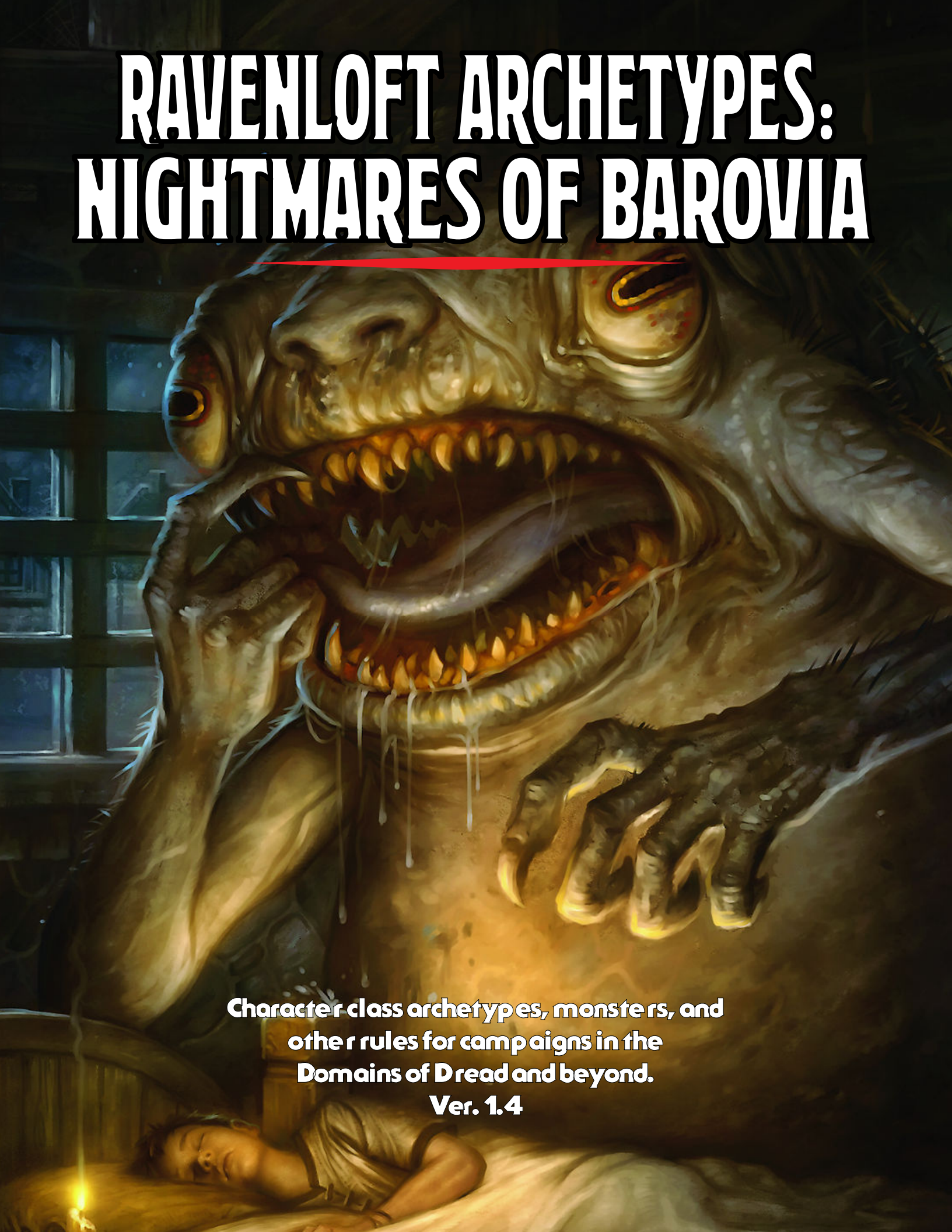


RAVENLOFT ARCHETYPES: NIGHTMARES OF BAROVIA



**Character class archetypes, monsters, and
other rules for campaigns in the
Domains of Dread and beyond.**

Ver. 1.4

RAVENLOFT ARCHETYPES: NIGHTMARES OF BAROVIA

BY JEREMY FORBING

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In the adventure *The Curse of Strahd*, the Dark Powers of Ravenloft draw heroes from other worlds into this demiplane of dark horror. This supplement provides new class and race options for player characters in that terrifying campaign, and for adventurers in other regions of the Domains of Dread. It also includes new spells for the fight against the Dark Lords, and new monsters to test such heroes' resolve. These options can be used in other campaigns as well, with the DM's permission (as always).

Spells marked with an asterisk "*" are new spells introduced in the Spells section of this document.

Two archetypes, the Antiquarian for Rogues and the School of Alienism for Wizards, are adapted from archetypes that appeared in the same author's previous title, *Al-Qadim Archetypes: Scimitars Against the Dark*.

BARBARIAN

NEW PRIMAL PATH:

PATH OF THE SEA REAVER

A relatively recent phenomenon in the Domains of Dread was begun a century ago by three ships of Northmen from the Forgotten Realms. A raiding party of the Ruathym pillaging the Sword Coast, who found themselves transported by the Mists, recently charted a different course that many small barbarian groups now follow. They began practicing organized piracy and looting, attacking villages on the coast of the Sea of Sorrows.

There have always been pirates in the two seas of this realm, but this kind of sea raiding (sometimes referred to by its practitioners as “to go a-viking”), is a growing problem for many ports and shipping concerns. It is both abetted and restrained by the same issues that keep most vessels close to the coast. Both the overcast Nocturnal Sea and the starless Sea of Sorrows lack any useful means of celestial navigation and are bedeviled by unpredictable weather (especially in the Sea of Sorrows) as well as the Mists.

For these reasons, most ships—whether merchant fleets or lawless vessels of pillage—stay very close to the coastlines. Isolated coves and seaside hideaways abound on the dark seas, which aids these barbarians in their work. Blaustein is an infamous buccaneer port. Islands in the Finger and Martira Bay in Darkon shelter many a smuggler, as does a similar stretch of isles in the Finger. The jagged coastline of northern Lamordia is riddled with flooded grottos and pirate havens high above the salt spray.

Lately, these raiders have become bolder, sailing their vessels upriver and bringing them ashore, then marching on to attack villages far from the coast. Villagers have been terrorized by these raids as far inland as southern Barovia,

In a land ruled by fear, barbarians on this Primal Path make terror their ally whenever they can. They depend on the panic they create to practice their ruthless trade.

MARINER

You gain proficiency in navigator’s tools and vehicles (water), and the Athletics skill. When you make ability checks for any of these proficiencies, your proficiency bonus is doubled. In addition, for purposes of holding your breath and avoiding

suffocation, you treat your Constitution modifier as if it were 2 higher.

SEAFARER’S MOBILITY

When you are not using a shield or wearing any kind of heavy armor, you receive a +1 bonus to AC, and you gain a swimming speed and climbing speed equal to your walking speed.

CROW’S EYE

Starting at 6th level, can see up to 1 mile away with no difficulty, able to discern even fine details as though looking at something no more than 100 feet away from you. In addition, you do not have disadvantage on Wisdom (Perception) checks to see things that are lightly obscured by heavy rain, mist, fog, or other forms of precipitation.

RELENTLESS FEROCITY

At 6th level, while raging, you have resistance to psychic damage and advantage on all saving throws against being charmed or frightened.

TERROR ON THE HIGH SEAS

Beginning at 10th level, if you hit a creature with a melee weapon attack while you are raging, you can use your bonus action to terrorize them into surrender or flight. The target you struck and each other creature of your choice within 10 feet of it must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier). Creatures who fail become frightened of you until the end of your next turn and take psychic damage equal to your proficiency bonus.

OVERWHELMING COUNTERATTACK

Starting at 10th level, once per turn, when you hit a creature with a weapon attack that has attacked you within the last minute, you can choose one of the following options:

- ✦ Inflict an additional 1d10 damage on that creature.
- ✦ Make a weapon attack against any number of creatures within 5 feet of that creature who are within reach of your weapon, with a separate attack roll for each target.

INESCAPABLE FEAR

Beginning at 14th level, whenever a frightened creature within range of your weapon makes an attack, it provokes an opportunity attack from you. If the opportunity attack hits, the creature has disadvantage on saving throws against being frightened until the end of your next turn.

BARD

NEW BARD

COLLEGE:

COLLEGE OF SECRETS

There have been many secret societies in history, and they have always needed those like you, those who truly understand the nature of loyalty and respect. And fear, of course. There must always be fear, your insurance against those unfortunate

days when loyalty and respect do not carry their proper weight. You prefer to be respected, even loved, and you work hard to earn loyalty. But fear will do in a pinch.

Your branch of your college is no loose association, but a close-knit society of sworn comrades, bound together in a mutually dependent code of discretion, honor, and blood. It could be one or more of many things—a thieves' guild, an outlawed cult, a spy ring, a hidden faction of nobles devoted to restoring the true heir to the throne—but the key to your survival is clear: an expert understanding of the psychology and culture of those around you.

You are different things to different people. Some may call you a protector of the common folk, others may think of you as an extortionist or a threat. In some places, you and your fellows may be relied upon as an unofficial police force. You may even be tolerated or condoned by local authorities, but they never know the whole truth of what you are.

BLOOD INITIATION

When you choose this archetype at 3rd level, you have been fully initiated as a member of your secret society, and you have been trained in all their mysterious ways. They in turn expect your



loyalty and secrecy, but this gives you a number of benefits:

- You gain proficiency with any two Dexterity- or Charisma based skills of your choice. You may choose to gain proficiency with thieves' tools or disguise kits in place of one skill. You are also proficient with all martial weapons that do not have the two-handed or heavy property.
- Once per turn, when you inflict psychic damage with a cantrip, spell, or weapon attack, you can expend one of your uses of Bardic Inspiration as a bonus action to choose one target who took that damage. That target must roll a Wisdom save against your bard spell DC. If they fail, they take psychic damage equal to the number rolled on the Bardic Inspiration die and are frightened of you until the end of your next turn.
- As an action, when a non-hostile creature is frightened of you, you can make a Charisma (Deception) check against its passive Insight score (10 + Insight modifier) to cause it to stop being frightened of you and become charmed by you instead. It remains charmed by you for 10 minutes or until you or your companions threaten it or do anything harmful to it. Creatures immune to being charmed remain frightened of you. If you genuinely mean the creature no harm, the DM may allow you to

make a Charisma (Persuasion) roll instead of using your Deception skill.

INSPIRE DREAD

At 3rd level, when a creature you can see that is frightened of you or charmed by you makes an attack roll or ability check, you can use your reaction to expend one of your uses of Bardic Inspiration, rolling a Bardic Inspiration die and subtracting the number rolled from the creature's roll. You can choose to use this feature after the creature makes its roll, but before the DM determine whether the attack roll or ability check succeeds or fails. The creature is immune if it cannot either hear or see you. At 6th level, you can use this ability on a creature that is the current target of a *hunter's mark* spell, whether that creature is frightened or not.

SECRET INSIGHTS

At 6th level, you learn the *hunter's mark* spell. It does not count against the total number of spells you can know as a bard. You gain certain bonuses when using this spell, as follows:

- ✦ When you inflict the extra damage from this spell on a creature, that damage is psychic.
- ✦ When a creature is the target of your *hunter's mark*, you have advantage on Wisdom (Insight) checks against it.
- ✦ If you spend at least 1 minute observing or interacting with another creature outside combat, you can cast *hunter's mark* on it without any components and without using a spell slot. When you cast *hunter's mark* on a creature in this way, you also learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:
 - An ability score of your choice
 - Armor Class
 - Current hit points
 - Total class levels (if any)
 - Levels in a particular class (if any)

At the DM's option, you might also realize you know a piece of the creature's history or one of its personality traits, if it has any.

Once you cast *hunter's mark* on a creature without using a spell slot in this way, you cannot do so again until you finish a short or long rest.

GRIM MOCKERY

Starting at 6th level, you can use what seems like gentle teasing, a polite word of caution, or even just a look to communicate a terrifying threat. When you cast the *vicious mockery* cantrip, the range is doubled, you can target two creatures instead of just one, and you add your Charisma modifier to the damage roll. At 11th level you can target up to three creatures with this cantrip, and at 17th level you can target as many as four.

DEFLECT INTERROGATION

Starting 14th level, when you take the Attack action on your turn and hit at least one creature, you can cast the *vicious mockery* cantrip as a bonus action, targeting only the creature you struck. In addition, when rolling an ability check or saving throw to resist any attempt to discern information about you, your plans, your location, or your thoughts, you have advantage on the roll, and if your proficiency bonus is applied, you double your proficiency bonus for that roll. This includes effects that would read your thoughts or compel you to speak the truth. If you succeed on your roll, you can cast *vicious mockery* as a reaction.

INFORMANT NETWORK

At 14th level, you have carefully built up a network of informants who you can contact from almost anywhere (via a messenger bird, magic, or other means). These informants are mix of guards, beggars, vagabonds, merchants, and allied government officials who have enough personal loyalty to you to perform routine favors, but not to risk their safety. As long as you are within 100 miles of a settlement that includes at least 100 intelligent creatures with whom you share a language, you can use the following abilities:

- You can cast the *commune* and *legend lore* spells as rituals with a 1 hour casting time, but they are not magical effects; they are, in fact, information from your network rather than divinations, and can be used even if spells are unavailable (such as in area of dead magic or antimagic). Any references to contact with deities in those spells instead reference contact with your network. You can gain any information that is known by more than 1 person within 200 miles, within the limitations of the spells. The casting time is the time it takes to contact your network and get back your answer. The following spells can be used in this way: *commune* and *legend lore*.

- You choose a location that you have seen before, or a public location which has been described to you in some detail, then ask members of your network to watch it for one hour. At the end of that hour, you are informed of everything that could have been seen in that location within the last hour, as if you had been watching it yourself with a *scrying* spell for that time. Creatures that enter the location who have the *Observant* feat or can see invisible objects make a Wisdom saving throw against your ranger spellcasting DC. If they succeed, they know they are being watched, but not who is watching them.
- You use your existing network's contacts to get knowledge about an unfamiliar city or town you are near. When you are within 5 miles of a settlement with a population of at least 100 intelligent creatures, you can spend 30 minutes following up on leads from your contacts to gain knowledge of up to three facts of your choice about any of the following subjects as they relate to the settlement:
 - major criminal organizations and cult activities
 - significant underground tunnels or architecture
 - popular religious groups and places of worship
 - powerful figures in government and commerce
 - individuals who inspire great awe or fear (such as archmages or legendary warriors)
 - basic demographics of the population (percentage of humans and other races, etc.)
 - rumors of monsters dwelling in the settlement or nearby (including below it)
 - any large wilderness areas inside or close to the settlement
 - other settlements or cultures nearby

For example, if you entered a new city and used this ability, you could determine its most powerful thieves' guild, the locations of temples that can provide magical healing, and which graveyards are said to be haunted by undead.

FIGHTER

NEW FIGHTING STYLES FOR FIGHTERS, RANGERS, AND PALADINS

The following fighting styles are available to fighters and rangers in Ravenloft campaigns, in addition to those already available in the normal D&D rules. Paladins also gain access to the *Mounted* fighting style, but not *Mobility*. No matter how many times class features allow you to choose, you can never select a particular fighting style more than once.

• MOBILITY

When you are not using a shield or wearing any kind of heavy armor, you receive a +1 bonus to AC, and you gain a swimming speed and climbing speed equal to your walking speed.

• MOUNTED

When mounted, if you inflict damage with a weapon on an unmounted creature smaller than your mount, that creature can't make opportunity attacks against you or your mount for the rest of your turn, and you can re-roll any weapon damage die that rolls a 1. You must use the new roll.



NEW MARTIAL ARCHETYPE:

SLAYER

You've had enough. You know the war cannot be won in these benighted lands, but you fight back anyway, taking sweet vengeance on vampire lords, lycanthropes, undead of all kinds, fiends, psychic predators, and the like. You have your favored prey, of course, but you do not discriminate when choosing what monsters deserve to taste your steel. Over time, you not only become more formidable in direct confrontation with the creatures of darkness, but also develop a sixth sense that helps you to detect their foul presence. One day, you know, you will go down fighting, yet by becoming an adventurer and finding companions, you know you need not fight alone.

COMBAT SUPERIORITY

At 3rd level, you learn a set of maneuvers that are fueled by special dice called superiority dice.

Maneuvers. You learn three maneuvers, which are detailed under "Maneuvers" below. Many maneuvers enhance an attack in some way. You can use only one maneuver per attack.

Superiority Dice. You have four superiority dice, which are d8s. A superiority die is expended when you use it. You regain all of your expended superiority dice when you finish a short or long rest. You gain another superiority die at 7th level and one more at 15th level.

Saving Throws. Some of your maneuvers require your target to make a saving throw to resist the maneuver's effects. The saving throw DC is calculated as follows:

Maneuver save DC = 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice)

MANEUVERS

Menacing Attack. When you hit a creature with a weapon attack, you can expend one superiority die to attempt to frighten the target. You add the superiority die to the attack's damage roll, and the target must make a Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn.

Sense Darkness. You can spend a superiority die to extend your senses to a preternatural level. For a number of rounds equal to the number rolled on your superiority die, you sense the locations of fey, fiends, undead, and creatures of the type chosen for your hated enemy feature (see below) within 30 feet. You cannot determine the creature's exact location, only the general

direction if they are within 30 feet. If a creature you detect is your hated enemy, you gain an additional benefit: for 10 minutes, you add the result of your superiority die roll to all Wisdom checks related to that creature, including Wisdom (Insight) checks against it, as well as Wisdom (Perception) or Wisdom (Survival) checks you make to find or track it.

Slayer's Cleave. When you reduce a creature to 0 hit points with a melee weapon attack on your turn, you can use your reaction to expend one superiority die to attack another creature within 5 feet of you. If the attack succeeds, add the superiority die roll to the damage of the attack.

HATED ENEMY

Beginning at 3rd level when you choose this archetype, you choose a particular kind of monster on which you have sworn a hateful vengeance. Work with your DM to determine an appropriate type of enemy for the campaign. You can choose one hated enemy from the following: aberrations, beasts, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoids (such as humans and goblins) as hated enemies. When you use a superiority die to inflict extra damage on a creature that is your hated enemy, that creature's speed is reduced by half until the end of its next turn, and you may choose to inflict that damage as radiant damage.

DEFENSIVE LEADER

Beginning at 7th level, you are an experienced battlefield leader, and those who fight alongside you feel a sense of security from your very presence, knowing you will defend them as best you can. You learn the *challenger's mark* cantrip, and all creatures you choose within 10 feet of you have resistance to psychic damage and advantage on saving throws against being charmed or frightened. At 18th level, the range of this effect increases to 30 feet.

IMPROVED COMBAT SUPERIORITY

At 10th level, your superiority dice turn into d10s. At 18th level, they turn into d12s.

RELENTLESS

Starting at 15th level, when you roll initiative and have no superiority dice remaining, you regain 1 superiority die.

Paladin

NEW PALADIN OATH:

OATH OF BLOOD

You are a monster, fated and infected by a vile curse that transformed you into a creature of nightmare. By some means—whether by the life-draining attack of an elder vampire, an ancient doom laid upon your family, the foul magic of a hateful enemy, or even by seeking immortal power yourself through ancient rites and alchemical formulas—the curse of vampirism fell upon you. Rather than falling to it completely, however, you called upon the oaths of a paladin's fealty, and swore to use your dark nature in the service of a cause. The divine nature of your oath holds your curse at bay, but you are still infused with the power of darkness. Having already experienced death, you are a lethal creature of the night. Normal emotions have become alien to you. Only cold, gnawing hunger remains. As your power increases, your supernatural nature comes to the fore—but will your humanity pay the price?

TENETS OF THE LOYAL RETAINER

Restraint. You struggle unrelentingly to control the monstrous urges of your vampiric nature.

Moderation. If you deny your monstrous bloodthirst entirely, it will eventually erupt and consume you. You seek the wisdom to indulge that hunger occasionally, in small ways, but only enough to keep it from overwhelming your reason.

Zealotry. The only thing that allows you to master the hunger of a vampire is your devotion to your cause, and so you put that cause first, above all things, including your own survival.

Forbearance. The urge to consume mortal lifeblood is strong, but perhaps never so strong as when inflamed by passion—you shun all personal intimacy and romantic interaction, knowing the danger you pose to anyone you let yourself become close to.

Loyalty. Those who accept you for what you are take a grave chance, and transcend their natural instincts of fear and revulsion to maintain your company. They are a treasure greater than gold, and must be protected accordingly.

OATH SPELLS

You gain oath spells at the paladin level listed.

OATH OF BLOOD SPELLS

Paladin

Level	Spells
3 rd	<i>charm person, false life</i>
5 th	<i>detect thoughts, enhance ability</i>
9 th	<i>conjure animals, hold person</i>
13 th	<i>dominate beast, locate creature</i>
17 th	<i>dominate person, scrying</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options:

Protean Form. As a bonus action, you use your Channel Divinity to transform yourself into a bat, rat, raven, or wolf. You can stay in this beast shape for a number of hours equal to half your paladin level (rounded down). You then revert to your normal form. You can revert to your normal form earlier by using a bonus action on your turn. You automatically revert if you fall unconscious, drop to 0 hit points, or die. While you are transformed, all the rules that apply to a druid transformed by their wild shape feature apply to you. You gain more options with this use of channel divinity as you gain paladin levels. At 4th level, you can become a giant bat, giant rat, swarm of bats, swarm of rats, or swarm of ravens. At 5th level, you can become a dire wolf. At 6th level, your attacks in beast form count as magical for the purpose of overcoming resistance and immunity to non-magical attacks and damage. When you reach 9th level, you can use this effect to cast *gaseous form*, without using a spell slot or components, instead of turning into a beast.

Draining Bite. When you make an unarmed strike against a willing creature, a creature that is incapacitated or restrained, or a creature that is grappled by you, you can use your Channel Divinity to make a special Draining Bite attack. You make this choice after you see the roll, but before the DM says whether the attack hits or misses. If the attack hits, you inflict 1d4 piercing damage but also inflict extra necrotic damage equal to half your paladin level (rounded up). The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and you regain hit points equal to that amount. You also regain 1 Hit Die. Constructs and undead who are not vampires are immune to this attack. When you inflict damage on a creature with this use of Channel Divinity, your inhuman nature manifests itself. For 1 minute, you are undead, you gain resistance to necrotic damage, and you are affected normally by effects that target undead

(such as Turn Undead), but are not affected by effects that target humanoids (such as *hold person*). If you are 15th level or higher, a humanoid slain with this ability and then buried in the ground rises the following night as a vampire spawn, and its attitude towards you is immediately hostile.

VAMPIRIC NATURE

Beginning at 3rd level when you take this oath, you gain the following benefits:

- You gain darkvision at a range of 120 feet
- You gain resistance to nonmagical bludgeoning, piercing, and slashing damage unless it is inflicted by silver.
- Any creature charmed by you is a willing target for your Draining Bite Channel Divinity ability. For purposes of spells and other charming effects, your Draining Bite does not count as harming it.
- You can take the Dash action as a bonus action on your turn. When you do, opportunity attacks against you are made at disadvantage until the end of your turn.
- You double your proficiency bonus when adding it to grapple checks.

However, you also gain the following weaknesses:

- You have vulnerability to radiant damage
- You take psychic damage equal to twice your paladin level if you enter a residence without an invitation from one of the occupants, end your turn in running water, or begin your turn in direct sunlight. This damage cannot be reduced or redirected by any means.
- You have disadvantage on attack rolls and on Wisdom (Perception) checks that rely on sight when you, the target of your attack, or whatever you are trying to perceive is in direct sunlight.
- When you would normally regain all of your Hit Dice, if you have not inflicted damage on a creature with your Draining Bite Channel Divinity ability in the past 24 hours, you immediately expend two Hit Dice without gaining any hit points.

BLOOD THIRST

Beginning at 7th level, if a creature within 30 feet of you is reduced to 0 hit points but is not killed, you must roll a Wisdom saving throw if you have not inflicted damage on a creature with your Draining Bite Channel Divinity ability in the past 24 hours. The base DC is 15, but it is increased by 1 for every 24 hours that have passed since the last time you inflicted damage on a creature with

Draining Bite. If you succeed, you are immune to this effect until the next time you finish a short rest. If you fail, on your next action you must move as fast as you can towards the fallen creature and make an attack action against them, using the most damaging weapon you have in hand. If you have an unexpended use of your Channel Divinity, you make an unarmed strike instead and use your Draining Bite if you hit.

DARK AURA

At 7th level, you no longer age, and you cannot be aged magically. In addition, creatures of your choice within 10 feet of you have resistance to necrotic damage and advantage on saving throws against being charmed or frightened. At 18th level, the range of this effect increases to 30 feet.

UNDEAD REGENERATION

Beginning at 15th level, at the beginning of your turn, if you have all your Hit Dice or you have used your Draining Bite Channel Divinity ability in the past 24 hours, you can choose to heal yourself for 5 hit points without using an action. Any damage healed in this way is subtracted from the pool of daily healing associated with your Lay on Hands feature.

VAMPIRIC FORM

When you reach 20th level, you can temporarily unleash your vampiric side at full force, knowing you can regain your mortal nature afterwards with the self-control you have cultivated. Using your action, you gain the following abilities for one minute:

- You gain a fly speed of 30 ft.
- The first time you are reduced to 0 hit points during the duration, you are instead reduced to 1 hit point, and you teleport 30 feet and immediately cast *gaseous form* on yourself without using an action or spell slot.
- You become undead, and are no longer affected by effects that target humanoids (though you are affected by effects that target undead).
- You are immune to necrotic damage and features that turn undead.
- When you use your Draining Bite Channel Divinity ability, it does not expend a use of your Channel Divinity.

Once you use this feature, you can't use it again until you finish a long rest.

Ranger

NEW RANGER ARCHETYPE:

STALKER

At first glance, you seem hopelessly out of place in an adventuring party, looking instead like a drab town dweller who has wandered into danger by mistake. You maintain a soft-spoken, rather nondescript demeanor, but this is only a facade, concealing keen senses, a shrewd mind, and remarkable insight. Only your closest friends realize the extent of your expertise in intelligence gathering. And that's just the way you like it. Stalkers serve as investigators, spies, informants, interrogators, and vigilantes. Unlike other rangers, you are just as at home in a crowded metropolis as you are in a wilderness setting. Like all rangers, you are a master of the hunt, but when your prey can be as intelligent, sophisticated, or devious as yourself, hunting them is a far more complex task. You are experienced in solving intricate mysteries and bringing justice to the masterminds behind ambitious crimes. As comfortable stalking your quarry in a bustling city as a savage wilderness, you are no mere urban ranger, but a master of observation, deduction, and interrogation.

INVESTIGATOR'S INTELLECT

When you choose this archetype at 3rd level, you gain a superior mastery of skills related to obtaining information, allowing you to find clues others might miss. This gives you a number of benefits:

- You gain proficiency with any two Intelligence- or Wisdom-based skills of your choice. You may choose to gain proficiency with thieves' tools or disguise kits in place of one skill. You double your proficiency bonus when adding it to Intelligence (Investigation) and Wisdom (Insight) checks.
- You learn the *dread mercy* spell (a new spell included in this document). This does not count against your normal number of ranger spells known. Once per day, when you cast this spell using a ranger spell slot, you can immediately regain that ranger spell slot as if you had never used it. You regain this ability when you finish a long rest.

- You may choose to make Intelligence your spellcasting ability score for this class, instead of Wisdom.

PENETRATING INSIGHT

If you spend at least 1 minute observing or interacting with another creature outside combat, you can learn certain information about its capabilities compared to your own. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

- An ability score of your choice
- Armor Class
- Current hit points
- Total class levels (if any)
- Levels in a particular class (if any)

At the DM's option, you might also realize you know a piece of the creature's history or one of its personality traits, if it has any.

If you wish to use this ability more quickly, or in combat, you may do so as an action without the minute of interaction, but the creature receives a Charisma saving throw against the effect. It rolls against your ranger spellcasting DC, and has disadvantage on the save if it is your favored enemy. If the creature succeeds, they are immune to this effect for 1 hour.

If a creature you have used this ability on within the last hour is the target of your *hunter's mark* spell, you roll 1d12 for your bonus damage from that spell against the creature, instead of a d6.

URBAN HUNTER

At 7th level, when you are within 500 ft. of any settlement that has a population of 100 or more, you gain all the benefits of being within your favored terrain.

IRON MIND

At 7th level, you have trained your mind to an extraordinary level of insight, memory, and attention to detail and gain the following benefits:

- You add your Intelligence modifier to your passive Perception and passive Insight scores.
- Whenever you make an Intelligence check or Wisdom check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.
- You can accurately recall anything you have seen or heard within the past 72 hours.

INFORMANT NETWORK

At 11th level, you have carefully built up a network of informants who you can contact from almost anywhere (via a messenger bird, magic, or other

means). These informants are mix of guards, beggars, vagabonds, merchants, and allied government officials who have enough personal loyalty to you to perform routine favors, but not to risk their safety. As long as you are within 100 miles of a settlement that includes at least 100 intelligent creatures with whom you share a language, you can use the following abilities:

- You can cast the *commune* and *legend lore* spells as rituals with a 1 hour casting time, but they are not magical effects; they are, in fact, information from your network rather than divinations, and can be used even if spells are unavailable (such as in area of dead magic or antimagic). Any references to contact with deities in those spells instead reference contact with your network. You can gain any information that is known by more than 1 person within 200 miles, within the limitations of the spells. The casting time is the time it takes to contact your network and get back your answer.
- You choose a location that you have seen before, or a public location which has been described to you in some detail, and ask members of your network to watch it for one hour. At the end of that hour, you are informed of everything that could've been seen in that location within the last hour, as if you had been watching it yourself with a *scrying* spell for that time. Creatures that enter the location who have the *Observant* feat or can see invisible objects make a Wisdom saving throw against your ranger spellcasting DC. If they succeed, they know they are being watched, but not who is watching them.
- You use your existing network's contacts to get knowledge about an unfamiliar city or town you are nearby. When you within 5 miles of a settlement with a population of at least 100 intelligent creatures, you can spend 30 minutes following up on leads from your contacts to gain knowledge of up to three facts of your choice about any of the following subjects as they relate to the settlement:
 - major criminal organizations and cult activities
 - significant underground tunnels or architecture
 - popular religious groups and places of worship
 - powerful figures in government and commerce

- individuals who inspire great awe or fear (such as archmages or legendary warriors)
- basic demographics of the population (percentage of humans and other races, etc.)
- rumors of monsters dwelling in the settlement or nearby (including below it)
- any large wilderness areas inside or close to the settlement
- other settlements or cultures nearby

For example, if you entered a new city and used this ability, you could determine its most powerful thieves' guild, the locations of temples that can provide magical healing, and which graveyards are said to be haunted by undead.

READ BODY LANGUAGE

Starting at 11th level, your insights into others allow you to pierce attempts to bluff you and predict your opponents' actions in battle. All Charisma (Deception) checks against you are made at disadvantage, and if you miss with an attack during your turn, you can immediately make an additional attack. You can gain one additional attack during your turn with this ability.

STALKER'S FOCUS

At 15th level, you are implacable against your chosen target, and can focus the entire power of your disciplined mind on defeating it. When you successfully use your *Penetrating Insight* feature on a creature, you can choose to make them the object of your *Stalker's Focus* for the next 10 minutes. For the duration, you gain advantage on all attack rolls against that creature. In addition, whenever a creature that is under the effects of your *Stalker's Focus* makes an attack, it provokes an opportunity attack from you if it is within range of your weapon.

You can use this ability twice. All expended uses are regained when you finish a short or long rest.



Rogue

ROGUEISH ARCHETYPE:

ANTIQUARIAN

Many rogues covet riches, but you have a higher calling: the treasure you seek is history. You are a well-educated scholar, but you do not confine yourself to libraries or academic institutions. Instead, you know that the physical remnants of the past lie buried beneath the dust of ages and the sands of time. Rather than speculating on the insights such evidence might convey, you are a two-fisted expert with a hands-on approach: you go out there and get it. It's not always easy. The most important relics and artifacts are often buried in great tombs or lost cities, protected by stone walls, heavy doors, bewildering architecture, and cunning traps, to say nothing of magical curses or monstrous guardians. Navigating these deterrents is your stock and trade.

Though not a formal community, Antiquarians know each other by reputation, and often form great rivalries. Many are traditional antiquity scholars attached to institutions of education, and they delight in discrediting each other's theories about the past by delving into ancient ruins or mausoleums and obtaining contrary proof firsthand. They foster their own renown by specializing in certain cultures or historical epochs, writing memoirs of their dangerous expeditions, and carrying specialized tools and equipment. Most of all, leading Antiquarians become famous for their advanced prowess with a signature weapon. Less commonly used armaments—such as blowguns, nets, or whips—are especially favored for this purpose, the better to grow their personal reputations.

SCHOLAR OF DANGER

Beginning when you choose this archetype at 3rd level, you can add your Intelligence modifier to Dexterity saving throws. You also gain proficiency in any one martial weapon of your choice and one of the following skills: Arcana, History, or Religion.

SIGNATURE WEAPON

At 3rd level, choose one weapon with which you are proficient. This becomes your *signature weapon*. When you take the attack action with that weapon, you can then use a bonus action to force the creature you attacked to make a Dexterity saving throw (DC = 8 + your proficiency

bonus + your Dexterity or Intelligence modifier (your choice)). If they fail, you choose one of the following effects:

- The target falls prone
- The target takes damage equal to your Intelligence modifier
- The target drops one item of your choice that it is holding
- The next attack made against the target has advantage

In order to use your bonus action this way, you must still be wielding your signature weapon, and the target must be within that weapon's range.

WELL-PLANNED STRIKE

At 9th level, when you add your sneak attack damage to an attack with your signature weapon, you may choose to reroll some of the damage dice. The maximum number of dice you can reroll in this way is equal to your Intelligence modifier. You must use the new rolls. You may use this ability twice. You regain all expended uses when you complete a short or long rest.

SIGNATURE STRIKE

At 13th level, when you add your sneak attack damage to an attack with your signature weapon, you can sacrifice 2d6 of the damage dice you would have rolled to force the creature damaged to make a Dexterity saving throw against one of the effects of your Signature Weapon ability. In addition, when you use your bonus action for your Signature Weapon ability, the target does not have to be the creature you attacked with your attack action on that turn, but can be any creature within the signature weapon's range.

ADEPT IN DARKNESS

At 17th level, when you hit a creature with an attack, if you and that creature are both heavily obscured by darkness, you can deal your sneak attack damage even if you do not have advantage on the attack roll. This ability does not function if the creature struck has blindsight or truesight, the rogue's Blindsight feature, or the warlock's Devil Sight eldritch invocation ability.

EXTRA SIGNATURE ATTACK

Beginning at 17th level, you can attack twice, instead of once, whenever you take the Attack action on your turn, as long as both attacks are made with your signature weapon. Once per turn, you can inflict an extra 1d8 damage with your signature weapon on a successful attack that does not include sneak attack damage.

WARLOCK

NEW WARLOCK PATRON:

THE DARK POWERS

Perhaps no patron of warlocks is as inscrutable or as threatening to the warlock himself as the mysterious forces ruling the Domains of Dread. Seemingly concerned only with the slow torment of those in their clutches, these entities choose Dark Lords from among the most wicked mortals and monsters of the multiverse, and seem to control the very formation of the land itself. Seemingly always surrounded by icy fog or touched by frost, you carry the freezing touch of the Mists and the cold chill of the grave. As they grow in magical might and favor with the Dark Powers, most warlocks of your kind grow colder or more corpse-like in appearance, and you always bear an eerie presence, disturbing some but intriguing others. Over time, your connection to the Domains of Dread comes to rival that of the Vistani, or even the Dark Lords themselves.

DARK POWERS EXPANDED SPELL LIST

The Dark Powers let you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

DARK POWERS EXPANDED SPELLS

Spell Level	Spells
1 st	<i>bane, fog cloud</i>
2 nd	<i>detect thoughts, shatter</i>
3 rd	<i>animate dead, bestow curse</i>
4 th	<i>ice storm, phantasmal killer</i>
5 th	<i>awaken, cloudkill</i>

DARK ONE

Creatures favored by the Dark Powers recognize you as one of their own. When a creature that is undead or any kind of lycanthrope attacks you with an attack or a harmful spell, it must first make a Charisma saving throw against your warlock spell save DC. On a failed save, the creature must choose a new target or lose the attack. If you attack a creature or cast a spell that targets it, that creature is immune to this effect for 24 hours.

FRIEND OF HORROR

At 6th level, when you cast a spell that deals psychic damage or necrotic damage, you can add your Charisma modifier to one damage roll of that spell. For an hour after casting such a spell, you

gain resistance to necrotic damage and psychic damage.

INTIMIDATING PRESENCE

Beginning at 10th level, you can use your action to frighten someone with your menacing presence. When you do so, choose one creature that you can see within 30 feet of you. If the creature can see or hear you, it must succeed on a Wisdom saving throw against your warlock spell save DC or be frightened of you until the end of your next turn. On subsequent turns, you can use your action to extend the duration of this effect on the frightened creature until the end of your next turn. This effect ends if the creature ends its turn out of line of sight or more than 60 feet away from you. If it succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

OFFERING TO THE MISTS

Starting at 14th level, when a creature fails a saving throw against a spell you cast that inflicts damage, you can offer that creature to the Dark Powers as a possible pawn. The Mists rise up from beneath the creature's feet and transport it elsewhere, showing it the most wicked acts it has performed and images of the punishments it deserves for them. They say some future Dark Lords were first brought the Dark Powers' attention by means of this feature. When creatures offered in this way do not shortly meet their end, it is said they often play a crucial and torturous part in larger tragic events within the Domains of Dread.

You can only use this feature on one creature at a time, even if multiple creatures failed the saving throw. At the end of your next turn, the target returns to the space it previously occupied, or the nearest unoccupied space. The target takes 6d12 necrotic damage. Also, if it is not undead, for 1 minute it becomes indifferent about creatures of your choice that it was hostile toward before you offered it to the Mists. This indifference ends if the target is attacked or harmed by a spell or if it witnesses any of its friends being harmed. When the minute ends, the creature becomes hostile again, unless the GM rules otherwise. If the creature is undead, both you and it take an additional 3d12 psychic damage, as you both endure the rage of the Dark Powers at being offered something they already consider their own. Once you use this feature, you can't use it again until you finish a long rest.

WIZARD

NEW ARCANES TRADITION:

SCHOOL OF ALIENISM

You deal with powers and entities from terrifyingly remote reaches of space and time. Alienists such as you consider magical power the triumph of the mind over the rude boundaries of dimension, distance, and often, sanity. With eldritch secrets that would blast a weaker mind, you pierce the barrier at the edge of time itself. In the Far Realm, outside time, Cyclopean minds drift, absorbed in unknowable dreams, whispering horrific secrets no meant for mortal minds to those who dare communication. Unless performing some obscure ritual or plundering an ancient library, you seldom encounter others who follow your arcane tradition, but you do rely upon groups of less esoteric allies to tether you to the mortal world, swaying their confidence with your mad certainty.

FORBIDDEN LORE

At 3rd level, when you choose this archetype, your dark researches grant you insight and power. You gain a set of abilities called *eldritch wards*, which are fueled by special dice called *lore dice*. Both are described below. Necrotic damage and psychic damage inflicted by your expending lore dice ignores resistances and immunities to those damage types.

Lore Dice. You have three *lore dice*, which are d6s. A lore die is expended when you use it. You regain all of your expended lore dice when you finish a long or short rest. Your lore dice become more potent as you gain levels: When you reach 9th level, they become d8s instead of d6s. When you reach 13th level, they become d10s. At 17th level, they become d12s.

Eldritch Wards. You learn four eldritch wards, as described under “Eldritch Wards” at the end of this archetype description. Three of the eldritch wards you learn are Cerulean Glyph, Dark Studies, and Supernatural Sense, but the fourth may be any one eldritch ward of your choice. Many eldritch wards enhance a spell in some way. You can only use one eldritch ward per spell.

The Price of Forbidden Lore. For a duration of one hour after you spend a lore die, you have disadvantage on all Charisma checks and Wisdom (Insight) checks against humanoids and beasts.

A BIT OF COMPLEXITY

During the design phase of 5th Edition D&D, there was a lot of discussion about what various players wanted from the game, specifically in terms of tracking resources and other attributes of their characters. The tactical complexity of managing character abilities in some versions of the game was the source of strong disagreement among players, with some really enjoying that secondary level of gameplay. Others felt it betrayed the spirit of earlier editions, in which combat was quicker and tracking limited use features such as spells and other abilities was simpler. In most editions of this game, there is a marked difference even between classes of the same edition in this area. From the earliest editions, fighters were simpler to play than wizards, since a fighter’s main action was to attack with their weapon, while wizards had to track the limited number of spells they could cast of each level. 5th Edition tries to bring the editions together by offering faster combat and simpler adjudication of edge cases while continuing the tradition of having some classes play with less complexity than others. A fighter with the Champion archetype has very little resource management, while one with the Battle Master archetype has to track superiority dice, and both are simpler than classes like the druid and sorcerer, which have to track spell slots as well as extra ability uses such as wild shape or sorcery points.

The wizard following the school of Alienism—the Alienist—is on the complex end of classes. In addition to tracking spell slots, the player of a wizard with this school must track lore dice, eldritch wards, and their effects. Hopefully, this complexity is mitigated by not having very many lore dice to keep track of (3 or 4 for most of an adventurer’s career), since the effects of rolling too high on a lore die have more and more possible consequences as the Alienist gains levels. This is an intentional attempt to make playing the Alienist feel like one is keeping track of a great deal of strange and dangerous arcane lore, just as the character is in the story of the game. It also seeks to bring some direct horror into playing such a character, emulating the effects of confronting blasphemous truths in certain more Lovecraftian roleplaying games. However, a consequence is that the School of Alienism is a better option for advanced players who have a good deal of familiarity with this edition of D&D or roleplaying games in general. For players who envision their character as struggling with the consequences of wielding forbidden magic from unknowable entities but do not want the extra level of resource management required in playing this class, a warlock whose patron is the Great Old One or the Fiend is a perfectly good option. But for those who do choose this class, the rewards of wielding these secret powers are great. As are the risks...

BLASPHEMOUS INSIGHT

At 6th level, your dark researches let you use your knowledge of forbidden lore more reliably and powerfully, but at an even more horrifying price. You gain an additional lore die (giving you a total of four instead of three). You also learn a new eldritch ward of your choice, but may be forced to pay the penalty listed below whenever you expend a lore die.

Psychic Backlash. The price of using lore dice worsens. When you roll one or more lore dice, if at least one of the dice rolls a 6 or higher, you must roll a Wisdom saving throw against your own spell save DC or take psychic damage equal to double the result of the highest rolling lore die.

PSEUDONATURAL FAMILIAR

Starting at 6th level, if you have or summon a familiar, it gains the effects of the Pseudonatural Creature Template listed in this document. Such familiars are always aberrations, not any other type of creature.

WORSENING TAIN

At 10th level, part of you is tainted by corruption, though you resist it. Your use of lore dice grows both more potent and more costly. You learn a new eldritch ward of your choice, but may be forced to pay the penalty listed below whenever you expend a lore die.

Spiral of Insanity. The price of using lore dice worsens. When you take psychic damage as a side effect of having expended one or more lore dice, roll 2d8 and add your Intelligence modifier. If the total equals or exceeds your Wisdom score, your Wisdom score is reduced to 0, you are incapacitated until you regain at least 1 point of Wisdom, and you gain one type of indefinite madness (per the Madness rules).

DEEPER STUDIES

At 10th level, you can choose to either gain proficiency with one type of artisan's tools or learn one additional skill from the following list: Arcana, Deception, Intimidate, Investigation, Medicine, Perception, or Religion. In addition, you add a 1st level warlock spell of your choice to your wizard's spellbook.

EDGE OF MADNESS

At 14th level, you know you may not have much longer until dark powers either destroy you or shatter your sanity, but your insight and power give you the potential to destroy such dark powers

yourself. When aberrations, fey, fiends, oozes, or undead take necrotic damage from your expended lore dice, that damage is doubled. You also gain an additional lore die (giving you a total of five instead of four), and when you roll initiative and have no lore dice remaining, you regain one lore die automatically. Finally, you learn a new eldritch ward of your choice, but expending lore dice may expose you to the penalty listed below.

Loss of Self. If your Wisdom score is reduced to 0 by an expenditure of lore dice, you risk permanent insanity if you do not regain your senses soon. For every 24 hours you have a Wisdom score lower than half of your normal Wisdom score, roll an Intelligence saving throw against your spell save DC. If you fail, you gain one form of indefinite madness. Unlike normal indefinite madness, this trait cannot be cured by any spell short of a *wish*. Your DM may choose to allow your madness to be cured by some other special means, but what that means might be and how you might discover it are entirely up to the DM. Finally, even when you do regain your full Wisdom, you may not regain all of it. When your Wisdom finally returns to its normal score, if you have gained at least one incurable form of indefinite madness since the last time your Wisdom was at its normal score, as described above, your Wisdom ability score is permanently reduced by 1.

ELDRITCH WARDS

The eldritch wards are listed in alphabetical order below.

Cerulean Glyph. When an aberration, fey, fiend, ooze, or undead inflicts damage on you with a spell or attack, you may expend one lore die to decrease the damage you suffer. Roll the lore die, then add your Intelligence modifier to the number rolled and reduce the damage inflicted by the total.

Creeping Spell. When you cast a spell that has a duration of 1 minute or longer, you can spend one lore die to double its duration, to a maximum of 24 hours. However, there is a side effect. For a number of minutes equal to your lore die roll, you have advantage on Intelligence (Investigation) checks and on Constitution saves that you make to maintain your concentration on a spell when you take damage, but you also have disadvantage on Wisdom (Perception) checks and Initiative rolls.

Dark Studies. When you make an Intelligence check that relates to aberrations, elementals, fey,

fiends, oozes, or undead, or to any cult or extraplanar entity, you can expend one lore die to bolster the check. After you make the roll for the Intelligence check, but before learning if it was successful, you may choose to use this ability, making a second roll and taking the higher of the two rolls, and you add half the number rolled on the lore die to the final result of your check.

Harrowing Spell. When you cast a spell of 1st level or higher that targets only one creature and doesn't have a range of self, you can spend a lore die to choose a number of creatures equal to the spell's level within 30 feet of the target. One of these creatures can be the creature targeted by the original spell. The chosen creatures must make a Wisdom saving throw against your spell save DC or become frightened of you for a number of rounds equal to the lore die roll. If the spell cast is 3rd level or higher, on a failed save they also drop whatever they are holding and must take the Dash action and move away from you by the safest route on each of their turns while affected, as under the effects of *fear* spell.

Hungry Spell. When you hit a creature with a spell attack, you can expend one lore die to deal extra necrotic damage to that creature equal to the number rolled on the lore die. You can only inflict damage on one creature per turn with this ability. When you reach 10th level in your wizard class, you may choose to expend two lore dice instead of one on this ability. If you spend two, you roll both lore dice and add them together to determine how much necrotic damage this ability inflicts.

Insidious Spell. When you cast a spell that forces a creature to make a saving throw to resist its effects, you can expend one lore die to make the creature more likely to fail. Subtract the number rolled on your lore die from the creature's saving throw. You must choose to use this ability before the saving throw is rolled.

Instinctive Spell. When you cast a spell that has a casting time of one action, you can spend a lore die to change the casting time to 1 bonus action for this casting. When you use this ability, you must roll your lore die and take necrotic damage equal to the number rolled.

Repel Abominations. You can attempt to keep dark forces at bay. Each time you use this eldritch ward, you choose one of the following creature types to affect: aberration, fey, fiend, ooze, or undead, and then spend a lore die as an action. Each creature of the chosen type within 30

feet of you that can hear or see you must make a Wisdom saving throw against your spell save DC. On a failed save, such a creature is repelled for a number of rounds equal to the number rolled on your lore die, though the effect ends if the creature takes damage. A repelled creature must spend its turns trying to move as far away from you as it possibly can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Slithering Ward. When you cast a spell or move on your turn, you can expend one lore die to temporarily ward yourself against harm. You roll your die and add the number rolled to your AC until the end of your turn. In addition, you increase your walking speed by 5 feet and gain a climbing speed equal to your (newly increased) walking speed until the end of your turn.

Supernatural Sense. You have a preternatural awareness for certain kinds of inhuman beings—a chill runs up your spine, the hair on the back of your neck stands up, an old wound aches, or you experience some other sensation. As an action, you can expend one lore die to open your awareness to detect these forces. For a number of rounds equal to your lore die roll, you know the location of all aberrations, elementals, fey, fiends, ooze, or undead within 60 feet of you that are not behind total cover. You know the type (aberration, fey, fiend, ooze, or undead) of any being whose presence you sense, but not its identity (the vampire Count Strahd von Zarovich, for instance). After you use this ability, you gain another benefit. For a number of minutes equal to your lore die roll, aberrations, elementals, fey, fiends, oozes, and undead can always understand your spoken words, and you can always understand theirs, and you gain advantage on Charisma checks and Wisdom (Insight) checks against them.

Whispering Spell. When you cast a spell, you can spend one lore die to cast it without any somatic or verbal components. If you roll damage for this spell, you must replace one die rolled for damage with the number rolled on your lore die. That much of the damage inflicted becomes necrotic damage. At the same time, you take necrotic damage equal to half the number rolled on your lore die.

RACES

NEW DWARF SUBRACE:

CRAG DWARF

In the histories of dwarves, there are often tales of devastating events—delving too deep into some infernal force, an invasion by a humanoid horde, a realm-shattering cataclysm—that drive an entire dwarven nation from their underground homeland and onto the surface. Such is the instinct of dwarves that they nearly always seek new homes beneath the earth, even in the shallow tunnels beneath small hills or human cities. But on some worlds—especially in the Domains of Dread—circumstances have prevented some dwarves from finding such sanctuary, but kept them confined to some desolate or vulnerable region on the surface. In these cases, they have survived only by learning to resist the depredations of raiding humanoids and other threats with defiant vigor. They developed razor-sharp instincts and fearsome tactics, allowing them to both react and attack with a speed not often seen in others of their race, becoming a new breed known as crag dwarves. While they still look solidly built and stout compared to most other races, dwarves of hill and mountain who meet them find them lean and weathered, with the hungry eyes of pack wolves in winter and strange ways in battle.

The crag dwarf subrace has the normal dwarf traits, plus the subrace traits below.

Ability Score Increase. Your Wisdom and Dexterity scores increase by 1.

Cagey Defenders. If you fail a saving throw to avoid becoming frightened or a Wisdom check to avoid being surprised, you can use your reaction to roll again. You must use the second roll.

Shocking Strategy. When you are within 5 feet of an enemy, but no enemy within 5 feet of you has taken a turn in the combat yet, you can take the Disengage or Help action as a bonus action.

HUMAN (VISTANI)

It seems your people have always dwelt in the Domains of Dread, though most tales say your sojourn in this benighted realm began when your ancestors' pact with the Barovian nobleman called von Zarovich became an agreement with the Dark Powers. When traveling in large family groups,

this ancient pact even allows you to travel through the mists, ranging between domains despite the will of the Dark Lords. You are of the Vistani, perhaps the first inhabitants of these troubled lands.

The traditions, humor, and language of the Vistani are dark and mysterious to outsiders. Your kin often speak in long flowing riddles to those they do not trust, wrapping crucial truths in useless information and telling tales of your ancestors that are almost certainly untrue. Among family and allies, however, it is clear that you are a most serious people, who thrive in a haunted land that demands deep wisdom and constant vigilance.

Though quick to act when your lives or traditions are threatened, most Vistani seek to avoid violence of any kind. However, your people will work strenuously to avoid dark sorcery and other similar forces. Physically, Vistani are just like any other human, but some have training in mystical traditions unique to your culture. The variant below is for those raised with such training.

To make a Vistani, apply either normal human statistics or this variant, which uses the optional Feat rule from chapter 6 of the Player's Handbook,

HUMAN (VISTANI) TRAITS

All of these traits replace the Ability Score Increase trait of the normal human.

Ability Score Increase. Choose two different ability scores, and increase each of them by 1.

Bonus Feat. Select a feat of your choice, and gain that feat at 1st level.

Bonus Language. You can speak, read, and write Common and Patterna, the Vistani tongue.

Lesser Evil Eye. You learn the *blood curse** cantrip.

Vigilant Mind. When a make a Wisdom save against an effect that would charm or frighten you, you can use your reaction to roll with advantage.

OPTIONAL FEAT

VISTANI MAGIC

Prerequisite: Human (Vistani)

You have inherited the supernatural bond with Ravenloft's dark nature that allows your Vistani kin to curse their enemies and use a more powerful version of the Evil Eye. You gain the Curse and Evil Eye abilities described for Vistani on page 28 of *Curse of Strahd*, with the following limitation: Until you reach 3rd level, casting *hold person* with the Evil Eye ability causes you to take 1d6 psychic damage. When you reach 3rd level, this effect no longer applies.



NEW ELF SUBRACE:

DUSK ELF

At the dawn of creation, no difference between the different kinds of elves existed, and no wickedness sundered the drow from their light-dwelling kin. They were one people, bound through common love and life, and united by the eagerness and curiosity for the natural world's many wonders. All this ended when the dark goddess Lolth's poison sundered family and shattered bonds, beginning the dreaded war between the elves that altered the course of what would become high elves, wood elves, and dark elves for all time. Even as the elves rallied against their dark kin, some chose no side. They sought escape from the escalating violence and retreated to hidden parts of the mortal world. The nobles who led the sylvan armies against the dark host deemed those who fled traitors, and the most powerful of elven gods vowed vengeance against them for their cowardice. One goddess, however, saw their flight as fitting for those who embraced her tenets. This goddess is named as Mother Night among the dusk elves of Barovia and other Domains of Dread. In most worlds, she is identified as the elven goddess Sehanine. This goddess sheltered those who abstained from the war as her chosen people, raising a veil to hide them from anyone seeking retribution, as the drow were driven into the Underdark and Lolth was cast into the Abyss. Over the intervening generations, these elves lived in secret, forbidden from returning to their homelands and afraid to range too far from their hidden redoubts. Only after the ancient wars and their part in them began to fade did such elves venture farther afield. Elven memory is long indeed, and some bear the lost tribe, now called dusk elves, ill will, but many find ways to look beyond the ancient offense and take these people for who they now are.

BAROVIAN DUSK

At some point after the Strahd von Zarovich became a vampire, groups of dusk elves migrated to Barovia and other Domains of Dread. Elves of other kinds are much rarer in these benighted lands than in other worlds, which has slightly altered dusk elf culture here. They are still appropriately suspicious and fearful for dwelling in such haunted places, but the fact of their existence is not a total secret, though their racial enclaves are still guarded with deadly secrecy. Dusk elves here feel a sense of kinship with local humans, whose frightened paranoia mirrors their own. In fact, dusk elf colonies will engage in trade with humans living in the same domain. Residents of such communities are much more likely to venture out to see other lands. Human settlements in some domains, however, practice evil traditions openly, and in such places, dusk elves are just as secretive as usual. In the domain of Sithicus, where elves live in greater numbers than in any other Dark Lord's realm, the dusk elves maintain no settlements, and individuals who pass through are even more covert than normal. They do their best to avoid the strange elves who live in Sithicus, who they find even more alien and threatening than high elves and wood elves of other lands.

Physically, dusk elves are a slight folk, nearly identical to their elf counterparts. Where they differ is mostly in their choice of apparel, as they favor subdued colors and practical, unadorned garb. They are dark-skinned, with complexions ranging from a dark brown to a golden tan, complimented by lustrous black or auburn hair. These types tend to share the basic traits of their high elf and wood elf kin, but where those elves are free-spirited and mercurial, dusk elves are furtive, haunted, and suspicious. In a few communities, generally descended from elves who hid in refuges partially underground or near cave-riddled mountains, some dusk elves have abilities closer to those of the drow. Members of this small minority often differ in appearance from dusk elves elsewhere, with skin pale as moonlight. Dusk elves restrict their emotions to a narrow range, showing little joy and less grief. For all their disinclination for emotional displays, dusk elves are a people of deep feeling. When alone or among a trusted few, they give in to their happiness and sorrow with surprising intensity. Dusk elves value their privacy and guard their lands from trespassers. The dusk elves who protect their communities from trespass are a select group of deadly sentries, known as the gloaming guardians. They protect the routes into their communities, and if they encounter intruders, they use their stealthy talents to trick

or frighten interlopers away. Failing that, the guardians use their considerable martial prowess to pick such trespassers off one at a time, until they realize their error and return from whence they came. Gloaming guardians are sometimes the only dusk elves who meet other peoples.

During private moments, dusk elves reflect on their nature, their people's history, and the plans their patron goddess has for them. They see the natural world as a prison, albeit a beautiful one, and pine for the fabulous cities of the high elves and verdant fey lands of the wood elves.

Those who shrug off the accustomed melancholy of their people sometimes leave their hidden communities to see what the world has to offer. Adventuring is a common pastime for these bold souls, and they prove constant, though detached, comrades. They show little of the joy shared by other elves. However, dusk elves are sensitive about their reputations and might go overboard to prove their loyalty. Those who return from sojourns abroad have founded factions pushing for reconciliation with high elves and wood elves. They face strong opposition, but a few communities have been successful in establishing talks with their estranged kin.

DUSK ELF TRAITS

A dusk elf has the traits of another elven subrace, sharing close kinship with the other breeds of elves. The overwhelming majority have the traits of a high elf or wood elf; those rare dusk elves who share the qualities of a drow (including their sensitivity to sunlight) are seldom seen outside their communities, and playing one requires special DM permission.

DUSK ELF FEATS

While the base dusk elf is, mechanically, identical to your choice of another of the elf subraces (usually wood elf or high elf), adventuring dusk elves learn to focus the unique blessings of their patron goddess in more potent ways. They combine the magic that helps hide them from the world with the training in stealth all dusk elves receive to frustrate and confuse their enemies. For player characters of this subrace, the Dusk Elf Stealth feat is a good way to express the special traits that differentiate them from their kin. In addition, the Shadow Sentinel feat (available to all races with an appropriate background, but especially suited to the dusk elf) is perfect for members of the gloaming guardians. These feats are described on the next page.

BELIEFS AMONG DUSK ELVES

The goddess who granted them succor remains the most powerful religious presence among the dusk elves, and many exclude other gods on holy days. In most worlds outside the Shadowfell and the Domains of Dread, such as the Forgotten Realms, this goddess is known as Sehanine Moonbow, though in lands where Sehanine is not worshipped she is identified with goddesses of the moon and/or hunt such as Artemis. A central tenet of this faith is the notion of the night as a source of refuge and recovery, rather than a feared unknown. This ethos directly opposes gods of thievery and murder (such as Mask or Bhaal), whose worshippers tend to see the night as a cover for victimizing others.

Other faiths abide among the dusk elves as well. They have no disdain for gods of light, for example, and dusk elves in Barovia often pay homage to the Morninglord. In the Realms, they also venerate the good-aligned drow goddess Ellistraee, who represents the redemption of dark elves that their ancestors always believed was possible. However, the worship of those elven gods who swore vengeance on the dusk elves—such as Corellon Larethian in the Realms—is forbidden in most of their communities, and those who maintain these faiths must do so in secret, lest they face exile and ostracism. In some dusk elf settlements, rumors persist about cults worshipping Lolth.



OPTIONAL FEATS

DUSK ELF STEALTH

Prerequisites: *Elf (dusk elf variant), proficient with Stealth skill*

You are a dusk elf, and the boon of the goddess who protected your people at the beginning of time helps hide you from enemies. Shadows gather around you so that when you move, you blend into them, making it hard for your enemies to track your movements. When you strike, you do so with speed and accuracy, darting in, then melding into the gloom.

This feat confers the following benefits:

- When you take damage, if after that damage is taken you only have half of your maximum hit points or fewer remaining, you can use your reaction to become invisible until the end of your next turn. Once you use this ability, you cannot use it again until you finish a short or long rest.
- When you begin your turn invisible or in a space that is lightly or heavily obscured, you can take the Dash or Hide action as a bonus action during that turn.
- As a bonus action, you can grant an ally within 30 feet advantage on a Dexterity (Stealth) check on their next turn, as if you had taken the Help action.
- When you take the Dash action on your turn, you gain resistance to damage from opportunity attacks until the end of your turn.

SHADOW SENTINEL

Prerequisites: *Proficient with Stealth skill, proficient with at least one martial weapon, Dexterity 17 or higher*

You defend a persecuted culture in which stealth is not merely part of your arsenal, but the backbone of your martial traditions. Whether you are a gloaming guardian of the dusk elves, a Vistani whose defensive precision protects your kin from outsiders prejudiced by false stereotypes, a crag dwarf or deep gnome in a besieged settlement, or a ruthless halfling nomad of the desert wastes, you train at moving unseen not for cowardly purposes, but as an honored champion of your people. This feat confers the following benefits:

- You learn the *minor illusion* and *prestidigitation* cantrips if you don't already know them.
- You gain darkvision within 60 feet. If you already have darkvision, its range increases by 60 feet.
- When you take the Dodge action on your turn, an indistinct shadow obscures you, causing the space in which you end your turn to be heavily obscured until the end of your next turn.
- The second time you hit with a weapon attack during your turn, you can choose for the area around the target struck to darken, as if with twilight. Within 15 feet of the target, bright light becomes dim light, and dim light becomes darkness. The target must make a Wisdom save (DC = 8 + your proficiency bonus + your Dexterity modifier) or have its speed reduced by half until the end of its next turn.

New Spells

SPELL LISTS

The new spells introduced in this document can be cast by many of the existing classes, as shown in the following spell lists. After each spell, its school of magic is listed in parentheses, as is whether it can be cast as a ritual.

BARD SPELLS

CANTRIPS (0 LEVEL)

reaver's touch (necromancy)

1ST LEVEL

create poison (transmutation, ritual)

dread mercy (enchantment)

frightful strike (enchantment)

4TH LEVEL

pain (enchantment)

CLERIC SPELLS

CANTRIPS (0 LEVEL)

blood curse (necromancy)

challenger's mark (enchantment)

reaver's touch (necromancy)

1ST LEVEL

frightful strike (enchantment)

DRUID SPELLS

CANTRIPS (0 LEVEL)

punishing strike (necromancy)

reaver's touch (necromancy)

1ST LEVEL

create poison (transmutation, ritual)

frightful strike (enchantment)

PALADIN SPELLS

1ST LEVEL

dread mercy (enchantment)

RANGER SPELLS

1ST LEVEL

create poison (transmutation, ritual)

dread mercy (enchantment)

SORCERER SPELLS

CANTRIPS (0 LEVEL)

punishing strike (necromancy)

reaver's touch (necromancy)

1ST LEVEL

frightful strike (enchantment)

4TH LEVEL

pain (enchantment)

WARLOCK SPELLS

CANTRIPS (0 LEVEL)

blood curse (necromancy)

challenger's mark (enchantment)

punishing strike (necromancy)

reaver's touch (necromancy)

1ST LEVEL

create poison (transmutation, ritual)

frightful strike (enchantment)

4TH LEVEL

pain (enchantment)

WIZARD SPELLS

CANTRIPS (0 LEVEL)

blood curse (necromancy)

punishing strike (necromancy)

reaver's touch (necromancy)

1ST LEVEL

create poison (transmutation, ritual)

frightful strike (enchantment)

4TH LEVEL

pain (enchantment)

SPELL DESCRIPTIONS

All new spells referenced in this document are listed alphabetically in this section.

BLOOD CURSE

Necromancy cantrip

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: 1 round

You stake some of your own life force on a curse that bedevils your enemy but may empower you. You may not cast this spell if you currently have less than 5 hit points. Choose a target within range that can see or hear you. The target makes a Wisdom save. If it fails, it has disadvantage on Wisdom checks until the beginning of your next turn, and you take 1d4 psychic damage, which cannot be reduced or redirected in any way. Before the beginning of your next turn, if the target is hit with an attack, it takes 1d4+3 extra necrotic damage, and the spell ends. When this happens, you also gain temporary hit points equal to the amount of necrotic damage the creature took. The necrotic damage increases by an extra 1d4 when you reach 5th level (2d4+3), 11th level (3d4+3), and 17th level (4d4+3).

CHALLENGER'S MARK

Enchantment cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: 1 round

As part of the action used to cast this spell, you must make a melee weapon attack against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and you exchange a moment of

silent, instinctive communication that expresses your personal challenge. Before the beginning of your next turn, if the target willingly moves more than 30 feet away from you or attacks a creature besides you, it immediately takes 1d8 psychic damage, and the spell ends. This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 psychic damage to the target, and the damage the target suffers for moving more than 30 feet away from you increases to 2d8. Both damage rolls increase by 1d8 at 11th level and 17th level.

CREATE POISON

1st level transmutation (ritual)

Casting Time: 1 action

Range: Self (one vessel on your person)

Components: V, S, M (a small bottle or other container that can hold a draught of water)

Duration: Instantaneous

You use some combination of scavenged substances, focused meditation, and magic to transform the water in a container you have on your person into a one dose of improvised poison. The dose of improvised poison you create can be applied to one weapon, up to three pieces of ammunition, or up to three separate portions of food or drink. Once applied, the poison retains potency until someone must roll a saving throw against it, or for 1 minute, after which point it dries or dissolves. If a creature is struck with the poisoned weapon or ammunition, or if it ingests the poisoned food or drink, it must make a Constitution save or be poisoned for 1 minute and take 1d8 poison damage, or 2d8 if the poison is ingested). Creatures that succeed on their save take half damage, but suffer no other effects. A poison you create can only be used by you, and has no value if you try to sell it. If you cast this spell again, any doses of poison you have previously created with this spell instantly become water again. Otherwise, poison doses created with this spell retain their potency until the next time you finish a long rest, at which point they return to being water.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you create one additional dose of poison for every two levels above 1st. When you cast this spell using a spell slot of 4th level or higher, the poison gains an extra effect: if a creature fails the saving throw by 5 or more, its Constitution score is reduced by 1d4.

DREAD MERCY

1st-level enchantment

Casting Time: 1 reaction, which you take when you reduce a creature within 60 feet to 0 hit points with a weapon attack

Range: 60 feet

Components: V

Duration: 10 minutes

You offer an opponent mercy in exchange for their cooperation. Choose one creature within range that you have just reduced to 0 hit points. You instead reduce that creature to 1 hit point and immediately command their surrender. (If a creature prefers to be reduced to 0 hit points for some reason, it can make a Charisma saving throw, and be reduced to 0 hit points instead of 1 on a success.) As soon as the creature is reduced to 1 hit point instead of 0 due this spell, it must immediately make a Wisdom saving throw. On a success, the creature is frightened of you for the spell's duration, and suffers only the normal effects of being frightened. On a failure, the creature is still frightened, but rather than fleeing, the frightened creature stays where it is and does not move unless you tell it to. For the duration of the spell, the creature that failed its save will not attack you, and it fearfully obeys any instructions it can hear and understand that will not directly harm it (for example, it will not knowingly drink poison or walk off a cliff). It will not deliberately say anything to you that it believes to be a lie, though it can simply remain silent if you do not ask any direct questions. If you ask it a direct question that can be answered in one or two sentences, it will not give you an answer that it considers false, though it may leave things out, especially if you ask a question that takes more than one or two sentences to answer. It may avoid answering questions to which it would normally respond with a lie by giving short or evasive answers, as long as what it does say remains within the boundaries of what it believes to be the truth. Whenever you or one of your allies attempt to harm the creature, or if you give it instructions that would harm it, or whenever you force it to make a saving throw against another effect, it repeats its Wisdom saving throw against this spell, ending the effects of the initial failed save on a success. You always know if a creature has succeeded or failed on a saving throw against this spell. When the spell's effect ends, the creature is unaware it was ever affected by this spell,



knowing you could have killed it and believing its fear of you was merely natural.

At Higher Levels. When you cast this spell using a 3rd level or higher spell slot, the duration is increased to 1 hour. If you use a 5th level or higher spell slot, the duration is increased to 8 hours.

FRIGHTFUL STRIKE

1st-level enchantment

Casting Time: 1 action

Range: 5 feet

Components: V, M (a weapon with at least one drop of blood on it)

Duration: 1 round

You bark or whisper a terrifying threat to the creature your weapon strikes. As part of the action of casting this spell, you must make a melee attack against one creature within the spell's range, otherwise the spell fails. On a hit, in addition to the attack's normal effect, the creature struck takes an additional amount of psychic damage equal to 1d4 plus your Charisma modifier (minimum 1) and must make a Wisdom saving throw. On a failed save, it is frightened of you until the end of your next turn.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage is increased by 1d4 for each slot level above 1st.

PAIN

4th level enchantment

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a live leech)

Duration: Concentration, up to 1 minute

This spell strikes creatures with wracking pains and agony. Roll 12d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of a point you choose within range are affected in ascending order of their current hit points (ignoring unconscious creatures and constructs, who are not affected by this spell). Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Starting with the creature that has the lowest current hit points, each creature affected by this spell has disadvantage on attack rolls and ability checks until the spell ends. They can attempt to resist, but only at the risk of making their agony

even worse. Each creature affected can choose whether or not to make a Constitution saving throw to try resisting this effect at the end of each of its turns, ending the effect on itself with a success. However, if the creature fails, it takes 3d6 psychic damage. A creature that fails this saving throw four rounds in a row is incapacitated with pain, in addition to the spell's other effects.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, roll an additional 2d8 for each slot level above 4th.

PUNISHING STRIKE

Necromancy cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: 1 round

As part of the action used to cast this spell, you must make an unarmed strike or melee weapon attack against one creature within the spell's range, otherwise the spell fails. On a hit, the target suffers the attack's normal effects, and also a black web of necrotic energy radiates across its skin from where it was struck until the start of your next turn. If the target willingly takes a reaction before then, it immediately takes 1d8 necrotic damage, and the spell ends. This spell's damage increases when you reach higher levels. At 5th level, the melee attack deals an extra 1d8 necrotic damage to the target, and the damage the target suffers for taking a reaction or opportunity attack increases to 2d8. Both damage rolls increase by 1d8 at 11th level and 17th level.

REAPER'S TOUCH

Necromancy cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

The touch of your hand drains a target's life energy, allowing you to empower yourself via the ritual sacrifice of animals and other creatures, or by striking your opponents in combat. Make a melee spell attack against the target. You have advantage on the attack if your target is a beast. On a hit, the target takes 1d6 necrotic damage, and you gain temporary hit points equal to half the damage inflicted (rounded up). The spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

MONSTERS & NPCs

BAROVIAN SCARECROW

Unlike other animated scarecrows, which are mere objects brought to life by a spell, these constructs have a core of evil personality granted to them by their creation. The first was crafted by the witch Baba Lysaga, infused with energies of the land conjured from the goddess Mother Night. For its head, she carved a jack o'lantern, made from blood red pumpkin of a particular dark strain native to Barovia. She lit a baleful crimson fire in the jack o'lantern, granting the construct a wicked cunning immunity to the flame that is the weakness of most scarecrows. When a dormant Barovian scarecrow animates, the dark ember within ignites into life, the fire shedding a ruddy scarlet from the carved eyes and mouth. If the flame is extinguished, the construct de-animates, which makes it vulnerable to high winds or the shockwave from magical thunder. When not employed in some errand for a witch, hag, or Dark Lord, these scarecrows seek to reproduce their kind. They make a jack o'lantern from a blood red Barovian pumpkin, and then find some mundane scarecrow and stealthily replace its head with the pumpkin, using their own crimson flame to kindle a new one in their creation.

BAROVIAN SCARECROW

Medium construct, chaotic evil

Armor Class 13

Hit Points 102 (12d10+36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11(+0)	13(+1)	16(+3)	12(+1)	10(+0)	13(+1)

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, poison, necrotic

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages understands the languages of its creator but can't speak

Challenge 5 (1,800 XP)

False Appearance. While the Barovian scarecrow remains motionless, it is indistinguishable from an ordinary, inanimate scarecrow.

Flickering Flame. If the Barovian scarecrow is exposed to a strong wind, the flame in its head flickers, and it has disadvantage on its next attack roll.

Headless Horror. A Barovian scarecrow is beheaded by a critical hit or if it takes more than 12 points of damage from one attack. However, beheading does not kill it. Instead, it instantly falls prone and pretends to be destroyed. Creatures within 5 feet can make an Insight check (DC 17) to determine that the scarecrow is not yet fully destroyed. On its turn, however, a beheaded scarecrow gains the use of its Head Throw attack (below), and returns to standing if possible.

Actions

Multiattack. The Barovian scarecrow makes two claw attacks or one claw attack and one head throw attack.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature, it must succeed on a DC 15 Wisdom saving throw or be frightened until the end of the scarecrow's next turn.

Terrifying Glare. The Barovian scarecrow targets one creature it can see within 30 feet of it or its head (if beheaded). If the target can see the scarecrow, the target must succeed on a DC 15 Wisdom saving throw or be magically frightened until the end of the scarecrow's next turn. The frightened target is paralyzed.

Head Throw. Ranged Weapon Attack: +6 to hit, range 30 ft., one target. *Hit:* 6 (2d6 + 3) bludgeoning damage. If the target is a creature, it must succeed on a DC 15 Wisdom saving throw or be frightened until the end of the Barovian scarecrow's next turn. Only a beheaded Barovian scarecrow can use this attack. After being thrown, the head rolls back along the ground and into the scarecrow's hand immediately before the next time it wishes to use this attack.

DEEP CULTIST

A deep cultist is the child of a warlock who traded their child's humanity for power before it was born, mixing their own nature with that of an otherworldly being. They are naturally attracted to aquatic aberrations, such as aboleths or krakens, and they seek to assist their abominable schemes in any way they can.

Parents who make these pacts raise their tainted offspring to worship whichever Far Realm entity they made their pact with, and when such children grow up, they attempt to raise up cults of their own sharing this worship. The being that spawned them is connected to the element of water (or perhaps to the elemental evil corruption of it), and so while deep cultists can pass for human, their amphibious nature is indicated by subtly fish-like or frog-like appearances, including flattish noses that are barely more than a pair of nostrils and great bulging eyes that tend to stare without blinking. They have muscular or wiry builds, pale almost bluish or greenish skin, and black greasy hair that either grows wild or is thin and sparse.

Despite these hints to their true origins, some deep cultists are still attractive by human standards. They've been known to recruit members for their cults by seduction as well as more mundane means of coercion, and some truly come to love their human paramours. Many are the legends of "mermaids" rescuing sailors from

drowning and falling in love with them that are actually tales of deep cultists. When on land, they commonly go about in heavy robes to hide their appearance.



DEEP CULTIST

Medium humanoid, chaotic evil

Armor Class 15 (natural armor)

Hit Points 105 (14d8+42)

Speed 30ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	16 (+3)	11 (+0)	16 (+3)	14 (+2)

Skills *Arcana* +3, *Deception* +4, *Religion* +3, *Stealth* +5

Damage Resistances cold, lightning

Damage Immunities acid, poison

Senses darkvision 60 ft., passive Perception 13

Languages Common, Aquan

Challenge 6 (2,300 XP)

Spellcasting. The deep cultist is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It knows the following spells:
Cantrips (at will): *druidcraft*, *reaver's touch**, *shape water**, *vicious mockery*
1st level (4 slots): *create/destroy water*, *dissonant whispers*, *disguise self*, *fog cloud*
2nd level (3 slots): *blur*, *hold person*
3rd level (3 slots): *fear*, *tidal wave***
4th level (1 slot): *storm sphere***
(***) = appears in the *Elemental Evil Player's Guide*).

Amphibious. The deep cultist can breathe air and water.

Fanaticism. The deep cultist has advantage on saving throws against being charmed or frightened.

Venomous Skin. The deep cultist can cause their flesh to exude a corrosive poison. Any creature grappling to deep cultist or grappled by it takes 3 (1d6) poison damage and 3 (1d6) acid damage at the end of that creature's turn.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 3(1d6) piercing damage plus 3 (1d6) poison damage and 3 (1d6) acid damage.



PSEUDONATURAL CREATURE

Pseudonatural creatures originate in the Far Realm or in other places beyond the planes as we know them. Eldritch abominations such as these are often the spawn or servitors of Great Old Ones, elder gods, or powerful aberrations. They can take on at least one less alien form when needed, but a glimpse of their true nature can shake a mortal's grip on reality.

PSEUDONATURAL TEMPLATE

Any corporeal creature can become a pseudonatural creature. When it becomes a pseudonatural creature, it keeps its statistics, except as noted below.

Type. The creature's type changes to Aberration.

Alignment. Chaotic evil and neutral evil creatures do not change their alignment. Other alignments are changed as follows:

PSEUDONATURAL CREATURE ALIGNMENT

Base Creature's Alignment	New Alignment
Lawful Good	Unaligned
Neutral Good	Neutral
Chaotic Good	Chaotic Neutral
Lawful Evil	Neutral Evil
Lawful Neutral	Lawful Evil

Chaotic Neutral	Chaotic Evil
Neutral	Chaotic Neutral
Unaligned	Chaotic Neutral

Hit Points. If the creature has less than 3 Hit Dice, raise its number of Hit Dice to 3 and adjust its hit points accordingly.

Ability Scores. If the creature's Intelligence is below 3, increase it to 3. In addition, if the creature's Wisdom is less than 20, increase the creature's Wisdom by 10, to a maximum of 20 or the base creature's challenge rating, whichever is higher.

Challenge. Increase the creature's challenge rating by 1 after applying this template. If the base creature's challenge rating is lower than 1/2, increase the challenge rating to 1/2; if it is 1/2, increase it to 1.

Senses. The pseudonatural creature gains blindsight with a radius of 10 feet.

Damage Resistances. The pseudonatural creature gains resistance to acid and lightning.

Languages. The pseudonatural creature gains telepathy 30 ft.

New Trait: Telepathic Insight. If a creature within 30 ft. communicates telepathically with the pseudonatural creature, it must make a Charisma saving throw against a DC equal to the pseudonatural creature's Wisdom score. If the creature fails the save, the pseudonatural creature magically learns one fact or secret about that creature.

New Spells: The pseudonatural creature knows the *true strike* and *vicious mockery* cantrips. If it can cast spells of 1st level or higher, it also gains the spells *bane* and *dissonant whispers*.

New Action: Pseudonatural Form. As a bonus action, the creature assumes its true form, that of a grotesque, tentacled mass (or another appropriately gruesome form), but all its abilities remain unchanged despite the alien appearance. While it is in this form, all attack rolls against the pseudonatural creature made by creatures who can see it are at disadvantage. In addition, while it is in its true form, the pseudonatural creature has advantage on Charisma (Intimidation) checks and disadvantage on all other Charisma checks. It can use another bonus action to change back.

New Reaction: True Form. When the pseudonatural creature takes damage, it can assume its pseudonatural form as a reaction.

EXAMPLE: THE RAT-THING (PSEUDONATURAL RAT)

The rat-thing appears to be a regular rat to most who see it, but it is always the familiar of some loathsome, half-mad spellcaster, and its true form is far more disturbing. Those who glimpse it in unguarded moments are horrified, for the rat-thing has a face much like that of a human, and its tiny hands are human-like as well. Its face is bearded, sharp-toothed, and bears an evil expression. Its voice sounds like hateful tittering, but it can only communicate via telepathy, which those contacted experience as the same loathsome titter forming words in their own language. It is said evil wizards and warlocks create rat-things from the remains of sacrificed cultists. Such a creature almost never fights alone, engaging in hostile action only at the side of the corrupted spellcaster they serve.

PSEUDONATURAL RAT (RAT-THING)

Tiny aberration, chaotic neutral

Armor Class 10

Hit Points 4 (3d4-3)

Speed 20ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	11 (+0)	9 (-1)	3 (-4)	20 (+5)	4 (-3)

Damage Resistances acid, lightning

Senses blindsight 10 ft., darkvision 30 ft., passive Perception 15

Languages telepathy 30 ft.

Challenge 1/2 (100 XP)

Innate Spellcasting. The pseudonatural rat's innate spellcasting ability is Wisdom (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *true strike*, *vicious mockery*

Telepathic Insight. If a creature within 30 ft. communicates telepathically with the pseudonatural rat, it must make a Charisma saving throw (DC 20). If the creature fails the save, the pseudonatural rat magically learns one fact or secret about that creature.

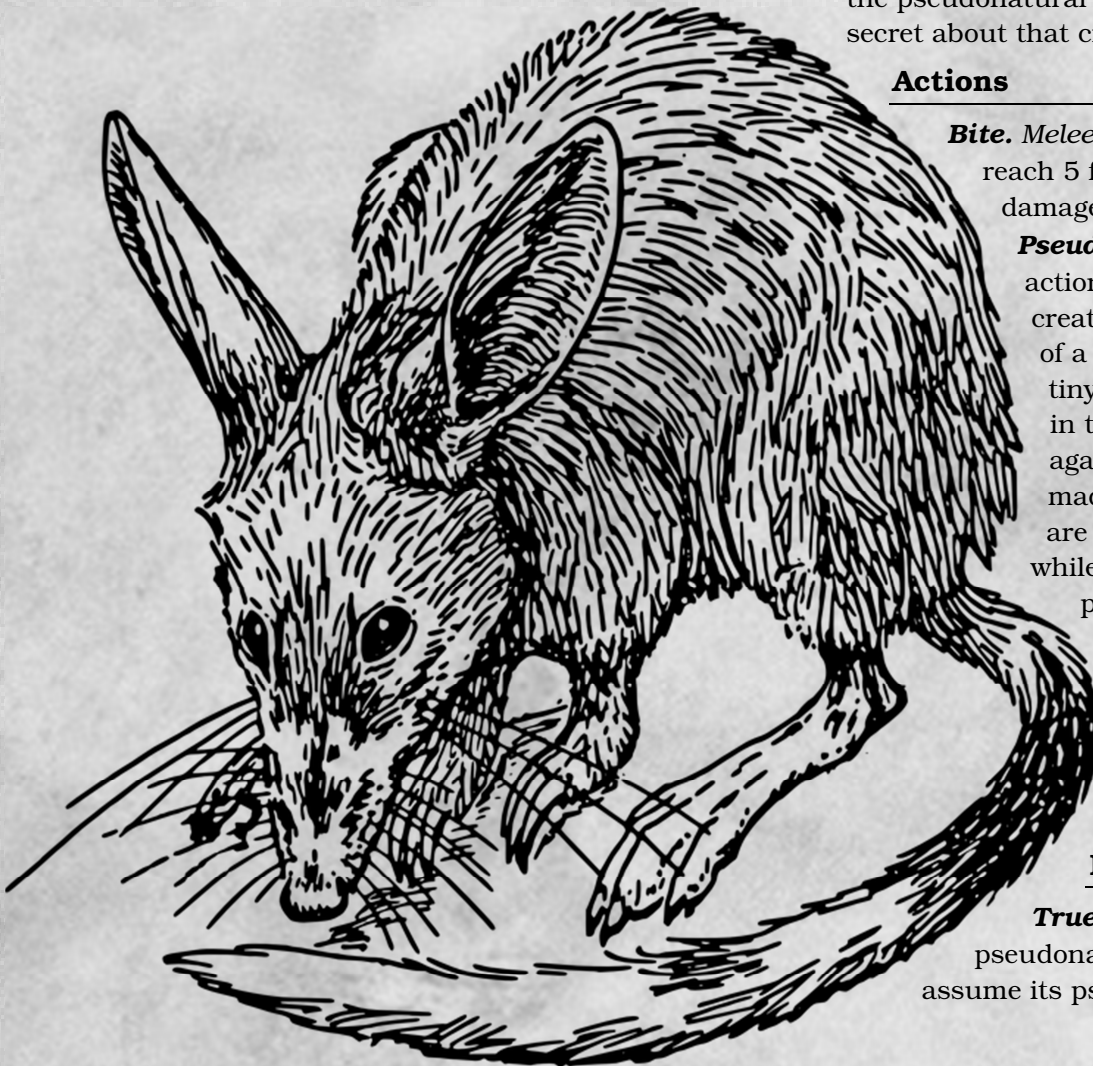
Actions

Bite. *Melee Weapon Attack:* +0 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage.

Pseudonatural Form. As a bonus action, the pseudonatural rat creature assumes its true form, that of a rat with a human-like face and tiny, humanoid hands. While it is in this form, all attack rolls against the pseudonatural rat made by creatures who can see it are at disadvantage. In addition, while it is in its true form, the pseudonatural rat has advantage on Charisma (Intimidation) checks and disadvantage on all other Charisma checks. It can use another bonus action to change back.

Reactions

True Form. When the pseudonatural rat takes damage, it can assume its pseudonatural form as a reaction.



EXAMPLE: THE BLACK DOG (PSEUDONATURAL HELL HOUND)

The black dog is massive dog the size of a calf with thick, shaggy, jet black fur and glowing red eyes. It has sharp, knife-like canines, and its mouth always seems to be grinning, as if the fell creature bears some hidden secret. Its saliva stinks of sulfur. It appears only at night, but even in the moonlight its fur does not shine or gleam, but remains dark as a shadow. It leaves no footprints. It can only be tracked by the scorch marks it leaves on the ground every few paces, and by its tendency to stop and claw or gnaw upon large objects of wood or metal. It is always associated with fire, with the smell of smoke and flickering shadows in its presence, but does not appear in dog form with a visible aura of fire. It is as if, wherever it goes, there is always an unseen fire nearby. Thankfully, these creatures are rare, and seldom attack the living, but rather are omens of worse horrors to follow. They appear before great fires, deadly plagues, battles with high casualties, and the deaths of important personages. They also accompany the appearances of comets in the night sky. They remain calm and aloof unless a creature threatens them or approaches an object they have been charged by the Dark Powers with protecting, which sends them into an aggressive frenzy. In their true form, black dogs are far more frightening. Their bodies seem to explode, as they become unsteady orbs of crimson flame, surrounded by ember-like points of fiery light and bursts of red lightning. They shimmer with heat, making them hard to focus on, but anyone looking directly at the fiery orb sees visions in the flames, visions of various horrific ways they might die, combined with scenes of cataclysm and carnage consuming nearby settlements.

PSEUDONATURAL HELL HOUND (BLACK DOG)

Medium aberration, neutral evil

Armor Class 15

Hit Points 45 (7d8-14)

Speed 50ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	14 (+2)	6 (-2)	20 (+5)	6 (-2)

Skills Perception +9

Damage Resistances Acid, lightning

Damage Immunities Fire

Senses blindsight 10 ft., darkvision 60 ft., passive

Perception 19

Languages telepathy 30 ft., understands Infernal but can't speak it

Challenge 4 (1,100 XP)

Innate Spellcasting. The pseudonatural hell hound's innate spellcasting ability is Wisdom (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *true strike*, *vicious mockery*

Keen Hearing and Smell. The pseudonatural hell hound has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The pseudonatural hell hound has advantage on an attack roll against a creature if at least one of the hound's allies is within 5 feet of the creature and the ally isn't incapacitated.

Telepathic Insight. If a creature within 30 ft. communicates telepathically with the pseudonatural hell hound, it must make a Charisma saving throw (DC 20). If the creature fails the save, the pseudonatural hell hound magically learns one fact or secret about that creature.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8+3) piercing damage plus 7 (2d6) fire damage.

Fire Breath (Recharge 5–6). The pseudonatural hell exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Pseudonatural Form. As a bonus action, the pseudonatural hell hound creature assumes its true form, that of a flaming sphere shimmering with red lightning and filled with horrific visions. While it is in this form, all attack rolls against the pseudonatural hell hound made by creatures who can see it are at disadvantage. In addition, while it is in its true form, the pseudonatural hell hound has advantage on Charisma (Intimidation) checks and disadvantage on all other Charisma checks. It can use another bonus action to change back.

Reactions

True Form. When the pseudonatural hell hound takes damage, it can assume its true form as a reaction.

ROM

The rom are a race of subterranean, undead giants that withdrew from the surface world in the distant past. They are sullen, malicious, and angry creatures, attacking any who disturb their final dwelling places or cairns. Rom are all male, with tall, muscular physiques—similar to humans in proportion—and dark, ashen-grey skin. They have sunken, glassy eyes, long, curling fingernails, and are either bald or have thinning, bone-white hair. They stand about 17 ft.' tall, retaining the supernatural strength they possessed in life. They speak with sad, resonant voices. All are talented singers, poets, and musicians.

Cursed by Tragedy. Rom are thought to be all that remains of an ancient race of giant herdsmen. They lived in the hills and on the plains where their giant cows could graze, some practicing a limited form of agriculture. They were a quiet, peace-loving people whose end came when their wives produced only male children; there were no further generations. Shaking their fists at the sad destiny Fate had passed upon them, they built enormous stone cairns for themselves, fashioned out of monolithic granite slabs. Entire clans of rom descended into their self-made tombs, burying themselves alive. However, so great was their collective self-pity and anger at Fate that their existence persisted beyond death.

Inspiring Hosts. The giants are known to receive brave visitors during the night, who politely knock on the entrance to the tombs and humbly request hospitality for the evening. The rom are a musical and poetic race. Brave bards who have visited with them for only a short while are said to have been inspired to compose a masterful, if tragic, song or epic poem.

Death to Trespassers. Those who brashly intrude on the giants during the night, or who break into a cairn during the day, will be immediately attacked by the rom present in the tomb (usually 8 or fewer). They will throw any corpses outside as a warning to others against further unwarranted intrusions.

REGIONAL EFFECTS

The granite cairns of the rom can still be found today, towering over the plains or nestled among the hills. They are shunned by all forms of animal and insect life. Nearby vegetation appears stunted and lacks its usual color. All is quiet near these tombs during the day, but at night, one can hear a loud lamentation rising from within the cold, stone cairns, a plaintive cry against Fate.



- At night, within a mile of a rom cairn, their haunting dirges can be heard. Any creature in this area at night that can hear must make a DC 11 Wisdom saving throw unless their Intelligence is 2 or lower. On a failure, the character feels a heartbreaking sadness, a despair that makes their efforts seem meaningless. Until they leave the area, they have disadvantage on death saving throws and Dexterity checks for initiative, and they gain the following flaw: "If all this beauty ends in tragedy, what's the point of living at all?" A creature can repeat its saving throw every time it finishes a long rest, ending the effect on itself on a success. A creature that makes a successful saving throw against this effect is immune to it for 24 hours. The dirge has no effect on constructs and undead.
- Any beast or humanoid with an Intelligence of 2 or lower that comes within a mile of a rom cairn becomes frightened, and will not willingly move closer to the cairn.
- No plant life grows naturally within 500 ft. of a rom cairn.

ROM

Huge undead, lawful evil

Armor Class 17 (natural armor)

Hit Points 172 (15d12+75)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	21 (+5)	11 (+0)	14 (+2)	18 (+4)

Skills **Animal Handling +6, Intimidation +8,**

Persuasion +8, Perception +6

Damage Resistances necrotic

Damage Immunities cold, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses darkvision 60 ft., passive Perception 16

Languages Common, Giant

Challenge 9 (5,000 XP)

Pack Tactics. The rom has advantage on an attack roll against a creature if at least one of the rom's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sleepless. Magic cannot cause the rom to sleep.

Actions

Multiattack. The rom makes two claw attacks.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 17 (2d8+8) slashing damage plus 4 (1d8) necrotic damage, and the target's Strength score is reduced by 1d4. The target dies if this reduces his Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Rock. *Ranged Weapon Attack:* +12 to hit, range 60/240 ft. one target. *Hit:* 30 (4d10+8) damage.

Frightful Presence. Each creature of the rom's choice that is within 120 feet of the rom and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat its saving throw at the end of each of its turns, ending the effect on itself on a success.

Dolorous Dirge. (*Recharge 6*). As a bonus action, the rom sings a song of loss in its haunting voice, a mourning ballad that pierces the hearts of even hardened veterans. This dirge has no effect on constructs and undead. Any other creature within 30 feet who can hear the rom must make a Charisma saving throw (DC 16) or have its speed reduced by half for as long as the rom keeps singing. The rom must use a bonus action to continue this effect each round. A creature can repeat its saving throw at the end of each of its turns, ending the effect on itself on a success.

VAMPIRES OF RAVENLOFT

Of all the dark and evil things that move about in the mists of the Domains of Dread, none is more feared than the vampire. These creatures can often move freely about in the world of men and, as such, are all the more dreadful. Their unexpected attacks often target the innocent and helpless, leaving little hope that a victim will survive to lead would-be vampire hunters to the monster. Overall, they are certainly the darkest of the dark. Ravenloft is home to many vampires, some of whom are even lords of their own domains. Strahd Von Zarovich, the master of Barovia, is one such creature. His darkness is so great that many believe the land itself to be tied directly to him. This may or may not be true, but the Vistani and Lord Azalin of Darkon certainly seem to believe it. Other vampire lords are certainly powerful—but none can compare to the might, or the evil, of Strahd.

VAMPIRES OF DIFFERENT RACES

Most vampires of any race have the same attributes, as the curse does not discriminate. In most cases, for example, sun-loving wood elf and benighted drow elf alike suffer the same destructive effects in sunlight. However, in the Domains of Dread, certain vampires of non-human races have been infected by the spells of a hateful enemy rather than in the traditional fashion, and their version of the curse is altered to torment them even more deeply. When vampires with such curses convert others of their original race, those victims are sometimes tortured in the same cruel way, taking on the traits of their sires.

Writings of the legendary vampire hunter Rudolph Van Richten have been distributed among those who would emulate his example, and in the most widely read texts, he identifies three of these specialized strains of the curse, afflicting dwarves, elves, and halflings. In the time since recording those three types, however, it is believed Van Richten has uncovered even more.

VAMPIRE, DWARF

Dwarves are a long-lived race with an intense cultural hatred of the undead and their evil work. They regard death as the just rewards of a warrior and undeath as cheating a hero of his glorious end. For this reason, a dwarf vampire is perhaps the most awful of things, for its natural hatred of what it has become leads it to do great acts of evil. Dwarf vampires, like all vampires, look much as they did in life. They are short and stocky, with long, white or silver beards, and heavy, rounded features. In most cases, they retain the trappings of the profession they held in life; a dwarf vampire who was a warrior is often found in full armor with a heavy battleaxe or warhammer in hand. Dwarf vampires seek out the deepest and darkest of subterranean lairs. They shun all contact with their kind, perhaps out of disgust or embarrassment over what has become of them. The only time they will seek out other dwarves is when they wish to create a vampire companion or are in need of slaves for some evil deed. Dwarf vampires are the most introverted of all the racial vampire types. They tend to keep to themselves and do not seek to amass power as do human vampires. This does not mean that they will become utterly isolated, however, for they are drawn to feed on the essences of the living. The dwarf vampire is a thing of darkness and evil that has no place in the natural world. It moves about, spreading death and suffering in an attempt to ease the misery it feels over having been doomed to an eternal life that it detests. Because they realize the torment that transformation into a vampire causes to dwarves, the vampire dwarf is reluctant to create others of its kind. It does so only when it feels that it absolutely needs minions to help it carry out its acts of evil. In many cases, the vampire will kill its minions after they have served it for a few months, freeing them from the suffering that it must endure. Such kindness and compassion seems out of place for these creatures, but many scholars believe that they still retain the last vestiges of their love for other dwarves and cannot bear to spread their suffering to others of their proud race. In most cases, the free-willed dwarf vampires of the Domains of Dread were created by masters who were slain before they could destroy their minions, leaving their creations to suffer in their place.

VAMPIRE, DWARF

Medium undead (shapechanger), lawful evil

Armor Class 15 (natural armor)

Hit Points 161 (17d8 + 85)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	20 (+5)	17 (+3)	15 (+2)	18 (+4)

Saving Throws Con +10, Dex +8, Cha +9

Skills History +8, Perception +7, Stealth +8

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Senses darkvision 120 ft., tremorsense 120 ft., passive Perception 17

Languages Common

Challenge 13 (10,000 XP)

Magic Resistance. The dwarf vampire has advantage on saving throws against spells and other magical effects.

Legendary Resistance (1/Day). If the dwarf vampire fails a saving throw, it can choose to succeed instead.

Stonecunning. The dwarf vampire adds an additional +5 to all Intelligence (History) checks related to the origin of stonework.

Earthly Escape. When it drops to 0 hit points outside its resting place, the dwarf vampire immediately uses its *stonewalk* trait and travels 10 feet instead of falling unconscious, provided that it is underground or within 5 feet of stone, stonework, or earth. If it is not, it is destroyed. If it is able to use its *stonewalk* trait while at 0 hit points, it travels towards its resting place as best it can, but cannot leave the earth through which it travels until it reaches its resting place. It must reach its resting place within 2 hours or be destroyed. Once in its resting place, it can emerge from the earth and rest there. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Chthonic Regeneration. The dwarf vampire regains 25 hit points at the start of its turn if it has at least 1 hit point and is underground. If it is not underground, but it has at least 1 hit point and isn't in sunlight or running water, it regains 5 hit points at the start of its turn. If the dwarf vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the dwarf vampire's next turn.

Stonewalk. The dwarf vampire can burrow through earth and stone. While doing so, the dwarf vampire doesn't disturb the material it moves through. The dwarf vampire can extend the magical aura of this power to allow it to bring any object or creature it is carrying or grappling with it when it stonewalks. The dwarf vampire enjoys no special protections when stonewalking except for the cover of the stone or earth around it.

Holy Water. The dwarf vampire has resistance against damage from holy water.

Dwarf Vampire Weaknesses. The dwarf vampire has the following flaws:

- **Metal Barrier.** The dwarf vampire cannot cross a line of powdered metal (even if using stonewalk). They can take indirect action to break the line, summoning rats to scamper through it, for example, but the dwarf vampire may never directly affect it. If there is even the slightest break in the line, however, the dwarf vampire can move past it with ease.
- **Earth Forbiddance.** The dwarf vampire cannot enter a structure that is not made in some part of stone or earth (such as a log cabin).
- **Harmed by Natural Springs.** The dwarf vampire takes 20 acid damage if it ends its turn in natural spring water. If it is splashed by natural spring water from a container, it takes 2d6 radiant damage (treat such an attack as an attack with holy water, but inflicting full damage).
- **Earthpiercing.** If a natural stalactite or stalagmite is driven into the dwarf vampire's heart while the dwarf vampire is incapacitated in its resting place, the dwarf vampire is paralyzed until it is removed.

Actions

Multiattack (Dwarf vampire Form Only). The dwarf vampire makes two attacks, only one of which can be a bite attack.

Axe. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) slashing damage.

Unarmed Strike. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 4) bludgeoning damage. Instead of dealing damage, the dwarf vampire can grapple the target (escape DC 18).

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the dwarf vampire, incapacitated, or restrained. *Hit:* 7 (1d6 + 4) piercing damage plus

10 (3d6) necrotic damage. The dwarf vampire regains hit points equal to the amount of necrotic damage inflicted. The creature also reduces its Constitution by 1 for every 5 necrotic damage it suffers. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its Constitution to 0. A humanoid slain in this way and then buried in the ground rises the following night as a dwarf vampire spawn under the dwarf vampire's control. If the vampire spawn was a dwarf in life, and the dwarf vampire who created it is destroyed, the DM may choose for it to become a dwarf vampire.

Terrify. The dwarf vampire targets one humanoid it can see within 30 feet of it. If the target can see the dwarf vampire, it makes a DC 17 Charisma saving throw. If it fails, it is frightened by the dwarf vampire. Rather than fleeing, however, the target is also restrained, held in place by terror, until end of the dwarf vampire's next turn. Each time the creature or its companions inflict damage on the dwarf vampire, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the creature is restrained and frightened until 24 hours pass, or until the dwarf vampire is out of the creature's sight, destroyed, or takes a bonus action to end the effect.

Dark Children of the Earth (1/Day). The dwarf vampire magically calls 2d4 swarms of rats or poisonous snakes, provided that the sun isn't up. While underground, the dwarf vampire can call 3d6 giant badgers, giant poisonous snakes, giant rats, or giant weasels instead. The called creatures arrive in 1d4 rounds, acting as allies of the dwarf vampire and obeying its spoken commands. The beasts remain for 1 hour, until the dwarf vampire dies, or until the dwarf vampire dismisses them as a bonus action.

Legendary Actions

The dwarf vampire can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dwarf vampire regains spent legendary actions at the start of its turn.

Move. The dwarf vampire moves up to its speed without provoking opportunity attacks.

Unarmed Strike. The dwarf vampire makes one unarmed strike.

Bite (Costs 2 Actions). The dwarf vampire makes one bite attack.



VAMPIRE, ELF

The elf vampire is a tragic creature indeed, for when someone from a race that so loves life and goodness turns to evil and death, the world shares the loss. The evil that lurks within the elf vampire is so overwhelming that it forces the creature to transform the vital, living forests around him into places of death and decay. Drow do not become elf vampires of this type (it is rumored they have a horrific vampire strain all their own). Unlike other breeds of vampire, the elf variety cannot move among others of its kind freely. The evil that has twisted the creature's spirit has also wrought havoc on its fair features. Thus, elf vampires appear as twisted and scarred mockeries of their beautiful and graceful race. Because of this, they often dress in dark robes and wear garments designed to hide their appearance from the world. Sunlight does not harm the elf vampire. In fact, they live their unlives by day and shun the night. As soon as the sun falls behind the horizon, the

elf vampire must be in his coffin. These undead are also master archers and will employ all manner of bows in combat, using magical arrows carved from the bones of living, intelligent creatures. Perhaps the cruelest card that fate has dealt the elf vampire is its black thumb. Any plant that the creature touches withers and dies. In small plants, like flowers, this effect is instantaneous. In larger plants, like shrubs or hedges, it takes about a day for the plant's death to become obvious. The largest of plants, trees and such, will take over a week to die, during which time the elf feels the agony they are experiencing. This curse does not travel through clothing, so elf vampires wearing boots do not leave a trail of dead footprints in the grass they walk through. They can also handle flowers if they wear gloves. However, the intimate relationship that the elf had with living things before their undeath has been shattered. This is a psychological blow that drives many elf vampires over the brink of madness when they are first created.

VAMPIRE, ELF

Medium undead (shapechanger), chaotic evil

Armor Class 17 (natural armor)

Hit Points 144 (17d8 + 68)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	20 (+5)	18 (+4)	19 (+4)	15 (+2)	8 (-1)

Saving Throws Dex +10, Wis +7, Cha +4

Skills Nature +8, Perception +7, Stealth +9

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed

Senses darkvision 120 ft., passive Perception 17

Languages Common

Challenge 13 (10,000 XP)

Innate Spellcasting. The elf vampire's innate spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). It knows the following spells:

At will: *animal friendship*, *animal messenger*, *druidcraft*, *entangle*, *pass without trace*, *speak with animals*, *spider climb*, *tree stride*, *thorn whip*
1/day: *antilife shell*, *blight*, *conjure animals*, *dominate beast*, *grasping vine*, *insect plague*, *spike growth*, *transport via plants*, *wall of thorns*

Shapechanger. If the elf vampire isn't outdoors after sunset, it can use its action to polymorph into a blood hawk or back into its true form. While in blood hawk form, the elf vampire can't speak, its walking speed is 5 feet, and it has a flying speed of 40 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

Legendary Resistance (3/Day). If the elf vampire fails a saving throw, it can choose to succeed instead.

Arboreal Escape. When it drops to 0 hit points outside its resting place, the elf vampire transforms into its blood hawk form and teleports up to 40 feet to the nearest tree instead of falling unconscious, provided that it isn't outdoors after sunset. If there is not a tree within 40 feet, or if it is outdoors after sunset, it is destroyed.

While it has 0 hit points in blood hawk form, the elf vampire has a teleport speed of 40 feet per round, but it can only end its movement within 5 feet of a tree. It can't take any actions, speak, or manipulate objects. It is weightless, and can enter a hostile creature's space and stop there as long

as it is within 5 feet of a tree. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from being outdoors after sunset. It must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its elf vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Daytime Regeneration. The elf vampire regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't outdoors after sunset. If the elf vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the elf vampire's next turn.

Black Thumb. When the elf vampire touches a nonmagical plant that isn't a creature, the plant withers and dies. Whenever the elf vampire inflicts damage with a melee attack on a plant creature or a magical plant, the target takes an extra 4d8 necrotic damage.

Holy Water. The elf vampire has resistance against damage from holy water.

Sleepless. Magic cannot cause the elf vampire to sleep.

Elf Vampire Weaknesses. The elf vampire has the following flaws:

- **Floral Forbiddance.** The elf vampire cannot cross a line of flower petals (even if using *tree stride*). The petals must be fresh, plucked from their plants within the last 48 hours. The elf vampire can take indirect action to break the line (summoning birds or wolves to scamper through it, for example), but can never directly affect it. If there is even the slightest break in the line, however, the elf vampire can move past it with ease.
- **Harmed by Sap.** The elf vampire takes 20 acid damage if it begins its turn in contact with fresh tree sap (drawn within the last 48 hours). If it is smeared by fresh sap from a container, it takes 2d6 radiant damage (treat such an attack as an attack with holy water, but inflicting full damage, and it must be made as a melee attack).
- **Harmed by the Night.** The elf vampire takes 20 force damage when it starts its turn outdoors after sunset.
- **Stake to the Heart.** If a piercing weapon made of charred wood or charcoal is driven into the elf vampire's heart while the elf

vampire is incapacitated in its resting place, the elf vampire is paralyzed until the stake is removed. If the stake is made of charcoal, a mallet or hammer will likely be required to pound it in.

- **Turning Vulnerability.** The elf vampire has disadvantage on saving throws against effects that turn undead.

Actions

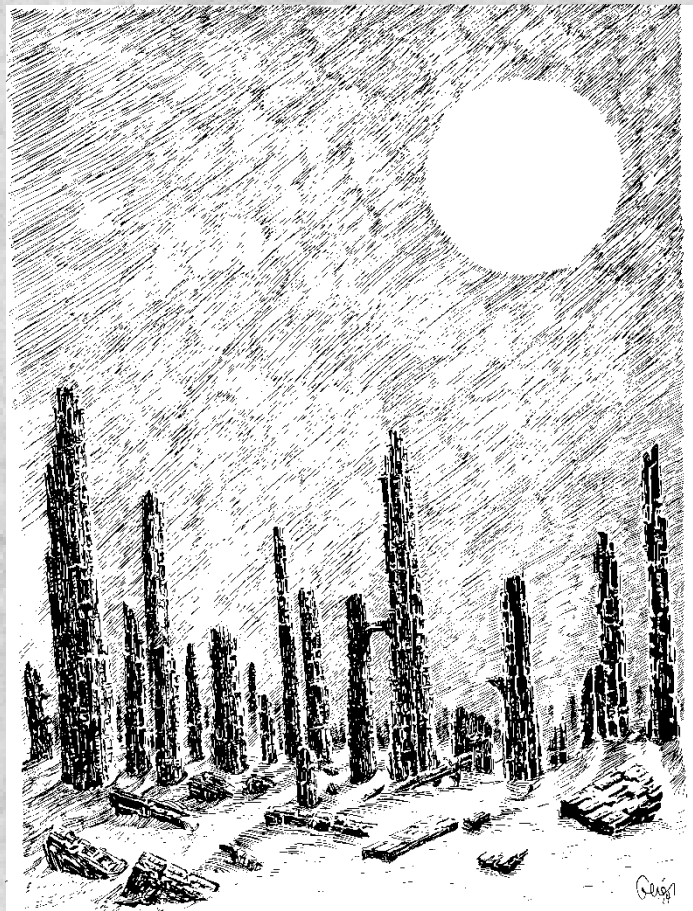
Multiattack (Elf Vampire Form Only). The elf vampire makes two attacks, only one of which can be a bite attack.

Bone Arrows (Elf Vampire Form Only). *Ranged Weapon Attack:* +10 to hit, range 150/600 ft., one creature. *Hit:* 9 (1d8 + 5) necrotic damage.

Unarmed Strike (Elf Vampire Form Only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 8 (1d6 + 5) bludgeoning damage. Instead of dealing damage, the elf vampire can grapple the target (escape DC 18).

Bite (Blood Hawk or Elf Vampire Form Only). *Melee Weapon Attack:* +8 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the elf vampire, incapacitated, or restrained. *Hit:* 6 (1d6 + 3) piercing damage plus 10 (3d6) necrotic damage. The elf vampire regains hit points equal to the amount of necrotic damage inflicted. The creature also reduces its Charisma by 1 for every 5 necrotic damage it suffers. When the creature finishes a long rest, it regains all Charisma lost in this fashion except 1. The target dies if this effect reduces its Charisma to 0. A humanoid slain in this way and then buried in the ground rises the following night as a vampire spawn under the elf vampire's control. If the vampire spawn was a high elf or wood elf in life, and the elf vampire who created it is destroyed, the DM may choose for it to become an elf vampire.

Enthrall. The elf vampire targets one frightened humanoid it can see within 30 feet of it. If the target can see the elf vampire, the target must succeed on a DC 17 Charisma saving throw against this magic or be restrained. Each time the elf vampire or the elf vampire's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours, or until the elf vampire is out of the creature's sight, destroyed, or takes a bonus action to end the effect.



Reactions

Horriifying Visage. When it is damaged by an attack or spell, the elf vampire can horrify its attackers by revealing its scarred and twisted face. Each creature of the elf vampire's choice that is within 30 feet of the elf vampire and can see it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat its saving throw at the end of each of its turns, ending the effect on itself on a success. Otherwise, the creature is frightened until 24 hours pass, or until the elf vampire is out of the creature's sight, destroyed, or takes a bonus action to end the effect.

Legendary Actions

The elf vampire can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The elf vampire regains spent legendary actions at the start of its turn.

Move. The elf vampire moves up to its speed without provoking opportunity attacks.

Unarmed Strike. The elf vampire makes one unarmed strike.

Bite (Costs 2 Actions). The elf vampire makes one bite attack.



VAMPIRE, HALFLING

Few races enjoy life and the basic comforts of a quiet, peaceful existence more than the halflings. Thus, when one of these fine creatures is driven into a life of evil by the preying of some sinister vampire, the world suffers a great loss.

Halfling vampires have the same physical characteristics of living halflings: slightly plump, only about four feet high, and florid of complexion, with tufts of hair on the backs of their hands and tops of their feet. They tend to dress in dark clothes, however, shunning the happy and colorful garb of their living kin. Among their other powers, the halfling vampire can transform itself into a cloud of smoke such as might be made by a small campfire or burning pipe. It radiates a familiar and pleasing odor, one that will remind those nearby of pipeweed and a comfortable inn. It often uses its spells to lure victims with the promise of fine food.

Halfling vampires shun the comforts of physical life that were so dear to them before their transformations. They live in dark and dreary places that do not serve to remind them of the happiness they have left behind. Their loss of happiness and contentment has led them to despise all those who are able to curl up before a crackling fire with a good story and a mug of ale, driving them to do what they can to shatter the complacent lives of other halflings whenever they are able.

VAMPIRE, HALFLING

Small undead (shapechanger), lawful evil

Armor Class 17 (natural armor)

Hit Points 127 (17d8 + 51)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
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16 (+3)	20 (+5)	16 (+3)	17 (+3)	15 (+2)	19 (+4)
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Saving Throws Dex +10, Wis +7, Cha +9

Skills Perception +7, Stealth +10, Sleight of Hand +10

Damage Vulnerabilities cold

Damage Resistances fire, lightning, poison, necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 120 ft., passive Perception 17

Languages Common, Halfling, Thieves' Cant

Challenge 13 (10,000 XP)

Innate Spellcasting. The halfling vampire's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It knows the following spells:

At will: *create food and water, friends, prestidigitation, purify food and drink, pass without trace, speak with animals*

2/day: *charm person, conjure animals*

Shapechanger. If the halfling vampire isn't in sunlight or falling rain, it can use its action to polymorph into a tiny woodland beast, such as a badger, rat, or weasel, or a Medium cloud of smoke, or back into its true form.

While in beast form, the halfling vampire can't speak, but its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

While in smoke form, the halfling vampire can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

Legendary Resistance (3/Day). If the halfling vampire fails a saving throw, it can choose to succeed instead.

Smoky Escape. When it drops to 0 hit points outside its resting place, the halfling vampire transforms into a cloud of wood-smoke (as in the Shapechanger trait) instead of falling unconscious, provided that it isn't in sunlight or falling rain. If it can't transform, it is destroyed.

While it has 0 hit points in smoke form, it can't revert to its halfling vampire form, and it must reach its resting place within 2 hours or be destroyed. Once in its resting place, it reverts to its halfling vampire form. It is then paralyzed until it regains at least 1 hit point. After spending 1 hour in its resting place with 0 hit points, it regains 1 hit point.

Regeneration. The halfling vampire regains 15 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or falling rain. If the halfling vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the halfling vampire's next turn. If the halfling vampire is in moonlight, it regains 25 hit points instead of 15.

Stealthy Nimbleness. The halfling vampire can move through the space of any creature that is at least one size larger than its current form, and can attempt to hide even when obscured only by a such a creature.

Cunning Action/Fast Hands. The halfling vampire can take a bonus action on each of his turns in combat. This action can be used to take the Dash, Disengage, Hide, or Use an Object actions. He can also use this action to make a Dexterity (Sleight of Hand) check, or to use his thieves' tools to disarm a trap or open a lock.

Assassinate. During its first turn, the halfling vampire has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the halfling vampire scores against a surprised creature is a critical hit.

Sneak Attack. Once per turn, the halfling vampire deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the halfling vampire that isn't incapacitated and the halfling vampire doesn't have disadvantage on the attack roll.

Halfling Vampire Weaknesses. The halfling vampire has the following flaws:

- **Forbidding Aroma.** The halfling vampire can't come within 60 feet of a lit pipe being smoked. The halfling vampire can take action to indirectly put out the pipe, summoning a servant to extinguish it, for example, but can never directly affect it. Even after the pipe is extinguished, unless there is a strong wind, it takes 1 round for the smell to dissipate enough for the halfling vampire to enter the area.

- **Hearth Forbiddance.** The halfling vampire can't enter any room where a fire is burning in the hearth or fireplace. The halfling vampire can take indirect action to put out the fire, summoning a servant to smother it, for example, but can never directly affect it.
- **Harmed by Falling Rain.** The halfling vampire takes 20 acid damage if it ends its turn in falling rain. Other forms of precipitation, such as snow, do not have this effect.
- **Stake to the Heart.** If a piercing weapon made of wood that is burning with hearth fire (lit directly from a hearth, fireplace, or campfire) is driven into the halfling vampire's heart while the halfling vampire is incapacitated in its resting place, the halfling vampire is paralyzed until the stake is removed.
- **Sunlight Hypersensitivity.** The halfling vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

Multiattack (Halfling Vampire Form Only). The halfling vampire makes two attacks, only one of which can be a bite attack.

Dagger Throw (Halfling Vampire Form Only). *Ranged Weapon Attack:* +10 to hit, range 30/120 ft., one creature. *Hit:* 7 (1d4 + 5) piercing damage.

Unarmed Strike (Halfling Vampire Form Only). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one creature. *Hit:* 8 (1d6 + 5) bludgeoning damage. Instead of dealing damage, the halfling vampire can grapple the target (escape DC 18).

Bite (Rat or Halfling Vampire Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the halfling vampire, incapacitated, or restrained. *Hit:* 7 (1d6 + 4) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the halfling vampire regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain in this way and then buried in the ground rises the following night as a halfling vampire spawn under the halfling vampire's control. If the vampire spawn was a halfling in life, and the halfling vampire who

created it is destroyed, the DM may choose for it to become a halfling vampire.

Reactions

Lethargy Aura (Recharge 5-6). When it is damaged by an attack or spell, the halfling vampire can extend an aura of lassitude and torpor. Each creature of the halfling vampire's choice that is within 30 feet of the halfling vampire must make a DC 17 Strength saving throw. Those who succeed have their speed halved until the end of their next turn. Those who fail gain 1 level of exhaustion, and are restrained for 1 minute. A restrained creature can repeat its saving throw at the end of each of its turns; on a success, it is no longer restrained, but the exhaustion level remains.

Legendary Actions

The halfling vampire can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The halfling vampire regains spent legendary actions at the start of its turn.

Move. The halfling vampire moves up to its speed without provoking opportunity attacks.

Unarmed Strike. The halfling vampire makes one unarmed strike.

Bite (Costs 2 Actions). The halfling vampire makes one bite attack.



VISTANI SCOUNDREL

This evil Vistani, likely in the service of a Dark Lord like Count Strahd von Zarovich, uses their supernatural insights and abilities not for the well-being of their kin, but for personal gain or to enact the villainous scheme of their employer.

VISTANI SCOUNDREL

Medium humanoid (human), neutral evil

Armor Class 15 (leather armor or thick clothing)

Hit Points 45 (7d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	12 (+1)	16 (+3)	16 (+3)

Saving Throws Dex+5, Wisdom+5, Charisma+5

Skills Arcana +3, Deception +5, Perception +5, Sleight of Hand+7, Stealth +7

Senses passive Perception 15

Languages Common, Patterna (Vistani tongue)

Challenge 3 (700 XP)

Cunning Action. On each of their turns, the Vistani scoundrel can use a bonus action to take the Dash, Disengage, Hide, or Use an Object action or make a Dexterity(Sleight of Hand) check.

Death Throe Curse. When the Vistani is killed, as a reaction, they can make one use of the Curse ability listed for Vistani on page 28 of *Curse of Strahd*.

Pack Tactics. The Vistani scoundrel has advantage on an attack roll against a creature if at least one of their allies is within 5 feet of the creature and the ally isn't incapacitated.

Sneak Attack (1/Turn). The Vistani scoundrel deals an extra 7 (2d6) damage when they hit a target with a weapon attack and have advantage on the attack roll.

Innate Spellcasting. The Vistani scoundrel's innate spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). They can innately cast the following spells, requiring no material components:

At will: *blood curse**, *prestidigitation*, *vicious mockery*

1st level (3 slots): *animal friendship*, *charm person*, *dissonant whispers*

2nd level (1 slot): *hold person*

Actions

Multiattack. The Vistani makes two melee attacks.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

VISTANI TUTOR

This highly educated Vistani is knowledgeable enough to teach in any university or scholarly institution, but chooses to travel with the family group that raised them, supplementing the more practical learning the children receive from those around them with instruction in academic subjects. If the child has the talent and the desire, this Vistani can teach them wizardry as well, as they are an accomplished spellcaster. Diplomatic and slow to anger, the Vistani Tutor fights only to protect their

VISTANI TUTOR

Medium humanoid (human), neutral good

Armor Class 17 (*mage armor*)

Hit Points 77 (11d8+22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10(+0)	16 (+3)	14 (+2)	18 (+4)	16 (+3)	14 (+2)

Saving Throws Dex+5, Wisdom+5, Charisma+5

Skills Arcana +6, History +6, Nature +6, Perception +5, Persuasion +4

Senses passive Perception 15

Languages Common, Patterna (Vistani tongue), plus any other two languages

Challenge 4 (1,100 XP)

Death Throe Curse. When the Vistani is killed, as a reaction, they can make one use of the Curse ability listed for Vistani on page 28 of *Curse of Strahd*.

Frightful Aura. A creature that touches the Vistani against their will or hits them with a melee attack while within 5 feet of it takes 5 (1d10) psychic damage.

Spellcasting. The Vistani is a 5th-level spellcaster. Their spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The Vistani has the following wizard spells prepared:

Cantrips (at will): *blood curse**, *prestidigitation*, *punishing strike**

1st level (4 slots): *animal friendship*, *charm person*, *dread mercy**, *guiding bolt*, *sanctuary*

2nd level (3 slots): *detect thoughts*, *lesser restoration*, *hold person*

3rd level (2 slots): *lightning bolt*, *sleet storm*

Actions

Staff. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 3 (1d6 + 3) bludgeoning damage,



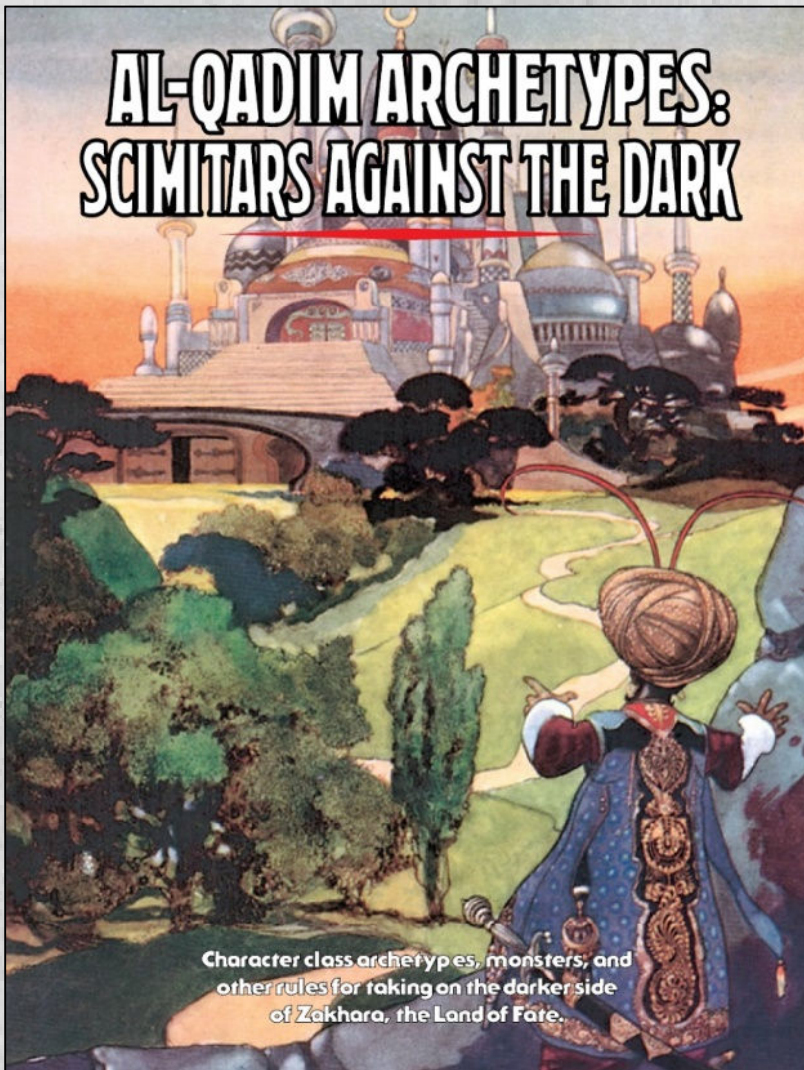
or 7 (1d8+3) bludgeoning damage if used with two hands to make a melee attack,

Evil Eye (Recharge 6). The Vistani casts *animal friendship*, *charm person*, or *hold person* without using a spell slot or any material components. If the target succeeds on their saving throw, the Vistani is blinded until the end of their next turn.

Reactions

Eldritch Empowerment. When the Vistani or one of their allies hits with a weapon attack, the Vistani can expend a spell slot to cause the attack to magically deal an extra 10 (3d6) force damage to a target on a hit. This benefit lasts until the end of that turn. If the Vistani expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

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