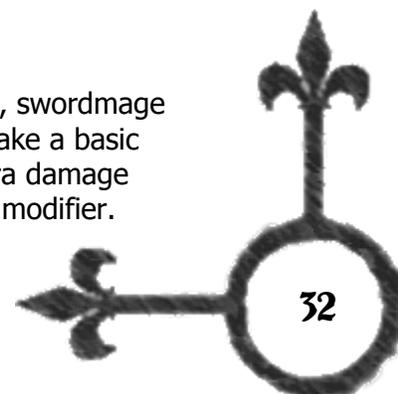
Prerequisite: Giomorgo, ranger

Benefit: When you use *curse of the blood* you can designate the target as your quarry as a free action. This can be done even if the target is not the closest enemy.

Bonded Strike

Prerequisite: Caliban, swordmage

Benefit: When you make a basic melee attack you deal extra damage equal to your Constitution modifier.



Cautious

Prerequisite: Giomorgo

Benefit: You grant allies within 10 squares of you a +1 racial bonus to Perception and Initiative checks.

Charming Strike

Prerequisite: Giomorgo, wizard

Benefit: When you use an arcane power with the charm keyword you gain a +1 feat bonus to attack and damage rolls.

At 11th level the damage bonus increases to +3. At 21st level the damage bonus increases to +5.

Chilling Aura

Prerequisite: Int 13, warlock, mist pact

Benefit: Your *Mistshroud aura* is considered difficult terrain for enemies vulnerable to cold.

Cold One

Prerequisite: Cha 13, you have been reduced to 0 or fewer hit points by an undead.

Benefit: You are touched by undeath. At the start of combat you gain concealment from enemies with the undead keyword until you make an attack. This counts as total concealment for the Stealth skill.

Co-ordinated Curse

Prerequisite: Giomorgo, bard

Benefit: When you use *curse of the blood*, allies that can see you and the target gain a +1 power bonus to their next attack against that target.

Combined Rage

Prerequisite: Caliban, barbarian

Benefit: You can have both *relentless rage* and a barbarian rage active at the same time.

Additionally, you deal an additional +1 damage per tier while under the effects of both rages.

Crude Cutthroat

Prerequisite: Caliban, rogue

Benefit: You can use a club or greatclub with any rogue power that requires a light blade. You reduce Sneak Attack damage by one die when you use a club or greatclub.

Cursed Mark

Prerequisite: Giomorgo, fighter

Benefit: When you use *curse of the blood* you can mark the target.

Additionally, your *curse of the blood* target takes an additional -1 penalty to attack rolls for any attack that does not target you.

Curse of Misfortune

Prerequisite: Giomorgo, invoker, Covenant of Wrath class feature

Benefit: In place of the extra damage from *curse of the blood* the target takes a -2 penalty to saving throws until they make a successful save.

Dauntless

Prerequisite: Caliban, Unstoppable

Benefit: When you use your *relentless rage* power you can make an immediate saving throw against an ongoing condition or effect.

Doubly Damned

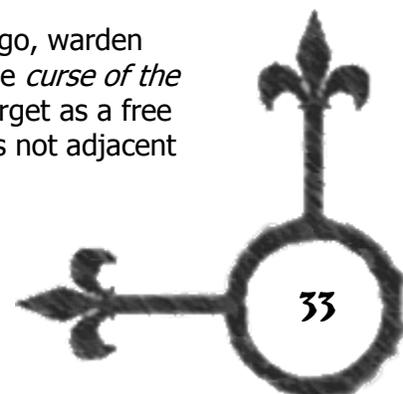
Prerequisite: Giomorgo, warlock

Benefit: You can place your warlock curse on the target of your *curse of the blood* even if they are not the nearest enemy or cursed by another warlock. If you put your warlock curse on a target cursed by another warlock both curses remain in effect.

Draw Ire

Prerequisite: Giomorgo, warden

Benefit: When you use *curse of the blood* you can mark the target as a free action, even if the target is not adjacent to you.



Ezra's Shield [Divinity]

Prerequisite: Channel Divinity class feature, must worship Ezra.

Benefit: You can evoke the power of your deity to use *Ezra's shield*.

Channel Divinity: Ezra's Shield **Feat Power**

From the Mists, Ezra moves to save you.

Encounter ♦ Divine

Minor action

Ranged 5

Target: You or one ally

Effect: The target gains a +2 power bonus to one defence until the start of your next turn. The defence is chosen when the power is used.

Special: You must take the Ezra's Shield feat to use this power.

False Confidence

Prerequisite: Caliban, warlord

Benefit: Your *inspiring word* grants temporary hit points equal to your Constitution modifier.

Furious Curse

Prerequisite: Caliban, warlock

Benefit: While under the effects of *relentless rage* your pact boon is also triggered when a cursed enemy is also bloodied. You cannot gain your pact boon twice from the same enemy in a single turn.

Hala's Weave [Divinity]

Prerequisite: Channel Divinity class feature, must worship Hala.

Benefit: You can evoke the power of your deity to use *Hala's weave*.

Channel Divinity: Hala's Weave **Feat Power**

Uniting the divine and arcane, the Weave binds all magic together.

Encounter ♦ Divine

Minor action

Personal

Effect: Until the end of your turn, you may change the damage type of your powers from radiant to fire or cold.

Special: You must take the Hala's Weave feat to use this power.

Ill Fortune Assist

Prerequisite: Giomorgo, warlord

Benefit: When you grant an ally an attack against the target of your *curse of the blood* the attack deals extra damage equal to your Wisdom modifier.

Improvisational Fighter

Prerequisite: Str 13

Benefit: You gain a +1 proficiency bonus when fighting with improvised melee weapons and a +1 bonus to all damage rolls.

Intimidating Words

Prerequisite: Caliban, bard

Benefit: You can use your *words of friendship* power with Intimidate checks.

Jaded

Prerequisite: Wis 13

Benefit: You gain a +2 feat bonus to your Will defence against fear and horror checks.

For rules on Fear and Horror, see JESTER'S 4E RULES PAMPHLET.

Knife Fighter

Prerequisite: Giomorgo

Benefit: You gain proficiency with simple light blades and a +2 feat bonus to all damage rolls.

Knockback

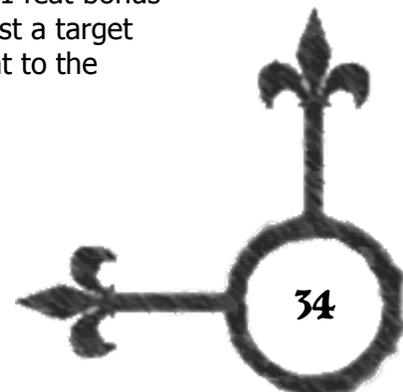
Prerequisite: Caliban, fighter

Benefit: When you hit a medium or smaller creature with your *combat challenge*'s basic melee attack you can slide the target 1 square. The target must end in a square adjacent to you.

Loner

Prerequisite: Caliban

Benefit: You gain a +1 feat bonus to melee attack rolls against a target when no allies are adjacent to the target.



Massive Beast

Prerequisite: Caliban, druid

Benefit: You get larger when you get angrier. While in beast form with *relentless rage* active your reach increases by 1.

Mental Assault

Prerequisite: Giomorgo, sorcerer

Benefit: When you use an arcane power that has the psychic or charm keyword, you gain a +1 feat bonus to damage rolls. This bonus doubles if the power has both keywords.

At 11th level this bonus increases to +2. At 21st level this bonus increases to +3.

Mental Fortitude

Prerequisite: Wis 13

Benefit: Your maximum Sanity is increased by 3.

For rules on Madness and Sanity, see JESTER'S 4E RULES PAMPHLET.

Merciful Curse

Prerequisite: Giomorgo, cleric

Benefit: When you deal damage to your *curse of the blood* target you can forgo that power's bonus damage, instead one ally within 5 squares can spend a healing surge.

Mighty Mixture

Prerequisite: Caliban, artificer

Benefit: Your *curative admixture* heals extra hit points equal to your Strength modifier.

Monstrous Resilience

Prerequisite: Caliban, *man or monster* racial power

Benefit: When you use your second wind while bloodied, you can substitute resistance in place of defence or regeneration.

You gain Resist 3 + one-half your level until the end of the encounter or no longer bloodied.

The damage resisted is chosen when this feat is gained and cannot be altered once selected. Choices are: acid, cold, fire, lightning, poison, or thunder.

Morninglord's Mercy [Divinity]

Prerequisite: Channel Divinity class feature, must worship the Morninglord.

Benefit: You can evoke the power of your deity to use the *Morninglord's mercy*.

Channel Divinity:	Feat Power
Morninglord's Mercy	

The Morninglord offers you his mercy.

Encounter ♦ **Divine, Healing**

Immediate Reaction **Close burst 5**

Trigger: An enemy scores a critical hit on an ally

Target: One ally in range

Effect: You spend a healing surge but regain no hit points. The ally regains hit points as if they had spent a healing surge.

Special: You must take the Morninglord's Mercy feat to use this power.

Personal Resilience

Prerequisite: Caliban, wizard

Benefit: You gain Resist 5 to your own powers. This bonus only applies when caught in your own bursts, not when powers are reflected back at you.

At 11th level this increases to Resist 10. At 21st level this increases to Resist 15.

Potent Formula

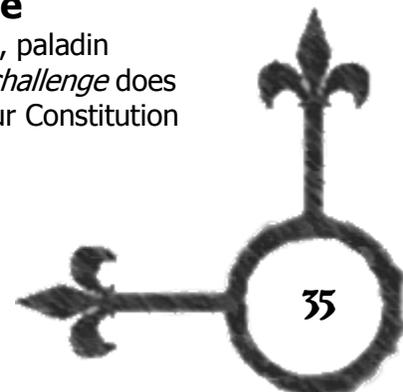
Prerequisite: Giomorgo, artificer

Benefit: When the target of your *resistive formula* ends the power's bonus they can also make an immediate saving throw.

Powerful Challenge

Prerequisite: Caliban, paladin

Benefit: Your *divine challenge* does extra damage equal to your Constitution modifier.



Powerful Spirit

Prerequisite: Caliban, shaman

Benefit: Your spirit companion can withstand additional damage equal to twice your Strength bonus before it disappears.

Precise Vengeance

Prerequisite: Giomorgo, rogue

Benefit: When you deal sneak attack damage to the target of your *curse of the blood* you can roll the sneak attack damage twice and take the preferred result.

Psychiatry

Prerequisite: Int 13, Trained in the Heal skill.

Benefit: You can use the Heal skill to treat mental illness. You can treat madness like a disease allowing an ally to recover from the final state of madness. You can also aid in the recovery of Sanity.

You also receive a +1 feat bonus to Heal and Insight checks.

For rules on Madness and Sanity, see JESTER'S 4E RULES PAMPHLET.

Pyrrhic Power

Prerequisite: Caliban, sorcerer

Benefit: While under the effects of *relentless rage*, as a free action you can sacrifice 4 hit points to deal 1d6 extra damage with your next attack.

Quick Blade

Prerequisite: Giomorgo, ranger, Two-Blade Fighting Style

Benefit: When wielding two light blades you can roll twice when making a basic melee attack. You can choose the preferred of the two rolls.

Raging Charge

Prerequisite: Caliban, barbarian

Benefit: When you make a charge attack while *relentless rage* is active you deal + 1[W] damage.

Redheaded

Prerequisite: Human, must be taken at 1st-level

Benefit: You have innate magical talent. Pick one cantrip from the wizard class features. You can use this as an at-will power.

Reincarnated

Prerequisite: Must be taken at 1st-level.

Benefit: You have knowledge from a past lives. Gain a +2 feat bonus to History skill checks.

You also gain a +1 bonus to all untrained knowledge checks (but not monster lore checks)

Resistant Rage

Prerequisite: Caliban, warden

Benefit: When you spend your second wind while using *relentless rage* and are no longer bloodied, you continue to benefit from *relentless rage* until the start of your next turn.

Running Challenge

Prerequisite: Giomorgo, paladin

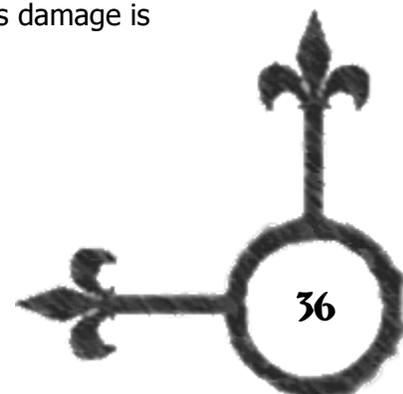
Benefit: If you do not engage the target of your *divine challenge* you have until the end of your next turn to engage it before the marked condition ends. Essentially, you only have to engage your target every other round.

Second Sight

Prerequisite: Wis 13

Benefit: You gain a +2 feat bonus to Perception checks against invisible creatures or those with the insubstantial keyword.

You also gain a +2 feat bonus to damage against creatures with the insubstantial keyword. This damage is not halved.



Sixth Sense

Prerequisite: Wis 13

Benefit: You can sense danger coming and are prepared for the unexpected. During a surprise round you gain an extra move action which you can take even if you are surprised. This extra action cannot be used for any powers.

You also gain a 1d4 - 1 bonus to Initiative to the first combat after an extended rest.

Spirit of the Mists

Prerequisite: Giomorgo, shaman

Benefit: Your spirit companion can pass through objects as if it had the phasing quality. Each encounter it can pass through a number of squares equal to your Intelligence modifier. If it ends its movement inside an object it disappears at the end of your turn.

Strong Pull

Prerequisite: Caliban, ranger, Archer Fighting Style

Benefit: Add one-half your strength modifier to the range of thrown and ranged weapons.

Sturdy Summons

Prerequisite: Caliban, invoker

Benefit: Your summoned creatures gain bonus hit points equal to your Constitution modifier.

Sudden Fury

Prerequisite: Caliban, avenger

Benefit: When your *oath of enmity* target bloodies you, you can use *relentless rage* as an immediate reaction.

Tenacious Soul

Prerequisite: Con 15

Benefit: You can fail an additional death saving throw before dying.

You also gain a +1 feat bonus on death saving throws.

Tribal Beast

Prerequisite: Giomorgo, druid

Benefit: When you use *wild shape* you do not need to drop held magical light blades when you use *wild shape*. You can also use any weapon properties of that weapon that affect only you or allies. The powers of magical weapons and offensive properties still cannot be used.

Additionally, you can use *curse of the blood* in beast form.

Unceasing

Prerequisite: Caliban, cleric

Benefit: When you are reduced to 0 or fewer hit points while your *relentless rage* is active, you can spend a healing surge as a free action before falling unconscious. *Relentless rage* expires normally.

Wrath of the Lawgiver [Divinity]

Prerequisite: Channel Divinity class feature, must worship the Lawgiver.

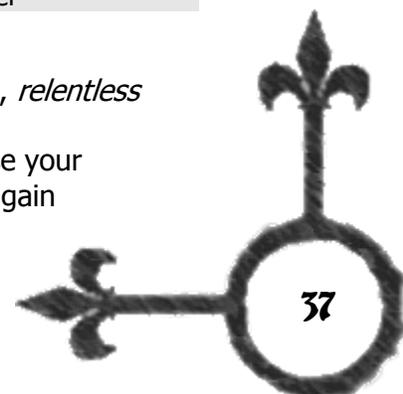
Benefit: You can evoke the power of your deity to use the *Lawgiver's wrath*.

Channel Divinity: Lawgiver's Wrath	Feat Power
<i>The Lawgiver grants you the power to strike at the unbelievers.</i>	
Encounter ♦ Divine, Healing, Weapon Immediate Reaction	Personal
Trigger: You are bloodied by an enemy's attack.	
Effect: You can make an immediate basic attack against the enemy that bloodied you. If your attack hits and deals damage, add your Wisdom modifier as extra damage.	
Special: You must take the Lawgiver's Wrath feat to use this power	

Unstoppable

Prerequisite: Caliban, *relentless rage* racial power

Benefit: When you use your *relentless rage* power you gain



temporary hit points equal to 3 + your Constitution modifier.

At 11th level the temporary hit points increase to 6 + your Constitution modifier. At 21st level it increases to 9 + your Constitution modifier.

Unrestrained Fury

Prerequisite: Caliban, *relentless rage* racial power

Benefit: When you use your *relentless rage* power you gain a +1 feat bonus to attack rolls.

Vendetta

Prerequisite: Giomorgo, *curse of the blood* racial power

Benefit: When you use your *curse of the blood* power you gain a +2 feat bonus to damage rolls against the target.

At 11th level, this bonus increases to +3. At 21st level it increases to +4.

Mixed Blood

Prerequisite: Giomorgo

Benefit: Your Vistana parents were from different tribes or you are the child of two giomorgo. You pick a second skill for your *tribal heritage* power.

You also receive a +2 racial bonus to saving throws against Charm effects.

PARAGON TIER FEATS

Freakish Durability

Prerequisite: 11th level, Caliban, *relentless rage* racial power, Unstoppable

Benefit: When you use *relentless rage* you gain Resist weapon damage 5 + your Constitution modifier weapon until the end of your next turn.

Improvisational Master

Prerequisite: 11th level, Str 15, Improvisational Fighter

Benefit: Treat improvised weapons as if they were one size large for damage.

You also gain a +1 feat bonus to attack and damage rolls with improvised weapons.

Leech Strength

Prerequisite: 11th level, Int 17, warlock, mist pact

Benefit: When you use your second wind, you can expend your *Mistshroud aura* as a free action and regain additional hit points equal to twice the aura's value.

Relentless

Prerequisite: 11th level, Caliban, *relentless rage* racial power, Unstoppable

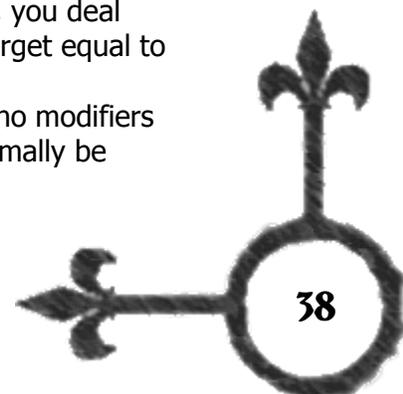
Benefit: When you use *relentless rage* you gain a +1 feat bonus to your Fortitude and Reflex defence.

Thousand Cuts

Prerequisite: 11th level, Giomorgo, Knife Fighter

Benefit: If you miss with a dagger during a melee attack and are not dealing damage with miss, you deal damage to your original target equal to your Dexterity modifier.

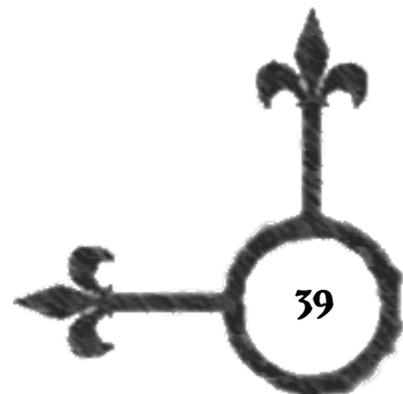
This damage receives no modifiers or bonuses that would normally be given to weapon damage.



Tribal Fighter

Prerequisite: 11th level, Giomorgo

Benefit: You gain +1 to attack rolls and +2 to damage rolls when there is another giomorgo within 2 squares.



Equipment

The *Ravenloft* Campaign Setting is more advanced than standard fantasy worlds. There are weapons and equipment found in the Land of the Mists unlike other common equipment.

WEAPONS

Most common weapons can be purchased in the Land of the Mists, dependant on the domain's level of culture.

In more advanced domains, heavier weaponry and armour is less common. The armies of the Western Core are typically only clad in cloth or leather

MELEE

Simple Melee Weapons

One-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Bayonet	+2	1d4	–	4 gp	2 lb.	Spear	Versatile
Cane	+2	1d6	–	4 gp	2 lb.	Mace	Off-hand, versatile

Military Melee Weapons

One-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Sword-Cane	+3	1d6	–	15 gp	2 lb.	Light blade	High crit

Improvised Melee Weapons

One-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Cleaver	n/a	1d4	–	–	2 lb.	Axe	–
Bottle	n/a	1d4	5/10	–	2 lb.	Club	–
Bottle, broken	n/a	1d4	–	–	1 lb.	Light blade	–
Hammer	n/a	1d6	–	–	4 lb.	Hammer	–
Hatchet	n/a	1d4	–	–	3 lb.	Axe	–

Two-Handed

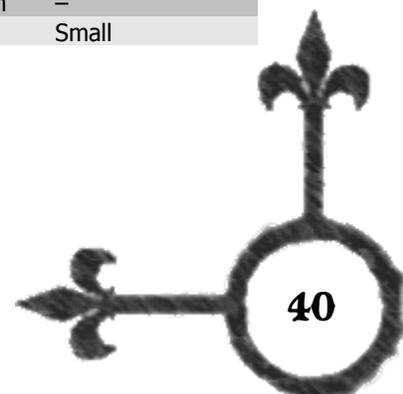
Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Hoe	n/a	1d8	–	–	4 lb.	Club, polearm	–
Pitchfork	n/a	1d8	–	–	4 lb.	Spear	–
Scythe	n/a	1d6	–	–	6 lb.	Heavy blade, polearm	High crit
Shovel	n/a	1d8	–	–	4 lb.	Club, polearm	–
Wood Axe	n/a	1d6	–	–	5 lb.	Axe	Small

armours, and favour light blades or firearms. Meanwhile, the Eastern Core is more chivalric and bulkier armours and heavy blades are still in vogue.

WEAPON GROUP

A new weapon group is found in the Land of the Mists. For more information on this and classes that can use the weapon group, refer to **Chapter 5: Lifestyle**.

Firearm: Firearms are ranged projectile weapons that fire pebbles or small metal balls.



RANGED

Military Ranged Weapons

One-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Pistol	+1	1d8	10/20	30 gp	2 lb.	Firearm	Load 2 minors
Pistol, Pocket	+1	1d6	6/12	35 gp	1 lb.	Firearm	Load 2 minors

Two-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Blunderbuss	+1	1d12	20/40	45 gp	5 lb.	Firearm	Load 2 minors, high crit
Carbine	+1	1d10	15/30	40 gp	4 lb.	Firearm	Load 2 minors, small, high crit

Superior Ranged Weapons

One-Handed

Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Parthian, Blade	+3	1d6	–	65 gp	4 lb.	Lightblade	
Parthian, pistol	+0	1d6	5/10	–	4 lb.	Firearm	Load 2 minors

WEAPON DESCRIPTIONS

Below are notes regarding the new weaponry described above.

Bayonet: A simple, short blade attached to a firearm. It allows a firearm to function as a spear in melee.

Blunderbuss: A large musket weapon with a wide conical barrel.

Carbine: A short-barrelled rifle, slightly too unwieldy to use one-handed.

Parthian: A blade with a pistol built into the hilt. The blade is typically a short sword or, occasionally, a rapier. The wielder chooses which weapon to attack with each turn. (If the blade is upgraded to a rapier increase the damage to 1d8, but a separate feat is required to use the rapier).

Pistols: A small, one-handed firearm. They were often used by women or in duels, and many were built to be concealed.

Sword Cane: A short blade concealed in a walking stick, which is designed to be wielded in the other hand.

Other Materials

In addition to silver, adventurers may wish to make their weapons out of a variety of other metals. Alternatively,

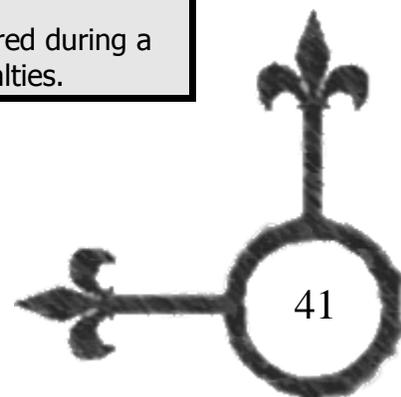
some domains are less advanced and steel weapons are rarer.

Weapons of unusual materials cost standard prices in lands where they are common. A bone longsword costs the standard price in a tribal culture. However, in primitive lands steel weapons might fetch a much higher price. Conversely, in lands with the standard level of development, bone weapons would sell for a fraction of the standard price. See the Culture Level section of the *Lifestyle* chapter for more information.

Repairing Weapons

Weapons of materials other than iron can be damaged by an unsuccessful strike. Depending on the material it might crack, chip, or dull.

- ◆ Damaged weapon suffers a -1 penalty to damage rolls.
- ◆ Repeated damage increases the penalty.
- ◆ This penalty can stack up to three times per tier.
- ◆ Weapons can be repaired during a rest, removing all penalties.



BONE

Weaponry carved from large animal bones or ivory.

- ◆ Bone weaponry suffers a -2 penalty to damage rolls.
- ◆ On the roll of a natural "1" a bone weapon cracks and must be repaired.

BRONZE

Weaponry forged from bronze, an alloy of copper and tin. While useful, it is not as hard as iron.

- ◆ Bronze weaponry suffers a -1 penalty to damage rolls.
- ◆ On the roll of a natural "1" a bronze weapon dulls and must be repaired.

COLD IRON

Cold iron is a poetic name for standard iron. It is pure iron and not alloyed with other metals. Typically, it is forged at a low heat and requires much physical strength.

- ◆ Cold Iron weaponry suffers a -1 penalty to damage rolls.

GOLD

Weaponry carved from solid gold. The metal is heavy and soft, making its use awkward.

- ◆ Gold weaponry suffers a -2 penalty to damage rolls.
- ◆ On the roll of a natural "1" a gold weapon dulls and must be repaired.

STONE

Weaponry carved from flint or other stone.

- ◆ Stone weaponry suffers a -1 penalty to damage rolls.
- ◆ On the roll of a natural "1" a stone weapon cracks and must be repaired.

ADVENTURING GEAR

With the advanced wonders of the Land of the Mists, adventurers have even more available gear.

Ammunition: Bullets are small lead or stone balls are used in firearms. Bullets themselves come in a tube or box. Each bullet must be preceded by black powder.

If the black powder is exposed to flame it ignites. If correctly positioned this results in an explosion that can cause damage (see the *Difficulty Class* and *Damage by Level* tables in the DUNGEON MASTER'S GUIDE).

Book, Blank: A bound book, ready for writing. This cannot be used for rituals.

Book, Knowledge: A printed book of information and facts.

This grants a +2 Item bonus to skill checks for a single knowledge skill, chosen at the time of purchase. This does not apply for monster knowledge checks.

Book, Lore: A printed book of myths and legends.

This grants a +2 Item bonus to skill checks for a monster knowledge checks for a single skill, chosen at the time of purchase. This does not apply for general knowledge checks.

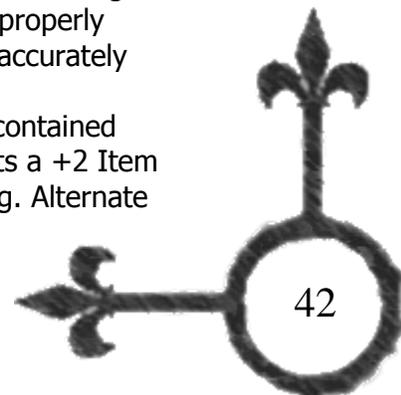
Book, Printed: A generic printed book. Often a novel or holy book.

Compass: A magnetized needle in a sealed container, this device always points north.

This grants a +2 Item bonus to skill checks related to navigation.

Clockwork: A mechanical device of gears and springs, typically powered by a turn-key. They can perform a single specific function or task if properly maintained. For example, accurately telling the time

Healing Kit: This kit contained medical supplies and grants a +2 Item bonus to stabilize the dying. Alternate



kits can be purchased that come equipped to treat disease.

Magnifying Glass: This convex allows small objects to be closely observed. It grants a +2 bonus to Perception checks when searching or examining objects or places.

Item	Price	Weight
Ammunition		
Black powder, keg (400)	35 gp	40 lb.
Black powder, flask (20)	2 gp	2 lb.
Bullets (20)	1 gp	2 lb.
Artisan Tools		
Book, Blank	10 gp	1 lb.
Book, Knowledge	30 gp	1 lb.
Book, Lore	40 gp	1 lb.
Book, Printed	15 gp	1 lb.
Compass	15 gp	–
Clockwork		
Grandfather Clock	350 gp	75 lb.
Pocket Watch	400 gp	–
Healing Kit	15 gp	2 b.
Magnifying Glass	10 gp	1 lb.

Magic Items

Objects imbued with arcane power are rare in the Mists, often carrying a price for their use. Many were not deliberately made, but are magical accidents with dark histories.

ARMOUR

Musketeer's Armour Level 3+

This light, studded armour is favoured by duilists and gunfighters.

Lvl 3 +1	680 gp	Lvl 13 +3	17,000 gp
Lvl 8 +2	3,400 gp	Lvl 18 +4	85,000 gp

Armour: Leather, Hide

Enhancement: AC

Property: Resist 5 against ranged weapon attacks.

Level 13 or 18: Resist 10 against ranged weapon attacks.

Talon Armour Level 2+

Decorated with deadly winged-animals, this dark plate is worn by Falkovnian Talon soldiers.

Lvl 2 +1	520 gp	Lvl 12 +3	13,000 gp
Lvl 7 +2	2,600 gp	Lvl 17 +4	65,000 gp

Armour: Plate

Enhancement: AC

Property: Gain an Item bonus to Intimidate checks equal to the armour's enhancement bonus.

Power (Daily): Minor Action. Until the end of your next turn, this armour has no speed or skill check penalties.

WEAPON

Ba'al Verzi Level 9+

Legend says this grim dagger cannot be sheathed until it has tasted blood.

Lvl 9 +2	4,200 gp	Lvl 19 +4	105,000 gp
Lvl 14 +3	21,000 gp	Lvl 24 +5	525,000 gp

Weapon: Light Blade

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus, or +1d8 per plus if you have combat advantage

Power (Daily): Minor Action. You can make an immediate Stealth check as if you had total concealment. This lasts until the end of your next turn.

Ezra's Blade Level 17+

This longsword is sacred to the followers of Ezra.

Lvl 17 +4	6500 gp	Lvl 22 +5	325,000 gp
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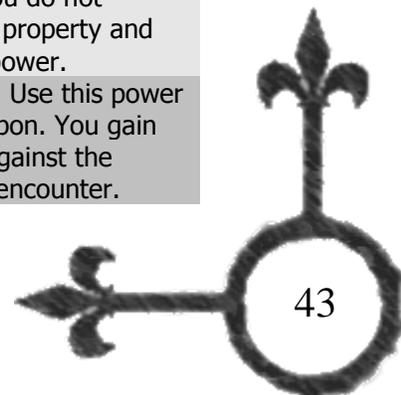
Weapon: Heavy Blade

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: If you worship Ezra you can use this weapon as a holy symbol. It adds its enhancement bonus (but not its proficiency bonus) to attack rolls and damage rolls when used in this manner. If you do not worship Ezra you do not benefit from this weapon's property and cannot use this weapon's power.

Power (Daily): Free Action. Use this power when you hit with the weapon. You gain +1 bonus to all defences against the target until the end of the encounter.



Fey-forged Level 3+

Forged as a weapon against creatures from Faerie, it is the bane of the Fair Folk.

Lvl 3	+1	680 gp	Lvl 13	+3	17,000 gp
Lvl 8	+2	3,400 gp	Lvl 18	+4	85,000 gp

Weapon: Any

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus, or +1d10 damage per plus against fey

Power (Daily): Minor Action. Until the end of your turn, your next attack with this weapon against a fey creature gains a +2 power bonus to the attack roll. If the target has regeneration, this does not function on its next turn.

Heartseeker Spear Level 9+

A lengthy stake, this weapon aims itself directly at the heart of the undead.

Lvl 9	+2	4,200 gp	Lvl 19	+4	105,000 gp
Lvl 14	+3	21,000 gp	Lvl 24	+5	525,000 gp

Weapon: Spear

Enhancement: Attack rolls and damage rolls

Critical: +1d6 radiant damage per plus, or +1d8 per plus against undead

Power (Daily): Free Action. Use this power when you hit an undead with this weapon. The target is knocked prone and immobilized (save ends both). If the target is a vampire they take a penalty to the saving throw equal to the plus of the weapon.

Limitless Ammunition Level 4+

This firearm loads faster than you can shoot.

Lvl 4	+1	840 gp	Lvl 14	+3	21,000 gp
Lvl 9	+2	4,200 gp	Lvl 19	+4	105,000 gp

Weapon: Any ranged

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: This weapon never needs to be reloaded.

Power (Daily): Minor Action. Until the start of your next turn, attacks with this weapon ignore an amount of resistance equal to twice the weapon's enhancement bonus. The resistance ignore is chosen when this power is activated.

Rapidfire Level 2+

This firearm loads faster than you can shoot.

Lvl 2	+1	520 gp	Lvl 12	+3	13,000 gp
Lvl 7	+2	1,800 gp	Lvl 17	+4	65,000 gp

Weapon: Any firearm

Enhancement: Attack rolls and damage rolls

Critical: +1d6 damage per plus

Property: Reloading this weapon is a free action.

Viperbite Level 5+

A thin envenomed blade, this weapon pierces flesh like the fangs of a serpent.

Lvl 5	+1	1,000 gp	Lvl 15	+3	25,000 gp
Lvl 10	+2	5,000 gp	Lvl 20	+4	125,000 gp

Weapon: Light Blade

Enhancement: Attack rolls and damage rolls

Critical: +3 ongoing poison damage per plus (save ends)

Power (At-Will♦Poison): Free Action. All damage dealt by this weapon is poison damage. Another free action returns the damage to normal

Power (Daily♦Poison): Free Action. Use this power when you hit with the weapon. The target takes an extra 1d6 poison damage and 5 ongoing poison damage (save ends).

Level 15 or 20: 2d6 poison damage and ongoing 10 poison damage.

IMPLEMENTS

Icon of the Eternal Order Level 4+

Enchanted by the minions of Azalin Rex, this bears symbols of death.

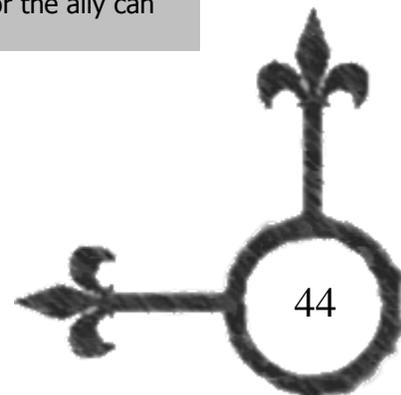
Lvl 4	+1	840 gp	Lvl 14	+3	21,000 gp
Lvl 9	+2	4,200 gp	Lvl 19	+4	105,000 gp

Impliment (Holy Symbol)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 necrotic damage per plus

Power (Daily♦Healing): Immediate Reaction. You can use this power when you or one of your allies within 5 squares is hit by a critical hit. You or the ally can spend a healing surge.



Orb of Augmentation Level 3+

Sealed within the smoked-glass is the preserved brain of a spellcaster.

Lvl 3	+1	680 gp	Lvl 13	+3	17,000 gp
Lvl 8	+2	3,400 gp	Lvl 18	+4	85,000 gp

Impliment (Orb)

Enhancement: Attack rolls and damage rolls

Critical: +1d6 per plus

Property: Gain an Item bonus to Arcana checks equal to the item's enhancement bonus.

Power (Daily): Minor Action. You can swap out a prepared spell for a different spell in your spellbook. The new spell must be of equal or lower level.

ARM SLOT ITEMS

Talon Bracers Level 4+

These Falkovnian braces cannot be removed once they are put on.

Lvl 4	840 gp	Lvl 24	525,000 gp
Lvl 14	21,000 gp		

Item Slot: Arms

Power (Daily): Immediate Interrupt. Use this power when you are hit by an area or close attack, Reduce the damage dealt by 5.

Level 14: Reduce damage by 10.

Level 24: reduce damage by 15.

NECK SLOT ITEMS

Amulet of the Beast, Ivory Level 10+

This cursed amulet allows one to transform into a feral beast.

Lvl 10	+2	5,000 gp	Lvl 20	+4	125,000 gp
Lvl 15	+3	25,000 gp	Lvl 25	+5	625,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily♦Polymorph): Minor Action. Until the end of your next turn you change shape into a humanoid anima, similar to a lycanthrope. Gain resist 5 to all damage except silver weapons and a +2 Item bonus to speed.

Level 15 or 20: Resist 10 to all damage except silver weapons

Level 25: Resist 15 to all damage except silver weapons

Amulet of the Beast, Silver Level 5+

This allows a cursed individual to function normally.

Lvl 5	+1	1,000 gp	Lvl 15	+3	25,000 gp
Lvl 10	+2	5,000 gp	Lvl 20	+4	125,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: You ignore the effects of a single disease or curse of a level equal or lower than the amulet.

Ankh of Life Level 8+

Crafted by the Vistani, this necklace wards away the evil eye.

Lvl 8	+2	3,400 gp	Lvl 18	+4	55,000 gp
Lvl 13	+3	17,000 gp	Lvl 23	+5	425,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: Gain an Item bonus to death saving throws equal to the ankh's enhancement bonus.

Cajar Talisman, Evil Eye Level 4+

Crafted by the Vistani, this necklace wards away the evil eye.

Lvl 4	+1	840 gp	Lvl 14	+3	21,000 gp
Lvl 9	+2	4,200 gp	Lvl 19	+4	105,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: You gain a bonus to saving throws against Charm and Fear effects equal to the talisman's enhancement bonus.

Cajar Talisman, Moonstone Jewellery Level 10+

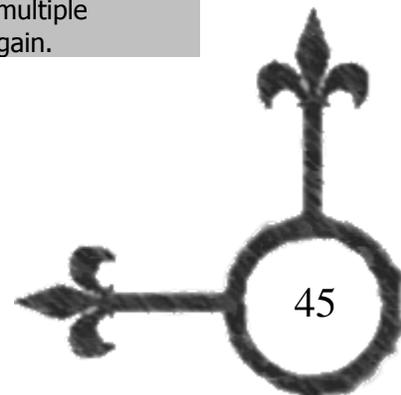
Sought after by arcane casters, this Vistani item is rumour to wax and wane in power with the moon.

Lvl 10	+2	5,000 gp	Lvl 20	+4	125,000 gp
Lvl 15	+3	25,000 gp	Lvl 25	+5	625,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily): Free Action. You regain an arcane implement's encounter power gained from a class feature, such as *orb of imposition*. If you can use multiple implements, pick one to regain.



Wolfspaw **Level 7+**

The actual paw of a wolf, stuffed with belladonna and other arcane herbs.

Lvl 7 +2 2,600 gp Lvl 17 +4 65,000 gp
Lvl 12 +3 13,000 gp Lvl 22 +5 325,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Power (Daily): Minor Action. Until the end of your next turn, natural beasts considered squares adjacent to you to be difficult terrain.

Sustain Move: The power remains in effect.

Soul Searcher Medallion **Level 21+**

This smoky glove is suspended on a fine, silver chain. This medallion is rumoured to be able to bend the laws of the land and reveal the true nature of people.

Lvl 22 +5 325,000 gp Lvl 27 +6 1,625,000 gp

Item Slot: Neck

Enhancement: Fortitude, Reflex, and Will

Property: Gain an Item bonus to Perception checks equal to medallion's enhancement bonus

Power (Daily): Minor Action. Until the end of your turn you see invisible creatures. You also get to make an immediate saving throw against any effect with the Illusion keyword.

RINGS**Fraternal Ring** **Level 19**

This silver ring is of two intertwined asps with a black onyx in their mouths.

Item Slot: Ring 105,000 gp

Property: Gain a +1 Item bonus to Arcana, Perception, and Stealth checks

Power (Daily♦Zone): Standard Action. Create a zone of darkness (close burst 3) that lasts until the end of your next turn, blocking line of sight.

If you've reached at least one milestone today, the effect lasts until the end of the encounter instead.

WONDROUS ITEMS**Mesmerist's Chain** **Level 20**

You spin the chain, moving it slowly in front of your target. The bauble on the end sparkles in the light reflecting in its eyes.

Wondrous Item 125,000 gp

Power (Daily♦Charm): Standard Action.

Make a ranged attack: Ranged 2; Charisma +4 vs. Will; on a hit the target is dominated until the end of your next turn. *Sustain minor:* Repeat the attack. On a hit, the target remains dominated.

Pocketwatch of Time **Level 25**

You quickly open your watch and press the extra button. Around you the world slows down as time pauses.

Wondrous Item 625,000 gp

Power (Daily): Minor action. You gain an extra turn and are able to take additional standard, move, and minor actions.

You cannot use this extra turn to attack other creatures.

Reference Book **Level 9**

No matter how many pages you flip, this book always seems to have more and contains all the knowledge of a large library.

Wondrous Item 4,200 gp

Power (At-will): Standard Action. Gain a +4 Item bonus to a knowledge or monster knowledge check that you make this turn.

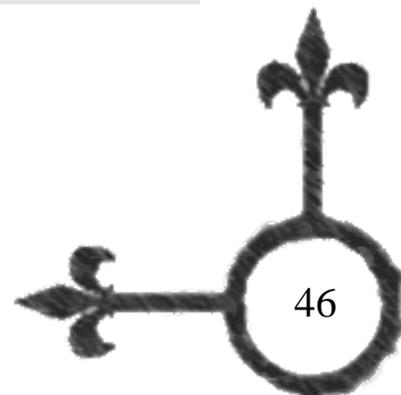
Servant Candle **Level 2**

This small candle hovers along beside you, floating under its own power.

Wondrous Item 520 gp

Property: This candle remains stationary until you move 3 squares away from it. It then moves at your base speed until it is adjacent to you. The candle can only follow and you cannot command it to move on its own.

The candle sheds light as a normal item of its type.



Stopwatch Level 11

With this enchanted pocketwatch you rewind time and gain a second chance to influence events.

Wondrous Item 9,000 gp

Power (Daily): Minor action. You undo any actions you have made this turn. You can then act normally.

All actions used in your turn are restored with the exception of the action used to activate the item. Action points spent in the turn are also restored unless used to activate the item. Any powers used since the beginning of your turn are regained and any damage or conditions are reversed.

Tarokka Deck Level 7

This deck of 54 cards is used in fortune telling.

Wondrous Item 2,600 gp

Property: While using this deck, any skill check you make as part of a divination ritual gains a +2 Item bonus.

Special: You can use a *tarokka deck* as a focus in divination rituals (such Fortune Telling). The value of the *tarokka deck* must meet the focus cost requirement of the ritual, as normal.

Tome of Answers Level 14

Touching the cover of the book you whisper your question. Opening the book you see words beginning to be written across the page answering your question.

Wondrous Item 21,000 gp

Power (Daily): Standard action. The item grants you the answer to a single direct question. The book answers questions literally, to the best of its interpretation. It cannot offer advice or judgment, nor can it answer any question related to morality or ethics. The tome only knows common knowledge and cannot reveal secrets or solve mysteries.

The tome functions similar to the *Consult Mystic Sages* ritual and cannot answer any question beyond the abilities of that ritual.

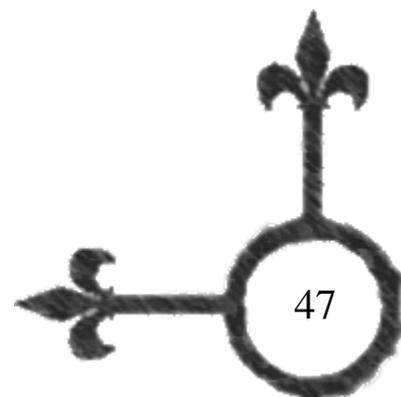
Witch-finder Compass Level 9

The needle on this compass points towards those who practise the arcane arts.

Wondrous Item 4,200 gp

Property: The compass points directly at the nearest target that uses the arcane power source, or has the fey or shadow origin.

However, the compass does not point towards creatures with the shapechanger subtype or using a power with the Polymorph keyword unless they wish it.



POTIONS

Zombie Blood

Level 15

This liquid looks putrid but is both odourless and tasteless.

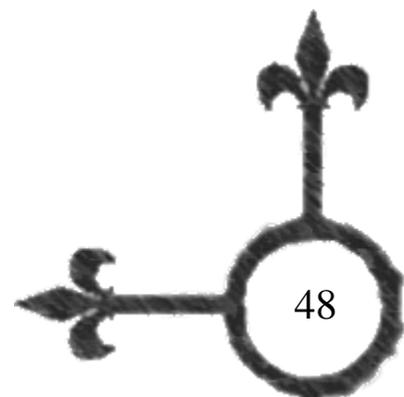
Potion 1,000 gp

Power (Consumable♦Charm): Minor Action. Drink this potion and become subservient to the brewer.

A living being that drinks this potion is dominated and is considered to have the undead keyword (save ends both).

Saving throws against this effect are made after an extended rest not at the end of a turn. This does not including saving throws granted by others.

When this potion is brewed, the creator must spend a healing surge which is not regained until after the effects of the potion end.



The Land of the Mists, being different from other worlds, has additional rules that define its nations. There are also thematic differences that also require variant rules.

CULTURE LEVEL

Not every nation in the Land of the Mists has the same level of advancement. Some lands never outgrew flint tools while others were forced backwards through repression or harsh situations. Other lands are far in the advance of standard fantasy lands, having mastered firearms and clockwork mechanisms.

The relative advancement of a nation is reflected in its *Culture Level*, a rank between 1 and 5 that determines its approximate technology.

Culture Level is an approximate guide reflecting the majority of the population and current situation. Some domains might have ruins or rare goods of a vastly different culture level. Even Medieval domains might have a rare genius that is at the cusp of a great discovery.

RANKING

Below are the five CL ranks organized from least to most advanced.

CL 1 – Stone Age: Stone Age cultures are the lands that are barely civilized. People of this CL typically use stone and obsidian tools and weapons, although there is much use of bone and wood. Despite the name, most tools and homes involve wood or bone, but little of this survives to later generations.

Most Stone Age weaponry is clubs, daggers, slings, and spears. Armour is typically animal hide or scraps of leather.

Examples of Stone Age lands include the many goblin and goblin tribes. Much of Verbrek's population is firmly in this age.

CL 2 – Bronze Age: The beginnings of enlightenment and culture emerge with bronze, a metal tied to the oldest armies and nations.

Bronze Age lands are less superstitious and often pride themselves on their superiority to less developed neighbours. There are often systems of measurement and sophisticated mathematics.

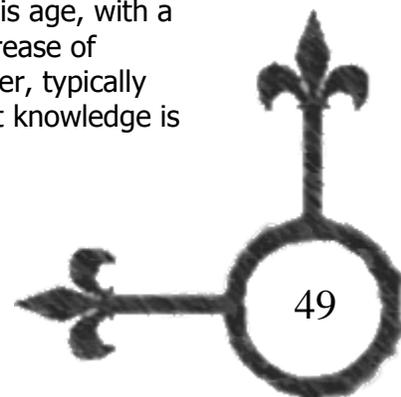
In nations still in the Bronze Age language is beginning to spread, with pictographs preserved on clay tablets or on bound reed pages.

Examples of Bronze Age lands include the Amber Wastes, Vorostokov, and the folk of Zherisia.

CL 3 – Iron Age: With the booming art of iron metallurgy, cultures now have complicated systems of government – often feudal – with codified laws, a simplified alphabet, and coins for currency.

The first libraries are built, there is standardized medicine, and time is often measured through sundials or hourglasses. Iron Age communities are not bound to fertile areas but can shape the land to suit the people's needs, building canals, sewers, and irrigation. Roads of superior quality allow the easy trade of goods and the security of travelers.

Many cultures experience a lengthy period of decline during this age, with a loss of knowledge and increase of superstition. Although paper, typically used in scrolls, means that knowledge is seldom completely lost.



Examples of Iron Age lands include Barovia, Invidia, Kartakass, Sri Raji, Tepest, and Valachan.

CL 4 – Medieval Age: This age is marked with the construction of castles and gothic architecture. In many ways, this is the default CL of the *Dungeons & Dragons* game.

This age is noted for the introduction of the longbow and mounted knights. Although, there are also the first medical schools, block printing, eyeglasses, and merchant guilds. Travelers rely on the compass in place of the stars and explorers reach far lands.

Examples of this Age are Borca, Darkon, Falkovnia, Nova Vassa, and the Shadowlands,

CL 5 – Renaissance: The peak of culture by the Mists' standards. Renaissance cultures have moved away from heavy swords and armour to lighter arms, and have revolutionized warfare with the introduction of the cannon and other firearms.

Mechanical clockworks are invented and refined, beginning as large pieces atop buildings or substantial pieces of furniture. By the end of this era watches are small enough to fit a pocket. Doctors understand the basics of infection and communicable disease, along with superior anatomy and surgical methodology.

The invention of movable type creates a revolution as knowledge and books suddenly become available for all. New worlds of art and philosophy spread creating a vast new generation of intellectuals.

Examples of Renaissance domains include Dementlieu, Lamordia, Mordent, Paridon, and Richemulot.

BUYING GOODS

While trade routes have opened up the availability of goods across the lands it is still difficult purchasing advanced

goods. In some lands, such as Falkovnia, the State limited the flow of goods preventing advanced weapons to cross the border. Other realms are separated by distance and the Mists, which cut off trade.

Each difference in CL increases the cost of the item by 50%. Buying a greatsword or plate armour in Mordent is more expensive, as is purchasing a pistol in Nova Vassa.

If there is more than two levels between the lands the good is impossible to purchase through normal channels. It must be specially made or ordered in at great cost. For example, buying a carbine in Har'Akir or a stone dagger in Darkon.

FIREARMS

Modern lands have developed new weapons known as *firearms*. These use explosive black powder to launch a small projectile at impressive speeds.

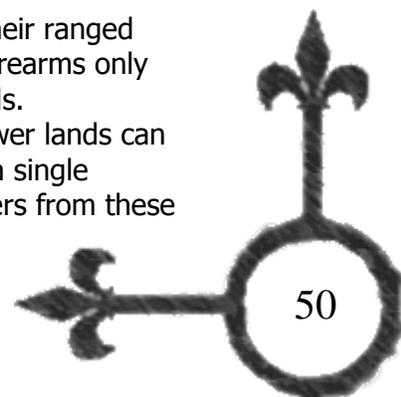
Firearms are surprisingly easy to use, but difficult to build and maintain and still relatively expensive. Only lands with CL 5 have artisans that can build or repair a firearm, although neighbouring lands often sell them.

Most firearms are *snaplock* weapons, where a spring-powered hammer forces a piece of flint against steel. Although, some older models are *matchlocks* while newer versions are known as *flintlocks*.

Proficiency: Characters from CL 4 or 5 domains can replace their class' normal choice of ranged weaponry with firearms. For example, they would not be proficient with the longbow or crossbow, but would be proficient with the blunderbuss.

Rogues who replace their ranged weapon proficiency with firearms only gain proficiency with pistols.

Those from CL 3 or lower lands can purchase a proficiency in a single firearm normally. Characters from these



lands treat firearms as a superior weapon.

BACKGROUND

The country or region a character is from has an influence on them. One cannot always escape their origin.

Character backgrounds can be seen in *Dragon Magazine #366* and PLAYERS HANDBOOK 2. They offer a small benefit, typically a skill bonus or the like.

Below are regional backgrounds for characters native to the Land of the Mists. Players can also select backgrounds from *Dragon Magazine* if they wish, and a number are particularly appropriate. Alternatively, PCs not native to the Mists can choose a background from another campaign setting (such as the EBERRON PLAYER'S GUIDE or the FORGOTTEN REALMS PLAYER'S GUIDE).

Characters can only have a single background. Backgrounds typically apply to the nation a character was raised (or born) in, not where they live. If a character moves their background does not change.

AMBER WASTES

"I am used to the hot caress of the desert sun across my face and the endless sands across my feet."

You come from a dry, desolate cluster and have been raised under sweltering heat in a deeply religious environment, including both the lands of Har'Akir and Pharazia. Your gods are unknown and unfamiliar to much of the Core, as are your mannerisms. However, you are accustomed to great heat and long stretches of time without fresh water.

Benefit: You gain a +5 bonus on Endurance checks to ignore thirst; add Religion to your class skill list, and you gain a +2 bonus to Religion checks.

BLUETSPUR

"While my people have long since fled from our blasted homeland, we retain the scars of our life there, although they do not always mar our frames."

You come from the inhospitable island of Bluetspur, although most of your folk have long since fled to other lands in the Core, especially southern Barovia. After unspeakable years under the rule of unmentionable beings your mind has grown strong and flexible.

Benefit: You gain a +2 bonus to Initiative checks, and a +2 bonus on saving throws against fear and illusion effects.

THE CARNIVAL

"Come one, come all! See the greatest show in the Core. Witness sights that will astound and spectacles that will amaze!"

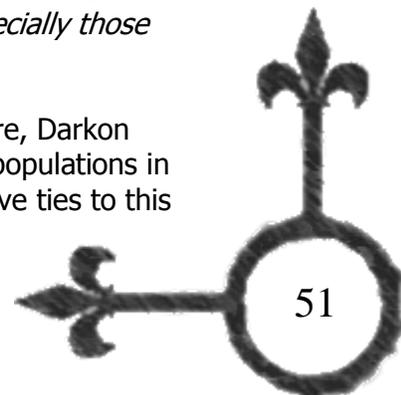
You may have been born elsewhere, but you were raised in Isolde's travelling Carnival. You are uncertain how the Carnival attracts so many odd people or how it moves unmolested between lands, but it does. Like many at the Carnival, you have been subject to the Twisting and excel at something.

Benefit: Pick one physical skill (Acrobatics, Athletics, Endurance, or Stealth) to be your speciality. Once per day you can reroll a skill check of your speciality. You must keep the second roll even if it's worse.

DARKON

"Our lord and king is Azalin Rex who has long protected our nation from threats internal and external, especially those from the Pale."

The largest land in the Core, Darkon boasts one of the largest populations in the Mists. Many people have ties to this



land and have ancestors that originally hail from here. The land is said to border close to the Pale – the realm of the dead – and you are unnaturally tolerant of its energies.

Benefit: You gain resist 4 necrotic. This increases to resist 7 at 11th level, and resist 10 at 21st level.

You also know Draconic as an additional language.

EASTERN CORE

"The tenants of the Lawgiver were taught to me at a young age, as were the laws of the land."

You hail from Nova Vaasa, Kartakass, or Hazlan. Despite the wide variance in these land's cultures they share a similar language and background. All three lands have strong cultures of faith, be it the Lawgiver or the Ancestral Choir.

Benefit: You gain an additional language of your choice; add Religion to your class skill list, and you gain a +2 bonus to Religion checks.

FALKOVNIA

"The king-further commands us and we must obey, or join the other traitors on the pikes!"

The militant land of Falkovnia is your home and you have felt its rigors all your life. All the natives bear the hawk brand on their forehead, forever marking them. Few neighbouring lands trust those bearing the brand. The rule of Drakov is not tolerant of frailty: the weak do not long survive.

Benefit: Add Endurance to your list of class skills, and gain a +1 bonus to Endurance checks.

You gain an additional 3 hit points at character creation. At 11th level this increases to 6 hit points, and at 21st level it increases to 9 hit points.

FEY LANDS

"Oh those curious mortals. Forever scurrying around fretting about this and that then dropping dead just when they were getting started."

The dark, forested lands of Sithicus or the Shadow Rift are your home, or you might have been raised in the rough hills of Keening. The Fey have been a constant influence on you, if you are not one of their immortal blood. The lands of your birth are inherently magical and inconstant; you are accustomed to the strange or seemingly impossible.

Benefit: When you spend an action point you can roll an immediate saving throw against a charm effect.

FROZEN REACHES

"There is always snow on the ground here. Even in spring and summer it never completely goes away."

You call the perpetually frigid lands of Vorostokov or Sanguinia home. Rugged, mountainous, and stormy, the land is unforgiving to the unprepared or foolhardy. Being raised in this Cluster, you are hardened against cold weather and limited food.

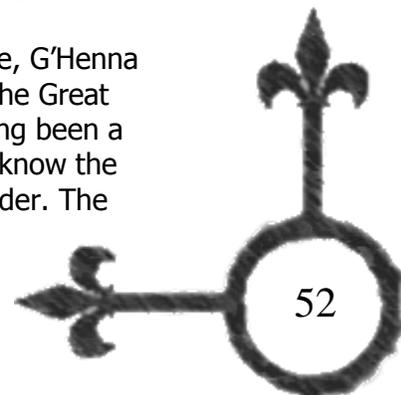
Benefit: You gain resist 4 cold, and a +5 bonus to Endurance checks to resist hunger.

At 11th level, your resistance increases to 7. At 21st level it improves to 10.

G'HENNA

"This dry and every hungry land of G'henna. Our long suffering land has been ravaged by fiend and beast alike."

Formerly a land in the Core, G'Henna has been an Island since the Great Upheaval. The land has long been a theocracy and few do not know the teachings of its clerical leader. The



ground of G'Henna is not particularly fertile and much of the harvest is claimed by the Church, so you are accustomed to an empty belly.

Benefit: You gain a +5 bonus on Endurance checks to ignore hunger; add Religion to your class skill list, and you gain a +2 bonus to Religion checks.

HEARTLANDS

"Barovia, both the nation and the village, are almost the centre of the Core. We are the land."

You hail from Barovia, Tepest, Forlorn, or the rural areas of Borca. Your home was likely a small village, often in steep mountains or heavy forest. You come from a superstitious people who fear the dark and lock their doors after dark. Their tales and stories are well known and there are few unnatural creatures you have not heard something about.

Benefit: Once per encounter you can reroll an Arcana check, you must keep the second roll even if it is worse.

You gain a +1 bonus to Initiative.

LAMORDIA

"I place my faith in science and knowledge not hocus pocus or myths. The world is a rational place."

The north-western land of Lamordia is your homeland. It is a blustery, frozen nation prone to heavy winter storms and windy summers. A land of rationality, you were likely raised with a formal education and taught the latest of theories. Even if you are among the few uneducated you were still taught to trust your mind and not let your other senses fool you into believing the impossible.

Benefit: Add one knowledge skill of your choice to your class skill list and gain a +1 bonus to checks with that skill.

You gain a +2 bonus to saving throws against illusion effects.

MISTED WOODS

"The woods are not to be feared. The trees will never hurt you. It is the animals in woods that you must be terrified of."

The sparsely populated lands of Valachan, Verbrek, or Invidia are where you hail from. You are at home in the woods and have spent much of your life out of doors. Even those in the small cities of Invidia are aware of the woods that press against their homes and know of its dangers.

Benefit: Add Nature to your class skill list, and you gain a +2 bonus to Nature checks.

You gain a +1 bonus to Initiative.

NIGHTMARE LANDS

"I see what is before me and believe in what my eyes tell me."

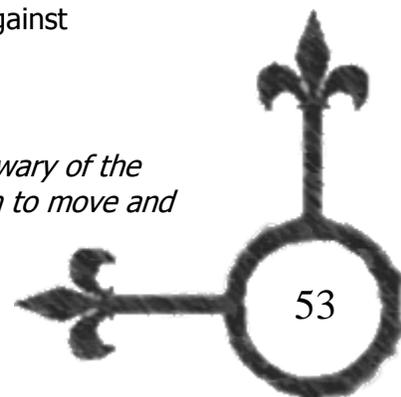
Deep in the Nocturnal Sea is the dream-touched Nightmare Lands. It is inhabited by the aboriginal Abber, a nomadic people who only believe in what they can currently see and doubt the existence of anyone or anything not present. The Abber are also unusual in that they do not dream. A few rare others live in this strange, impermanent land, typically inhabitants of the city of Nod.

Benefit: You gain resist 2 psychic. This increases to resist 3 at 11th level, and resist 5 at 21st level.

You gain a +2 bonus to saving throws against illusion effects, and a +2 bonus to Insight checks against Madness.

NOCTURNAL SEA

"One quickly learns to be wary of the sea. The islands in it seem to move and



you can never see the stars to navigate. The water keeps its secrets."

You hail from one of the islands in the eastern sea such as Liffe or Graben Island. You likely had a hard and rustic life on one of the storm-battered islands and might have spent your youth fishing or tending a herd. You have been well-tempered by the damp, cold winds and long, harsh winters of islands.

Benefit: You gain a +5 bonus on Endurance checks against cold-based extreme weather. Add Endurance to your class skill list and gain a +2 bonus to Endurance checks.

NOSOS

"The sky may be dark and foul, but it is home. And really, what have trees done for anyone?"

You are originally from the urban sprawl that is Nosos, a dark and polluted land of unchecked industrialization. You have spent your life amongst forests of smokestacks, continually breathing thick, dark plumes. While you know little of nature and the wilds, you are resistant to disease and toxins.

Benefit: You add Endurance to your list of class skills and gain a +2 bonus to Endurance checks.

You gain a +2 bonus on saving throws against poison effects.

ROKUSHIMA TAIYOO

"I do not hold to the honourless ways of you western devils. I follow the orders of my lord to not disgrace my family."

Deep in the Mists is the island chain of Rokushima Taiyoo, considered exotic by the people of the Core. Your culture is one of fealty and personal honour; you have been well-trained in the art of speaking and manners and are

inherently averse to actions that would result in dishonour.

Benefit: Add Diplomacy to your list of class skills, you gain a +2 bonus on Diplomacy checks, and you gain a +2 bonus on saving throws against charm effects.

SEA OF SORROWS

"The sea holds many dangers from sudden storms to pirates and worse. You never know where death is coming from or which day might be your last."

You were born or raised on an island in the western sea such as Blaustein or Ghastria. You have spent much of your life by the sea or on the waves themselves. You have learned to think quickly and know how reacted to danger.

Benefit: At character creation you can choose to use either your Dexterity or your Intelligence for Initiative. Once selected, this cannot be changed at a later time.

SHADOWLANDS

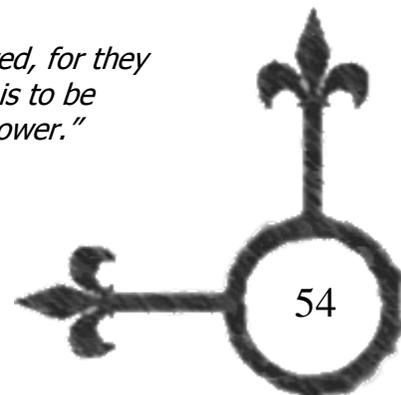
"We give praise to Belenus and our knight protector and are thankful for the knowledge of the light."

The wide, hilly land of Nidala is your birthplace, ruled by the benevolent but merciless Elena Faith-hold. It is unwise to be seen as corrupt or a blasphemer and you have learned to read the moods of others while veiling your own.

Benefit: Add Bluff and Insight to your class skill list, and gain a +2 bonus on Bluff and Insight checks.

SOURAGNE

"The loa are to be respected, for they are powerful. The swamp is to be respected, for it too has power."



The marshes and plains of the island of Souragne are your home. You have been raised in this hot, humid land, either as one of the wealthy elite or as a poor servant. Regardless of your class, the hazards of the swamp have hardened you against minor infections and toxins.

Benefit: You gain an additional language of your choice.

You gain a +2 bonus on saving throws against poison effects, and a +2 bonus on Endurance checks against disease.

VECHOR

"The only constant in our land is change... and sometimes I doubt even that."

You are an inhabitant of the land on the far side of the Nocturnal Sea, ruled by the mad elf Essan whose mark you bear on your head. The land is ever-changing and shifting dependant on the mood of its ruler. You are accustomed to change and know well the fluidity of reality and your mind is hardened against assault.

Benefit: You gain resist 2 psychic. This increases to resist 3 at 11th level, and resist 5 at 21st level.

You gain a +2 bonus to saving throws against illusion effects, and a +2 bonus to Insight checks against Madness.

VERDUROUS LANDS

"I am familiar with city and jungle, river and sea, man and beast."

The steaming jungles and wildernesses of the Verdurous Lands is your home, typically the streets and bazaars of Sri Raji. You are familiar with the dangers of the wilds, especially the beasts of the neighbouring Wildlands. To survive in the jungles one must be

strong and fit; nature is not cruel, it is merely heartless.

Benefit: Add Nature and Athletics to your list of class skills, and gain a +2 bonus on Nature and Athletics checks.

WESTERN CORE

"We are not the only civilized people in the Core, but we are the only ones that matter."

The signing nations of the Treaty of Four Towers are your home: Mordent, Dementlieu, and Richemulot as well as a few of the urban centres of Borca. You were either born into the luxuries of upper-class society or the poor servitude of the lower ranks. Those of the nobility are versed in the language of flattery and compliments while those of the gutters know how to avoid notice and get what they need.

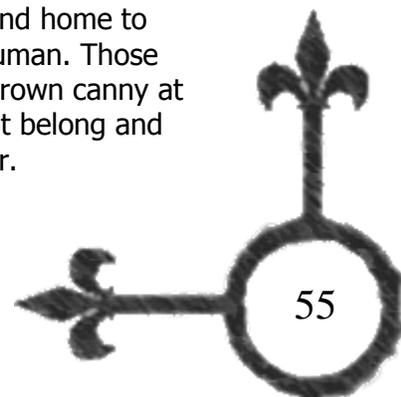
Benefit: If you were born to the upper-class, add High Mordentish to your list of languages known. You add Diplomacy to your class skills, and gain a +2 bonus on Diplomacy checks.

If you were born into the lower-class, add Low Mordentish to your list of languages known. You add Stealth and Thievery to your list of class skills, and gain a +1 bonus on Stealth and Thievery checks.

ZHERISIA

"The city of Paridon is arguably the largest and greatest city in the Mists. If you cannot find it here it is simply not worth having."

The isolated city of Paridon is all that is left of the nation of Zherisia. It is an urban island in the Mists and home to many dangers that look human. Those raised in its streets have grown canny at detecting those that do not belong and spotting unusual behaviour.



Benefit: You gain an additional language of your choice.

Once per encounter you can reroll an Insight check, but you must take the results of the second roll even if it is worse.

Religion

There are a number of disparate faiths in the Land of the Mists. Each land has its own preferred faith or state church.

Below are the most common faiths, but this is by no means comprehensive.

BELENUS

A god of sun and fire, Belenus is the primary god in Tepest and the Shadowlands. Followers seek to root out and destroy evil and those corrupted by evil.

Domains: Justice, protection, sun

ETERNAL ORDER

The state religion of Darkon, the Eternal Order pays homage to the dead and their lords. After the Requiem this faith began to crumble and its ardent followers long for the old days.

The Eternal Order is dark faith that is unsuitable for PCs with the divine power source.

Domains: Death, fate, undeath

EZRA

The Home Faith dominates Borca and appoints anchorites to defend its faithful. The faith has spread out to Mordent, Dementlieu, and Darkon. The four different sects have slight variations on teachings and who deserves protection.

Domains: Change, life, protection.

HALA

The mystic witches of Hala who have been taught the secrets of the *weave*. They are a secretive order that is often persecuted but still offer rest and healing to those who need it.

Domains: Arcana, moon, wilderness

LAWGIVER

The hard and inflexible faith of Nova Vassa and Hazlan. It maintains the divine right of kings to rule and keeps social classes and races from intermarrying. The faith rewards obedience and serving ones role.

Domains: Civilization, skill, tyranny

MORNINGLORD

A young faith, the cult of the Morninglord follows the god of the dawn and kindness. It is a humble faith of hope and that even the darkest night must end.

Domains: Love, hope, sun

WOLF GOD

Worshipped in the dark forests of the central Core, it is the god of lycanthropes, evil shifters, and foul humans who long to be more than men.

The Wolf God is dark faith that is unsuitable for PCs with the divine power source.

Domains: Destruction, strength, wilderness

ZHAKATA

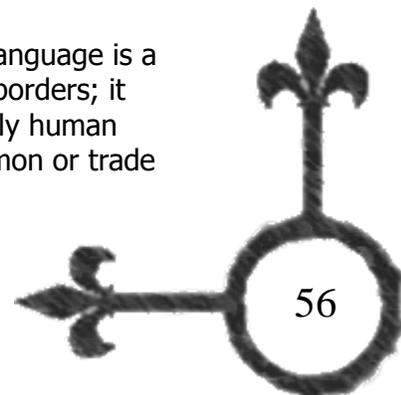
The harsh god of G'Henna that must be appeased. A god of duality he is both devourer and provider, but only the former is more common. The god demands endless sacrifice and all food is donated to the church first.

Zhakata is dark faith that is unsuitable for PCs with the divine power source.

Domains: Creation, destruction, earth

Languages

In the Land of the Mists, language is a substantial barrier across borders; it separates people, especially human cultures. There is no common or trade tongue known by all.



Characters in a *Ravenloft* campaign can either follow the rules in the *Player's Handbook* or use the following optional rules below.

RANKS

Languages are gained through ranks. It takes two ranks to master a language. Characters typically begin with two ranks in their native tongue.

The exception is *language groups*, related tongues that are easy to learn when a related language is known. If a character has two ranks in a language, it takes only a single rank to learn a related language.

One Rank: A single rank denotes basic knowledge: simple requests and statements or frequently-used phrases. Characters with only a single rank attempting to express or comprehend complicated ideas or phrases must make a Moderate DC Intelligence check.

Two Ranks: Characters with two ranks are fluent in the speech and can easily converse with locals without difficulty. You always speak with your native accent though, identifying you as non-local.

Three Ranks: It is possible to have three ranks in a non-native language. This allows someone to speak the language perfectly, with a flawless accent so even locals would believe the character is from the area.

STARTING LANGUAGES

First level PCs begin with four language ranks – typically used to mastery of their racial or domain language and an additional language. Characters also gain addition ranks equal to their Intelligence modifier.

Characters might also gain an additional language from their background. Backgrounds that grant an additional language instead give two bonus language ranks if this system is used.

Characters should be encouraged to learn their native domain language and the language of a neighbouring domain or a racial language. Alternatively, characters may have a smattering of many language or savage that lacks fluency in the local language.

Basic Languages

Language	Domains and Races
Akiri	Har'Akir, Sebu (ruins)
Arak	Shadow Rift
Balok	Barovia, Borca, Dominia, G'Henna, Markovia
Darkonese	Darkon, Necropolis
Draconic	Magical writings
Falkovnian	Falkovnia
Lamordian	Lamordia
Mordentish	Mordent, Dementlieu
Odiaran	Odiare
Patterna	Vistani
Pharazian	Pharazia
Rajian	Sri Raji
Rokuma	Rokushima Taiyoo
Sithican	Sithicus
Vaasi	Hazlan, Kartakass, Nova Vaasa, Valachan

LANGUAGE GROUPS

Not all languages are different: many have a common root, alphabet, or even vocabulary.

Below are the several language groups, related tongues that are loosely connected sharing similar vocabulary, grammar, or structure.

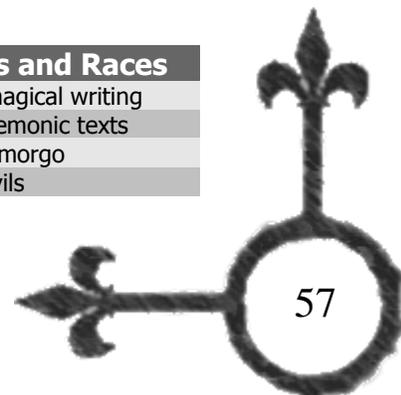
Languages are not grouped in any particular order. Any language in a group can be a starting language.

Darkonese

Language	Domains and Races
Darkonese	Darkon, Keening, Necropolis
Sanguine	Sanguinia
Voros	Vorostokov

Draconic (magic)

Language	Domains and Races
Dragonic	Dragons, magical writing
Abyssal	Demons, demonic texts
Patterna	Vistani, giomorgo
Supernal	Angels, devils



Falkovnian

Language	Domains and Races
Falkovnian	Falkovnia
Dwarven	Dwarves
Giant	Giants, orcs, ogres

Sithican (elven)

Language	Domains and Races
Sithican (elven)	Darkon (elves only), Liffe, Sithicus,
Arak	Shadow Rift, Keening
Tepestani	Tepest, halflings

Mordentish

Language	Domains and Races
High Mordentish	Dementlieu, Ghastria,
Low Mordentish	Blaustein, Mordent , Richemulot, Verbrek
Nidalan	The Shadowlands Cluster
Souragnien	Souragne
Zherisian	Paridon

Vaasi

Language	Domains and Races
Vaasi	Hazlan, Kartakass, Nova Vaasa, Saragoss, Valachan
Grabenite	Graben Island
Old Kartakan	Kartakass

LEARNING LANGUAGES

Gaining new ranks and learning new languages is a slow process.

After an uninterrupted month immersed in a new language, a character is permitted to make an Intelligence check with a Hard DC. Success grants the character a single rank. If the check was failed, it can be repeated after another month with a +2 bonus. This bonus increases by +2 for each previous failed check.

After a full year of immersion in a language, another Intelligence check of a Hard DC will grant a second rank. Again, if the check is failed, it can be repeated after another three months with a +2 bonus. This bonus increases by +2 for each previous failed check.

MAGIC LEVEL

Similar to *Culture Level*, a land's *Magic Level* defines the potency of the mystic arts in the domain. Magic is potent in some lands, be it divine or arcane, while other lands are inherently physical with dulled magical power.

Magic Level is not always uniform throughout a domain. Some domains are stronger in either divine or arcane magic, while others have regions of high or low magic.

RANKING

Magic Level is rated between 1 and 5 in increasing magical potency.

ML 1 – Absent: Rituals take a -10 penalty to related skill checks and their component costs increase by 50% (1 1/2 times the standard cost).

ML 2 – Low: Rituals take a -5 penalty to skill checks.

ML 3 – Normal: Rituals work as normally.

ML 4 – High: Rituals gain a +5 bonus to skill checks.

ML 5 – Fantastic: Rituals gain a +5 bonus to skill checks and their component cost decreases by 25% (3/4 of their standard cost).

SAMPLE DOMAIN RATINGS

Below are sample Magic Levels of a few domains:

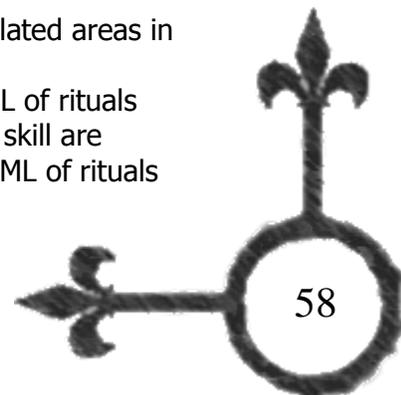
Barovia (ML 2): Castle Ravenloft is ML 3.

Darkon (ML 3): The areas within a one-mile radius of Avernus are ML 4. The ML of rituals that have Heal as a key skill are increased by 1

Hazlan (ML 3): The ML of rituals that have Arcana as a key skill are increased by 1.

Lamordia (ML 1): Isolated areas in the wilderness are ML 2.

Tepest (ML 3): The ML of rituals that have Arcana as a key skill are decreased by 1, while the ML of rituals



that have Religion as a key skill are increased by 1.

Verbrek (ML 3): The ML of rituals that have Nature as a key skill are increased by 1.

MISTWAYS

The Mists of *Ravenloft* are normally chaotic and unpredictable, leading travelers to different lands and even different times with no seeming pattern. Mistways are the exception to this rule.

Currents in the Mist that tie together two lands, Mistways are frequently used by traders to move between lands. Major Mistways are large, well-traveled paths used by major caravan, although there exist smaller Mistways that are only wide enough for a single person to walk along at a time.

Reliable Mistways are rare and often closely guarded secrets of trading companies or governments. Some have small rituals, sacrifices, or tokens of passage that have to be used for ease of travel.

MISTWAY RELIABILITY

Not all Mistways are equal. Some shift depositing travelers in the wrong area of the destination or even sending them to the wrong land.

Mistways are ranked by their reliability. The more reliable a Mistway, the greater the chance of reaching one's destination.

Poor Reliability: Travelers on a poor reliability Mistway must make a Hard DC Nature or Arcana check to successfully navigate to their destination.

Moderate Reliability: Travelers on a moderate reliability Mistway must make a Moderate DC Nature or Arcana check to successfully navigate to their destination.

Excellent Reliability: Travelers on an excellent reliability Mistway must make an Easy DC Nature or Arcana

check to successfully navigate to their destination.

- ◆ A single guide is chosen to lead travelers through a Mistway. They make the rolls for the entire group.
- ◆ Travelers can choose to lead themselves, rolling separate from the rest of the group, but this must be declared upon entering the Mistway.
- ◆ If a group is separated each individual must make their own rolls.
- ◆ Failure of the check to navigate the Mistway means the travelers do not reach their intended destination or do not arrive.
- ◆ Failure by 5 or more means the guide has been separated.

RECENT EVENTS

It is now the year 762 on the Barovian Calendar. Thirteen years before the prophesied height of the Time of Unparalleled Darkness.

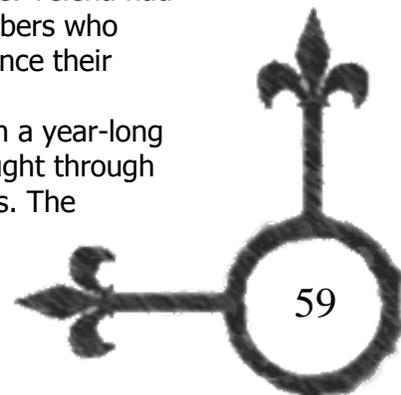
Recent events have caused much upheaval in the Land of the Mists. Below are a few events of note that have recently occurred.

KINSLAYING IN BAROVIA

357 BC – Two of Count von Zarovich's servants inadvertently begin a power struggle in the nation. The so-called Sheriff von Zarovich blundered into the plots of one Telena von Zarovich, resulting in the escape several members of the organization known as the Keepers of the Black Feather.

The Keepers were rumoured to have found the *holy symbol of Ravenkind* and hidden it in the countryside. Telena had captured several key members who have remained in hiding since their escape.

The mistake resulted in a year-long feud between the two, fought through proxies and lesser servants. The



struggled ending in the Sheriff's assassination at the hands of manipulated adventurers.

Strahd'd opinion of the feud is unknown but a frequent topic of speculation. Some feel he was infuriated by the fighting loss of life (his lives to do with as he pleases), while others feel Strahd viewed the situation as a test of his minions' prowess.

THE LOSS OF THE SCHOLAR

359 BC – Long-rumoured to be the personal servant of Azalin, the scholar only known as "S" vanishes.

While her fate is unknown, she was last seen in Keening, heading towards Nova Vassa where it is believed she meant to hire a ship. It is commonly assumed she was slain on the road or simply decided to be more cautious, disguising her appearance and covering her tracks.

There are also reports that her final report (or its notes) were completed prior her disappearance. This "lost doomsday gazetteer" is highly sought after by collectors and scholars alike.

BREAKING OF THE FRATERNITY

360 BC – The "Evening with the Fraternity". Esteemed Brother, Eric van Rijn, returned to the Fraternity's manor in Ste. Ronges. There he declared his heretical line of necromantic research and finalized the ritual that turned him into a lich.

In the battle and conflagration that followed, the headquarters of the Fraternity was destroyed and van Rijn escaped with many stolen tomes including the blueprints to Azalin's Doomsday Device.

The Fraternity relocated to Sourange and began a series of Reports on various lands as they search for van Rijn (and other tools useful in their new vendetta).

THE TWINS SEPARATE

361 BC – Early in the year, still dwelling on the discovery and loss of Richten Haus, Gennifer Weathermay-Foxgrove leaves Mordent to persuade Natalia Voriskova.

Laurie Weathermay-Foxgrove put their planned book, *VanRichten's Guide to Serial Killers* on hold to follow her sister but is unable to find her.

THE "DROWNING DEEP" DISCOVERED

361 BC – During their exploration of the Nocturnal Sea, the Fraternity of Shadows discovered something they labelled the "Drowning Deep".

Aside from the name, little else is known of this except that Fraternity view it as a matter of grave concern.

THE SHADOW CONJUNCTION

362 BC – Early this year the so-called "Shadow Conjunction" occurred. An event that heralded many changes in the Land of the Mists.

While the event is shrouded in mystery, it is known that across the Core (and even other lands) people's shadows began to act independently. This was paired with dreaming visions of a "screaming skull".

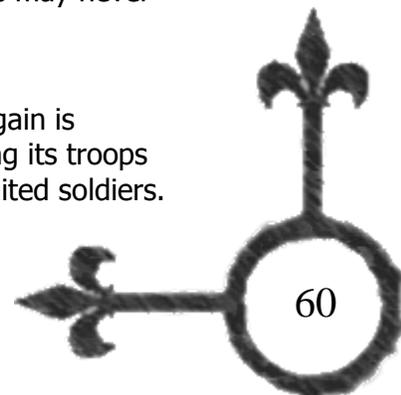
On what has colourfully been named "the Witching Hour" no one or thing cast a shadow for over an hour before things abruptly returned to normal.

Many have reported strange events in the weeks following, such as changes in magic and the potency of some spells. Others have made comments regarding the parallel realms: Faerie and the Pale.

The truth of the events may never fully be known.

THE DRUMS OF WAR

362 BC – Falkovnia once again is readying for war, mustering its troops and equipping newly recruited soldiers.

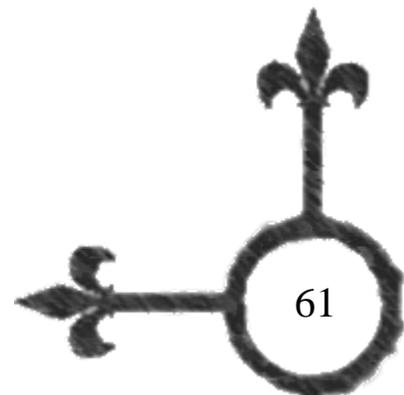


Almost thirty years after the Dead Man's campaigns which ravaged Falkovnia's troops and cut-down a generation of young men, the nation's armies have finally recovered. The King-Führer, said to be in ill health, is rumoured to be considering this his last campaign and final chance for glory.

The troops have yet to move but it is widely believed that Drakov will be

turning south this time, and that his eye has fallen on Borca and Richemulot.

Falkovnia is also busy cementing relations with Invidia, and there are many military messages sent between the two, often escorted by high-ranking figures.



Rituals

The Land of the Mists is not known for its magic, but there are a number of unique rituals found only in this shrouded land.

CURE MADNESS

The worst madness vanishes as your complete the last of the ritual.

Level: 8
Category: Restoration
Time: 10 minutes
Duration: Instantaneous
Component Cost: 250 gp
Market Price: 680 gp
Key Skill: Heal

The Cure Madness ritual wipes away a single mental illness affecting the subject, completely curing the subject. Once the ritual has been successfully completed, the character's Sanity raises to 1.

This ritual is taxing to the recipient and if used on someone that is injured, it can even kill them. Make a Heal check, upon completion of this ritual with a penalty equal to the level of the madness. The result determines the amount of damage the character takes.

Heal Check	Result Effect on Target
0 or lower	Death
1–9	Damage equal to the target's maximum hit points
10–19	Damage equal to one-half of the target's maximum hit points
20–29	Damage equal to one-quarter of the target's maximum hit points
30 or higher	No damage

If your subject is suffering from multiple insanities, you must choose which one this ritual will cure. Otherwise, the ritual affects the highest

level madness. You learn the level of the madness when you begin the ritual, and can choose to discontinue, without expending any components.

If the ritual is used on someone who is not suffering from mental illness, but is still missing Sanity points, it restores all lost Sanity returning them to their maximum score. No Heal check is required for this use of the ritual.

FORTUNE TELLING

The cards are revealed and you gain a tiny glimpse of your destiny.

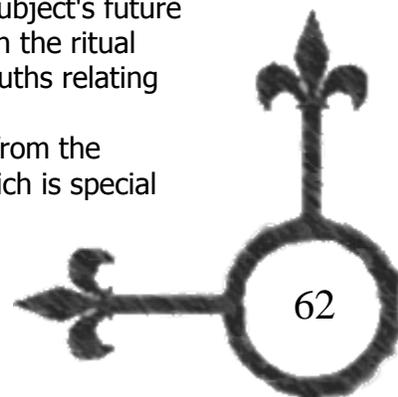
Level: 1
Category: Divination
Time: 25 minutes
Duration: 10 Minutes
Component Cost: 15 gp
Plus a focus worth 200 gp
Market Price: 50 gp
Key Skill: Arcana

Fortune Telling reveals three truths about a single subject: a situation or person of note. If the subject is on a quest the Fortune generally reveals truths relating to the quest.

The ritual reveals one piece of information relating to the past of the subject, one piece of information relating to the present, and one piece relating to the future. This information is vague and answers often come in the form of riddles. The ritual cannot be used to answer a direct question or seek a specific piece of information.

This ritual cannot be performed on yourself; it can only be performed for others. Any attempts to glean information on one's own future automatically fails and any components are not expended. If the subject's future is closely tied to yours then the ritual also fails or only reveals truths relating to the past and present.

This ritual is different from the Vistani's *Second Sight*, which is special



ability and not a ritual. Although, some Vistani perform a ceremony similar to this ritual when using the Sight and Vistani can still perform this ritual.

Focus: The ritual is performed with a focus, usually a deck of Tarroka cards but specially prepared dice, tea leaves, bones, or other materials can also serve as a focus.

ESCAPE

The scroll ignites and floats into that air, turning into a brilliant square of light.

Level: 22 **Component Cost:** 25,000 gp
Category: Travel **Market Price:** 65,000 gp
Time: 45 minutes **Key Skill:** Arcana
Duration: Special

The escape ritual allows people to exit the demiplane of Dread. The portal opens to a random planar dimension, usually another world rather than the Astral Sea. The portal itself is opaque, and the destination cannot be observed through the portal.

The Escape ritual is commonly found as scrolls. These *scrolls of escape* are highly valued, often fetching a price far higher than their market price. Ritual books with this ritual in them are so rare as to be unique, and attempts to copy scrolls usually meet with unexpected failure.

Arcana Check Result	Portal Duration
24 or lower	1 round
25-29	2 rounds
30-34	3 rounds
35 or higher	4 rounds

RAISE DEAD

(EXPANDED RULES)

Unlike on most worlds the *raise dead* ritual is not guaranteed in the Mists.

A character is raised with a random number of hit points. During the ritual the character regains 1d4 healing surges which can be spent immediately. A Heal

check is then required at the end of the ritual.

Heal Check	Result Effect on Target
9 or lower	Death
10-19	Damage equal to three-quarters of the target's maximum hit points
20-29	Damage equal to one-half of the target's maximum hit points
30-39	Damage equal to one-quarter of the target's maximum hit points
40 or higher	No damage

While a low Heal check might mean a character does not return to life, this is not always the worst possible fate. There are rumours of worse results of botched rituals.

REMOVE AFFLICTION

(EXPANDED RULES)

The Remove Affliction ritual can be used on curses removing those laid by monsters or class powers. However, the ritual is not completely effective in regards to curses created by the Dark Powers.

The ritual does not lift the curse but it removes all symptoms of the curse for one day plus a number of hours equal to the Heal check. After this time the curse returns at exactly the same stage it was at prior to the ritual.

Remove affliction will completely removed the curse from secondary victims. This works normally.

