

SWORD & SORCERY

Ravenloft

Denizens of Dread



v.3.5 Core Creature Rulebook

Denizens of Dread

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Introduction

When I was a child, my mother told me stories of creatures that would come in the night and sit upon the chest of sleeping people. There, that strange demon would cause the poor victim's dreams to become twisted and foul. Those demons were called nightmares or dreamstalkers. But I am grown, now. I am no longer a child. I know the truth. I know what my mother was telling me weren't just stories. They were warnings.

— Dr. Rudolph van Richten, private letters, 728 BC



This is a book filled with creatures that populate the Dread Realms of the land called Ravenloft. These tortured lands contain many familiar monsters, but they also serve as home to many more denizens — both living and undead — who differ from their counterparts in other, safer realms. **Denizens of Dread** offers a parade of beasts and boon companions, of monsters and madmen, of nightmares and day terrors.

In this tome, we have updated the collected horrors of the demiplane of Dread for v.3.5 *Dungeons & Dragons* rules. Further, we have added a great number of new faces of evil for adventurers to encounter. Sit back (but don't get too comfortable) and enjoy the show.

Presenting a Gothic Adventure

Adventures that take place within the Mists of Ravenloft should mirror the unique and exotic flavor of the Dread Realms. Players and DMs alike need to savor the tang of fear and palpable terror that marks a game that takes place in a dark fantasy or Gothic adventure setting.

Brooding castles, blasted moors, howling wolves, winds of ill-omen, things that go bump in the night and things that kill you in terrible ways all belong in the Ravenloft setting. Even creatures that seem familiar at first glance grow just a little more sinister, a little more deadly and menacing when placed in the context of the Land of Mists.

Yet, horror is more than blood and gore. The chill that runs down your spine as when floorboards creak in an empty house; the sudden blast of thunder that jars you to the bone as you cross a deserted field in search of shelter; the gnawing sensation that something is watching your every move — all these elements build a sense of true fear. This is the feel of Ravenloft.

Here are a few hints as to how to make common monsters downright scary.

Aberrations

Some creatures defy the mind's ability to cope with them. Slithering terrors; night horrors; alien abominations too grotesque to contemplate, much less encounter; these belong in the category of

monsters called aberrations. The tales of H. P. Lovecraft provide a good example of unfathomable horrors. Gothic adventure does not shirk from depicting the utter "otherness" of these beasts. In Ravenloft (or any other dark fantasy setting), player characters should find their sanity challenged whenever they encounter one of these strange and mind-shattering creatures.

Animals

Though many normal creatures dwell within Ravenloft, nature has a way of succumbing to the corruptive character of the Dark Powers. Beyond the comforting embrace of civilization, natural predators such as wolves and bears fear no man. Even dogs, cats, bats, and horses cannot be disregarded as harmless in the Land of the Mists. Many animals' traits have altered in sinister and deadly ways, particularly in regions that suffer the spiritual taint from sinkholes of evil. These creatures become preternatural threats to even the most intrepid adventurers. The sense of witnessing "nature-gone-away" should permeate encounters with many of the animals in Ravenloft.

Constructs

The desire to play god and fashion living creatures out of unliving matter reaches its culmination in the Realm of Dread. Golems and other unnatural constructs exhibit their own unique tendencies and forms in the Ravenloft setting. Rather than becoming animate through a tedious and expensive process, many Ravenloft constructs gain a semblance of life solely from the focused will and dark desires of their creators. These are the children of hubris, a crude and resentful mimicry of true life. Chapter Five of the **Ravenloft Player's Handbook** contains valuable information on the unique properties of dread constructs in the Lands of Mist.

Dragons

Dragons are thankfully rare in Ravenloft. While you will not find these powerful creatures detailed explicitly in this book, the *Monster Manual* has enough extensive information for enterprising DMs to adapt them to a Ravenloft campaign. Dragons in Ravenloft represent the destructiveness of nature and the supernatural. Like forest fires, hurricanes and volcanic eruptions, dragons seem unstoppable and uncontrollable. In the Realm of Dread, they exercise both terror and dark fascination.





Elementals

Normally encountered only when summoned by those wielding sufficient power, elementals in Ravenloft reflect the doom-laden and morbid nature of the world. Instead of the usual elements of earth, water, fire or air, however, Ravenloft elementals exemplify the omnipresent corruption of these natural substances within Ravenloft's planar fabric. The differences between a standard earth elemental and a grave elemental from the Dread Realms may be subtle, but they are both distinctive and unforgettable.

fey

The elusive fey of the Shadow Rift and other parts of the Dread Realms share the dark, sinister qualities of Ravenloft. Immortal spirits of nature, the fey encountered in the Lands of Mist exemplify the nonhuman and inhuman aspects of nature. The fey are often utterly fascinated with humanity, even to the point of assuming humanlike forms, simply because they find the mere concept of mortality tantalizingly alien. When fey "die," their spirits immediately rejoin nature to reform at some future time. Meanwhile, their fallen bodies revert to some natural form — a pool of water absorbed by the earth, a heap of dead leaves and faded flowers, a dark mist or some other manifestation of nature. Encountering the fey in Ravenloft should result in both a new respect for and an abiding terror of these "fair folk."

Giants and Humanoids

Ravenloft contains many creatures that walk on two legs and share many outward traits with humanity. Do not make the mistake of assuming that similarity leads to compatibility. Many human-appearing creatures in Ravenloft take advantage of their resemblance to prey upon unsuspecting men and women. Hideous moorfolk and unassuming Quevari villagers have one thing in common — they are decidedly not human, except in superficial ways. Many humanoids reflect aspects of human nature. Some are benign, such as elves or dwarves. Others, such as ogres, are far less flattering, matching brute force with petty minds. The shock value inherent in discovering the hidden (or not-so-hidden) predator or the wolf-in-human-clothing is an essential part of adventuring in Ravenloft. DMs should emphasize both what links these creatures to humankind and the perilous qualities that separate them.

Magical Beasts

Ravenloft has its share of creatures that embody the ambient magic of the Dread Realms. While many of these beasts may present travelers with physical threats, a few may serve as guardians and do not inflict a sense of spiritual erosion upon those who encounter them. Others, however, do possess more than a glimmer of dark sorcery and combine genuine physical peril with spiritual and psychic danger. While magical beasts seldom make for good long-term foes, they can certainly provide a challenging brush with the Other.

Monstrous Humanoids

Like humanoids, monstrous humanoids have a few things in common with humans — but only a few. Like the humanoid denizens of the Lands of Mist, these creatures tend to prey on humanity. Encounters with enigmatic snake-women and similar creatures should leave survivors with a sense that they have touched upon something foul and dangerous, yet with enough similarities to humans to cause extreme discomfort and provide more than a few nights of uneasy sleep.

Oozes

Some creatures in the Realm of Dread are simply disgusting. Oozes and other bizarre entities are beings only in the broadest sense of the word. They are a Gothic symbol of physical decay and corruption given life and appetite. Encounters with these amorphous oddities provide a perfect opportunity to drive home the concept of visceral horror.

Outsiders

Outsiders are not mere beings of flesh and bone, but living manifestations of philosophical concepts given physical form. Although they may resemble creatures of the mortal world, there is nothing mortal — or even "worldly" — about them. An encounter with an outsider is an encounter with the overarching forces of the universe itself. A fiend is not merely malevolent; it is malevolence. Wherever these fiends and celestials roam, they bring their hells or heavens with them. Outsider perspectives, motivations — even their places of origin — stretch far beyond the ken of mere humans. Outsiders are generally one of three varieties.

Entities From Beyond: Most fearsome are the true outsiders, drawn into Ravenloft from the endless Outer Planes. Fiends and celestials can even





disrupt Ravenloft's planar fabric, creating reality wrinkles. The Dark Powers do not allow outsiders to escape Ravenloft through death (and so return to their home plane). Instead, they provide these entities with phylacteries into which their essence withdraws when their physical form is destroyed.

Outsiders from beyond always have the "extraplanar" subtype.

Native Outsiders: These beings are created or born within Ravenloft (designated with the "native" subtype). They are bound to mortal matters — they must still eat, drink and sleep — and their goals are seldom esoteric. Native outsiders have neither phylacteries nor do they create reality wrinkles.

The specific domain in which native outsiders are first created (or ascend) is forever considered their "home plane," and they receive the "extraplanar" subtype in other domains.

The Mists: More insidious are the strange entities that rise from the Mists themselves. Though some of these malign entities might once have been natural creatures, they now all serve as clutching hands of the Dark Powers. Their ultimate goals are seldom clear, even to themselves. Mists outsiders have neither phylacteries nor do they create reality wrinkles.

Outsiders (and elementals) with the "Mists" subtype are sentient extensions of the planar fabric of Ravenloft itself. They call the entire demiplane their "home plane" — thus, a Mists entity in Ravenloft never has the "extraplanar" subtype and can be summoned in any domain.

Plants

In Gothic tales, nature is uncontrollable and coldly apathetic toward humanity's fate. Like the animals of Ravenloft, plants take on the nature of their environment, representing this rejection of humanity's dominion. Even more so than animals, plant life in the Dread Realms draws sustenance from the earth itself, absorbing the pervasive taint of evil through root and leaf. Many plants, though not sentient, harbor a dim malevolence toward anything that threatens their territory. Some plants have evolved from magical sources and offer even greater threats than merely twisted flora. Adventurers should be aware of the possibility that whenever they carve their way through the underbrush, the foliage may very well carve back.

Shapechangers

This subtype deserves individual attention. Shapechangers, from lycanthropes to red widows to doppelgangers, inhabit the borderline between humanity and the truly Other. Like humanoids, most shapechangers bear distinct similarities to humans — but the differences far outweigh the likenesses, and threaten to emerge at any moment. They are creatures of deceit, untrustworthy by their very nature. Most shapechangers embody some exaggerated aspect of humanity's less savory (and often repressed) side — such as greed, anger, lust, or sloth. Encounters with shapechangers should serve as mirrors of humanity's hidden potential for beastliness, betrayal, or savagery.

Vermin

Rats, parasites, insects and other creeping, crawling or slithering horrors occupy the underbelly of Ravenloft. Wherever death and disease run rampant, travelers face the possibility of encounters with hordes of vermin. Like oozes and other relatively mindless creatures, vermin emphasize the underlying decay at the heart of the Demiplane of Dread.

Undead

The word Ravenloft conjures up images of vampires, shadows, zombies and other members of the living dead. They are a profane violation of the natural order of life and death. Trapped in a mockery of life, most undead come to despise all that lives; others simply wish to be freed from their torment. The Dread Realms spawn hordes of undead, some found in most fantasy settings, but many unique to the world of Ravenloft. From the elegant and notorious Strahd to the pitiful halfling vampire, from the malicious corpse candle to the merciless jolly roger, the undead stream past in an endless array of forms and manifestations. This is the heart of Ravenloft, the terror that lurks in the breast of all its adventurers — the fear that one night they, too, may walk the path of the living dead. This is Gothic adventure at its very best and most chilling.

How to Use This Book

Denizens of Dread is a revised and expanded edition of *Denizens of Darkness*. This book contains updated statistics and descriptions for many of Ravenloft's classic monsters, bringing them in line with the v.3.5 rules and the two core Ravenloft





sourcebooks (the *Ravenloft Player's Handbook* and the *Ravenloft Dungeon Master's Guide*). In addition, a few surprises await — some entirely new creatures to pop up in your Ravenloft campaigns.

The monsters are presented in alphabetical order and utilize the same basic formatting found in the *Monster Manual*, be they unique creatures, collections of related subtypes, or templates.

The wealth of creatures contained within these pages do not begin to cover all the wonders and terrors that inhabit the Dread Realms. Still, there are more than enough monsters to provide something for your Ravenloft campaign (or, with minimum modification, for any dark fantasy setting). Feel free to experiment with the information presented in these pages. We have given you guidelines, but we encourage you to add your own touches to these creatures to keep players on edge.

What You Won't Find

To make full use of the material in this book, you will need the *Ravenloft Player's Handbook* as well as the *Monster Manual*. To avoid excessive repetition or for explanations of certain special abilities, maneuvers or powers, some entries contain references to the *Monster Manual*. In fact, many terms explained in that book are not repeated here. The *Dungeons & Dragons Player's Handbook* and *Dungeons & Dragons Dungeon Master's Guide* are also full of information that can help you fill in any gaps you might find.

Many common monsters are not included here. Instead, you can find a host of other creatures less common to other environments but which impart a special element of fear to the lands of Ravenloft. For instance, you will not find generic skeletons or zombies. (The *Monster Manual* provides enough information on these monsters for you to build your own variants.) You will, instead, find versions of these creatures, such as pyroskeletons and mud zombies, that are unique to Ravenloft. In the same fashion, the *Ravenloft Player's Handbook* contains plenty of information on other inhabitants of the Realm of Dread.

Modified Special Qualities

DMs should note that the Ravenloft setting applies its own twists to a few common special qualities.

Damage Reduction: The *Ravenloft Dungeon Master's Guide* suggests increasing by 5 points the damage reduction of any creature vulnerable to special materials (such as cold iron or silver). This is meant to provide a subtle encouragement for heroes to investigate their foes' weakness. (Thus, a werewolf listed in the *Monster Manual* with DR 10/silver would have DR 15/silver in Ravenloft.) To maintain consistency and simplicity in bringing creatures from other d20 products into Ravenloft campaigns — or to use *Denizens of Dread's* horrors in other settings — the monster listings in this book do not factor in that optional bonus. We do still recommend its use, however.

Regeneration: Some unliving creatures in Ravenloft possess the regeneration special quality. Regeneration converts lethal hit point damage into nonlethal damage, but creatures such as constructs and the undead are normally immune to nonlethal damage. This does not mean such creatures are immune to all damage! They still ignore all attacks that deliver nonlethal damage. However, they remain subject to nonlethal damage converted by their regeneration ability from lethal damage. This is the only form of nonlethal damage that can affect them. In short, a hero can never knock out a nosferatu through nonlethal means, but normally lethal attacks may instead render the vampire senseless temporarily — buying heroes just enough time to dispatch their foe (or escape, depending on how well they prepared).

Turn Resistance: All undead in Ravenloft receive a bonus to their turn resistance equal to +1 or their Charisma modifier, whichever is greater. For the same reasons of consistency given above for damage reduction, we have not applied that bonus here. GMs should remember to apply it against heroes who adventure in the Mists.





Denizens of Dread



Akikage (Shadow Assassin)

	Medium Undead (Incorporeal)
Hit Dice:	6d12 (39 hp)
Initiative:	+7
Speed:	40 ft. (8 squares)
Armor Class:	14 (+3 Dex, +1 deflection) touch 14, flat-footed 11
Base Attack/Grapple:	+3/+3
Attack:	Incorporeal touch +6 melee (2d6 cold)
Full Attack:	2 incorporeal touches +6 melee (2d6 cold)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Sneak attack +2d6, freezing strike
Special Qualities:	Incorporeal traits, invisibility, +1 turn resistance, undead traits
Saves:	Fort: +5, Ref +8, Will +8
Abilities:	Str —, Dex 17, Con —, Int 12, Wis 16, Cha 13
Skills:	Hide +11, Intimidate +7, Jump +6, Listen +9, Search +7, Sense Motive +9, Spot +9, Tumble +5
Feats:	Blind-Fight, Improved Initiative
Environment:	Any land and underground
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Usually lawful evil
Advancement:	7–10 HD (Medium)
Level Adjustment:	—

Obscured within a smoky mist, a dark-clad figure, face concealed by a tight-fitting hood, appears for a moment above the still-twitching body of its victim before fading from of sight.

Akikage (ah-ki-ka-gee) are dreaded undead creatures spawned from ninjas and assassins who died while trying to destroy an assigned victim. Restless spirits who failed in their tasks, they rise from their graves, obsessed with fulfilling their uncompleted missions. Once found only in the domain of Rokushima Táiyo, they have spread to other lands. An akikage is usually an invisible, intangible spirit; when it manifests, it looks like it did in life but is surrounded by thick smoke and mist that render it gray and indistinct. It usually appears in assassin's garb that hides its features.

An akikage can understand any of the languages that it knew in life. The creature never speaks, always remaining silent.

Combat

An akikage remains obsessed with fulfilling its unfinished mission. It is very difficult to distract from its singular purpose. Because the creature can become *invisible* at will, almost every attack it makes is a sneak attack. One of its favorite tactics is to become *invisible*, move away from opponents who await another attack, then strike again when the victim least expects it.

Freezing Strike (Su): An akikage can attempt to stun or kill its victims through its chilling, incorporeal touch attacks. The akikage can make this attack six times per day, once per round. If the creature misses, that attempt is ruined.

An opponent struck by the freezing strike must make a DC 14 Fortitude saving throw in addition to suffering the attack's damage. Failing the save indicates that the opponent is stunned for 1 round. This attack affects any creature susceptible to cold, including those otherwise immune to critical hits.

If the akikage scores a critical hit with its freezing strike, the creature has struck its target in





the heart. The unfortunate victim must make a DC 14 Fortitude saving throw or die after 1d3 rounds of agonizing, chilling pain. (An autopsy reveals that the victim's heart has been frozen solid.) Creatures protected from or immune to critical hits are also immune to this aspect of the attack.

Sneak Attack (Ex): An akikage sneak attacks its opponents like a rogue. Any time the akikage's target would be denied a Dexterity bonus to AC (whether he has a bonus or not) or when the akikage flanks its target, the akikage deals +2d6 extra damage.

The akikage can only sneak attack a living creature with a discernable anatomy — undead, constructs, oozes, and plants lack vital areas to attack. Any creature immune to critical hits and any creature with concealment is also immune to sneak attacks. An akikage can sneak attack other incorporeal creatures, since they share its same substantive state.

Invisibility (Su): As a free action on its initiative, an akikage can turn *invisible* as per the spell. As with the spell, the akikage appears once it makes an attack. Thus, an akikage often appears and disappears during a fight.

Ancient Dead (Mummy)

A figure emerges from the shadows, carrying a scepter in one hand. Its entire body is wrapped in a tight shroud, once white, perhaps, but now stained with the centuries. A strong odor of pungent spices overlying the musty reek of decay fills the air, growing stronger as the creature approaches.

Created by the ritual preservation of a corpse and animated by dark magic, the ancient dead — more commonly known as mummies — often inhabit desolate tombs or ancient temple ruins, usually in desert lands. Most often, individuals were rewarded for service to their sinister deities by giving them a kind of immortality. Occasionally, mummification was used as a punishment (usually without waiting for the victim to die).

Most ancient dead originate in Har' Akir, where they were the creations of the dreaded lord of that realm, Anhktepót. Other ancient dead, however, have surfaced in realms throughout the Land of the Mists.

Ancient dead possess different ranks depending on how powerful they were in life and on their age as a mummy. Special attacks and qualities listed in each sample's statistics are described under "Creating an Ancient Dead," below.

Sample Rank One Ancient Dead

This example uses a 5th-level human cleric as the base creature.

Ancient Dead, 5th-Level Human Cleric

Medium Undead (Augmented Humanoid)

Hit Dice: 8d12 + 5d8 (78 hp)
Initiative: +0
Speed: 20 ft. (4 squares)

Armor Class:	16 (+6 natural), touch 10, flat-footed 16
Base Attack/Grapple:	+7/+11
Attack:	Slam +11 melee (1d6+4 plus disease)
Full Attack:	Slam +11 melee (1d6+4 plus disease)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Damage reduction 5/silver, disease (mummy rot), fear, rebuke undead, spells
Special Qualities:	Immunity to cold, resistance to blows, rejuvenation (rank one), undead traits, vulnerable to fire
Saves:	Fort +4, Ref +1, Will +4
Abilities:	Str 18, Dex 10, Con —, Int 11, Wis 18, Cha 14
Skills:	Climb +8, Concentration +5, Heal +5, Hide +8, Knowledge (religion) +3, Listen +8, Move Silently +8, Spellcraft +3, Spot +8
Feats:	Alertness, Combat Casting, Scribe Scroll, Self-Sufficient, Toughness
Environment:	Any land and underground (burial site)
Organization:	Solitary or pack (2–6)
Challenge Rating:	Same as the base object +1
Treasure:	Standard
Alignment:	Always evil, usually lawful
Advancement:	By character class
Level Adjustment:	—

Combat

This mummy uses its powerful slam attack whenever it is forced to engage in physical combat.

Typical Cleric Spells Prepared (5/5/4/3; save DC 14 + spell level): 0 — *detect magic*, *inflict minor wounds*, *read magic*, *resistance*, *virtue*; 1st — *bane*, *cause fear**, *command*, *inflict light wounds*, *obscuring mist*; 2nd — *bull's strength*, *death knell**, *hold person*, *inflict moderate wounds*; 3rd — *animate dead*, *dispel magic**, *inflict serious wounds*.

*Domain Spell. Domains: Death and Magic





Sample Rank Two Ancient Dead

This example uses a 7th-level caliban fighter.

Ancient Dead, 7th-Level Caliban Fighter

Medium Undead (Augmented Humanoid)

Hit Dice: 8d12 + 7d10 (94 hp)
Initiative: +5
Speed: 20 ft. (4 squares)
Armor Class: 17 (+1 Dex, +8 natural), touch 11, flat-footed 18

Base Attack/Grapple: +11/+20
Attack: Slam +17 melee (1d6+7 plus disease)
Full Attack: Slam +17 melee (1d6+7 plus disease)
Space/Reach: 5 ft./ 5 ft.
Special Attacks: Curse of vengeance, damage reduction 5/magic, disease (filth fever), fear

Special Qualities: Darkvision, immunity to cold, resistance to blows, rejuvenation (rank two), turn resistance +2, undead traits, vulnerable to fire

Saves: Fort +5, Ref +2, Will +2
Abilities: Str 28, Dex 12, Con —, Int 10, Wis 18, Cha 18

Skills: Climb +17, Handle Animal +9, Intimidate +9, Hide +9, Jump +14, Listen +12, Move Silently +9, Ride +6, Spot +12

Feats: Acrobatic, Alertness, Athletic, Combat Expertise, Combat Reflexes, Great Fortitude, Improved Disarm, Improved Initiative, Power Attack, Toughness

Environment: Any land and underground (burial site)
Organization: Solitary or pack (2–6)
Challenge Rating: Same as the base object +2
Treasure: Standard
Alignment: Always evil, usually lawful
Advancement: By character class
Level Adjustment: —

Combat

This mummy uses his slam attack in preference to other attacks, reflecting the creature's former profession as a fighter.

Sample Rank Three Ancient Dead

This example uses a 9th-level half-elven bard.

Ancient Dead, 9th-Level Half-Elven Bard

Medium Undead (Augmented Humanoid)

Hit Dice: 8d12 + 9d6 (87 hp)
Initiative: +3
Speed: 30 ft. (6 squares)
Armor Class: 23 (+3 Dex, +10 natural), touch 13, flat-footed 20

Base Attack/Grapple: +10/+16
Attack: Slam + 16 melee (1d6+6 plus disease)
Full Attack: Slam + 16 melee (1d6+6 plus disease)
Space/Reach: 5 ft./ 5 ft.

Special Attacks: Animate object, bardic music (countersong, *fascinate*, inspire courage, inspire competence, *suggestion*) damage reduction 10/magic, disease (mindfire), fear, passage, spells

Special Qualities: Bardic knowledge, half-elf traits, immunity to cold, energy resistance 10 (acid), resistance to blows, rejuvenation (rank three), turn resistance +4, undead traits, vulnerable to fire

Saves: Fort +3, Ref +6, Will +6
Abilities: Str +23, Dex +17, Con —, Int +15, Wis +18, Cha +17

Skills: Appraise +11, Bluff +13, Climb +14, Concentration +10, Decipher Script +12, Hide +11, Knowledge (any) +11, Listen +12, Move Silently +11, Perform (string instruments) +13, Sense Motive +13, Speak Language +9, Spellcraft +12, Spot +8, Use Magical Device +13

Feats: Alertness, Combat Casting, Combat Expertise, Diligent, Iron Will, Toughness

Environment: Any land and underground (burial site)
Organization: Solitary or pack (2–6)

Challenge Rating: Same as the base object +3

Treasure: None

Alignment: Always evil, usually lawful

Advancement: By character class

Level Adjustment: —

Combat

This ancient dead prefers to finesse his opponents, though he turns to his slam attack if his enemies prove too troublesome.

Bard Spells Known (6/4/4/3; save DC 17 + spell level): 0 — *dancing lights*, *detect magic*, *know direction*, *lullaby*, *read magic*, *summon instrument*; 1st — *charm person*, *disguise self*, *undetected alignment*, *unseen servant*; 2nd — *darkness*, *detect thoughts*, *hold person*, *silence*; 3rd — *crushing despair*, *scrying*, *slow*.
Spells per day (3/3+1/3+1/2+1)

Sample Rank Four Ancient Dead

This example uses a 10th-level dwarven fighter.

Ancient Dead, 10th-Level Dwarven Fighter

Medium Undead (Augmented Humanoid)

Hit Dice: 8d12 + 10d10 (111 hp)
Initiative: +2
Speed: 30 ft. (6 squares)



Armor Class: 28 (+2 Dex, +12 natural +4 scale mail), touch 12, flat-footed 26

Base Attack/Grapple: +14/+23

Attack: Slam + 23 melee (1d6+9 plus disease) or greataxe +23 melee (1d12+9)

Full Attack: Slam + 23 melee (1d6+9 plus disease) or greataxe +23 melee (1d12+9)

Space/Reach: 5 ft./ 5 ft.

Special Attacks: Command undead, damage reduction 15/magic, disease (red ache), domination, fear, improved grab

Special Qualities: Dwarven traits, immunity to acid and cold, resistance to blows, rejuvenation (rank four), turn resistance +6, undead traits, vulnerable to fire

Saves: Fort +7, Ref +3, Will +3

Abilities: Str 28, Dex 14, Con —, Int 14, Wis 18, Cha 12

Skills: Climb +23, Craft (weaponsmith) +12, Handle Animal +7, Hide +14, Intimidate +7, Listen +14, Move Silently +14, Spot +14,

Feats: Alertness, Combat Casting, Combat Expertise, Improved Overrun, Iron Will, Leadership, Power Attack, Toughness

Environment: Any land and underground (burial site)

Organization: Solitary or pack (2–6)

Challenge Rating: Same as the base object +3

Treasure: None

Alignment: Always evil, usually lawful

Advancement: By character class

Level Adjustment: —

Combat

This ancient prefers direct combat, relying on his age and experience to aid him in fighting just about anything.

Sample Rank Five Ancient Dead

This example uses a 12th-level human sorcerer.

Ancient Dead, 12th-Level Human Sorcerer
Medium Undead (Augmented Humanoid)

Hit Dice: 8d12 + 12d4 (81 hp)

Initiative: +5

Speed: 40 ft. (8 squares), climb 20 ft., fly 20 ft. (clumsy)

Armor Class: 25 (+1 Dex, +14 natural), touch 11, flat-footed 24

Base Attack/Grapple: +9/+16

Attack: Slam + 16 melee (1d6+7 plus disease)

Full Attack: Slam + 16 melee (1d6+7 plus disease)

Space/Reach: 5 ft./ 5 ft.

Special Attacks: Alternate form, damage reduction 20/magic, disease (blinding sickness), domination, fear, mummify, spells, weightlessness

Special Qualities: Immunity to cold and acid, energy resistance 10 (electricity), resistance to blows, rejuvenation (rank five), turn resistance +8, undead traits, vulnerable to fire

Saves: Fort +3, Ref +3, Will +7

Abilities: Str +24, Dex +12, Con —, Int +21, Wis +24, Cha +22

Skills: Bluff +17, Climb +15, Concentration +10, Craft (calligraphy) +15, Hide +13, Knowledge Arcana +15, Listen +15, Move Silently +9, Profession (herbalist) +17, Spellcraft +15, Spot +15, Alertness, Combat Casting, Eschew Materials, Improved Initiative, Scribe Scroll, Summon Familiar, Toughness

Feats:

Environment: Any land and underground (burial site)

Organization: Solitary or pack (2–6)

Challenge Rating: Same as the base object +5

Treasure: None

Alignment: Always evil, usually lawful

Advancement: By character class

Level Adjustment: —

Combat

This ancient prefers to use spells at a distance before turning to his slam attack if his enemies remain a threat.

Sorcerer Spells Known (9/5/4/3/2/1; save DC 16 + spell level): 0 — *acid splash, dancing lights, daze, detect magic, ghost sound, mend, open/close, read magic*; 1st — *alarm, hold portal, obscuring mist, summon monster I, unseen servant*; 2nd — *darkness, detect thoughts, summon swarm, touch of idiocy*; 3rd — *dispel magic, sepia snake sigil, stinking cloud*; 4th — *hallucinatory terrain, lesser globe of invulnerability*; 5th — *feeblemind. Spells per day* (6/6+1/6+1/6+1/5/3).

Creating an Ancient Dead

“Ancient Dead” is a template that can be applied to any living creature (referred to hereafter as the “base character”). The ancient retains all the statistics of the base character except where noted.

Size and Type: The creature’s type changes to undead (augmented) humanoid or monstrous humanoid. Do not recalculate base attack bonus, saves or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12.





Speed: See the Rank Modifiers table, below.

Armor Class: The base creature receives a bonus to its natural armor class according to its rank as shown in the Rank Modifiers table.

Attack: The ancient dead retains all the base creature's attacks and gains a slam attack if it didn't already have one. The slam attack usually causes a disease (see below).

Full Attack: An ancient dead uses its slam attack or else one of its special attacks.

Special Attacks: As base character, plus the following:

Damage Reduction: The ancient dead receives damage reduction according to its rank (see the Rank Modifiers table).

Disease (Su): All ancient dead deal some variety of disease with their slam attack, though the disease dealt varies from creature to creature. Select a disease from Chapter 8 of the *D&D Dungeon Master's Guide* or invent a new one if appropriate. Add the ancient's rank to the saving throw DC and change the method of delivery to Contact if it is otherwise.

Fear (Su): The ancient dead impose a supernatural fear on those who see them. Those viewing one of the ancient dead must make a Will save with a DC equal to $(10 + 1/2 \text{ the ancient's Hit Dice} + \text{the ancient's Charisma modifier})$. Failure means the victim is paralyzed with fear for $(\text{ancient's rank} \times d4)$ rounds. Whether the target succeeds or fails, he is immune to the ancient's fear aura for the rest of that day.

The ancient dead might receive additional special attacks if it has any additional special powers (see Ancient Dead Special Abilities, below).

Rank: The ancient dead's rank. Ancient dead of the first and second rank cannot rejuvenate once brought to 0 or fewer hit points. Third- and fourth-rank ancients cannot rejuvenate if brought to -10 or fewer hit points. Fifth-rank ancients can rejuvenate even if destroyed and usually require some special method of permanent destruction.

Rate: The rate at which the ancient dead recovers hit points.





Rest: The number before the slash is the time the ancient must lie inert before rejuvenation can occur. The number after the slash is the time the ancient must lie inert after rejuvenation is complete. The ancient is always inert during rejuvenation. An inert ancient is incapable of any action and cannot perceive its surroundings; it is effectively helpless. An ancient that has started the rejuvenation process cannot end it until it is completed.

Special Qualities: As base character, plus the following:

Energy Vulnerability (Ex): Each of the ancient dead is vulnerable to a specific type of energy. The energy type varies from creature to creature, but vulnerability to fire is most common. The ancient suffers double damage from attacks of this energy type.

Immunity (Ex): The ancient dead are immune to certain energy attacks. The exact immunity varies from ancient to ancient, but most are immune to cold. Powerful ancients might be immune to additional types of energy. The Rank Modifiers table shows how many forms of energy the ancient is immune to.

Rejuvenation (Su): The ancient dead are capable of drawing on the Positive Energy Plane to heal damage. This is a relatively slow process and requires the ancient to be inert for a period of time.

The following table shows the ancient's rejuvenating capabilities:

Rank	Rate	Rest
One	5/day	1 week/1 day
Two	6/hour	1 day/1 day
Three	12/hour	1 day/1 hour
Four	1/minute	1 hour/1 hour
Five	2/minute	1 hour/none

Resistance (Ex): Some ancients are resistant to additional forms of energy as shown on the table below.

Resistant to Blows (Ex): The ancient dead are incredibly resistant to physical attacks. Physical attacks only do half damage, applied before damage reduction.

Turn Resistance (Ex): The ancient receives turn resistance at the value given in the table below.

The ancient might receive additional special qualities (see Ancient Dead Special Abilities, below).

Saves: Same as base character.

Abilities: Refer to the Rank Modifiers table, below. As an undead creature, the base character no longer has a Constitution score.

Skills: Ancient dead receive a +8 racial bonus on the skills Climb, Hide, Listen, Move Silently and Spot.

Rank Modifiers

Rank	Ability Score Modifiers						Dmg Red	Turn Resist	Imm/Res	AC	CR
	Str	Dex	Int	Wis	Cha	Speed					
One	+6	-4	-4	+2	+2	-10	5/silver	+0	1/0	+6	+1
Two	+8	-2	-2	+4	+4	-10	5/magic	+2	1/0	+8	+2
Three	+10	+0	+0	+6	+4	+0	10/magic	+4	1/1	+10	+3
Four	+12	+0	+2	+8	+6	+0	15/magic	+6	2/0	+12	+4
Five	+14	+2	+4	+10	+8	+10	20/magic	+8	2/1	+14	+5

Speed: The modification, in feet, made to the base character's speed.

Dmg Red: The ancient receives damage reduction as listed above.

Turn Resist: The ancient receives turn resistance at the value listed.

Imm/Res: The number before the slash represents the number of energy types to which the ancient dead is immune. The number after the slash represents the number of energy types to which the ancient dead is resistant.

AC: The bonus the base character receives to its natural Armor Class.

CR: The modification made to the base character's Challenge Rating.





Feats: Same as base character, plus gains the Alertness and Toughness feats.

Environment: The ancient dead are rarely found away from the site of their burial.

Organization: Solitary or pack (2–6).

Challenge Rating: As base creature +1 for each rank possessed.

Treasure: Double standard.

Alignment: Always evil, usually lawful.

Advancement: By character class.

Level Adjustment: —

Ancient Dead Special Abilities

The typical ancient dead has a number of special powers equal to its rank–1, though some might have more or fewer. The following list describes possible powers.

Alternate Form (Su): The ancient can change its physical appearance at will as if it were under the effects of the *alter self* spell. The changes last as long as the ancient wishes.

Animal Command (Su): The ancient is able to exert control over one specific species of animal. Common animals are cats, eagles, jackals, monkeys, rats, vultures and wolves. The ancient can rebuke or command animals of this species just as an evil cleric can rebuke or command undead. This ability takes effect as if used by a cleric of level equal to the ancient's Hit Dice.

Animate Objects (Su): The ancient can cast an *animate objects* spell once per day. The spell takes effect as if cast by a sorcerer of level equal to the ancient's Hit Dice, save that the duration is equal to the ancient's rank in hours.

Curse of Vengeance (Su): The ancient is able to curse its opponents, receiving a bonus of 4+ the ancient's rank on its Charisma check when cursing.

Command Undead: The ancient gains the ability to rebuke or command undead as if it were a cleric of level equal to its Hit Dice. If the ancient already has this ability as a former cleric, it may add 4 to its effective level when rebuking.

Delay Disease (Su): The ancient is able to lengthen the incubation period of its disease power if it wishes, making it difficult for the afflicted to tell exactly when or how they contracted the illness. The ancient can lengthen the incubation

by up to as much as its rank in days. The ancient can use this ability each time it infects a new victim.

Domination (Su): The ancient has a dominating gaze identical to a vampire's, save that the ancient's takes effect as if cast by a sorcerer of level equal to the ancient's Hit Dice.

Elemental Affinity (Su): This ability can be taken only by ancients who have cleric levels. The ancient gains one of the four elemental cleric domains (Air, Earth, Fire or Water). It receives the granted power for that domain and can prepare the spells for that cleric domain as domain spells. The ancient's other cleric domains are unaffected.

Improved Grab (Ex): The ancient gains the improved grab ability. The ancient must hit with its slam attack to use this ability.

Mummify (Su): The ancient can create lesser mummies. This ability works only on victims who died while infected with the ancient's disease power. The embalming and animation process takes a full day for each rank the ancient wants the new mummy to possess. The ancient can create mummies of lower rank than itself only. The created mummy is completely under the ancient's command.

Passage (Su): The ancient can create passages through stone, earth, wood, or similar materials as if it were casting the spell *phase door*, with effects as if cast by a sorcerer of level equal to the ancient's Hit Dice. Each hour the ancient can create a number of passages equal to its Hit Dice.

Spell Resistance (Ex): The ancient has spell resistance of 20.

Weightlessness (Ex): The ancient has the odd ability to control its body weight, giving it enhanced powers of movement. Its speed increases by +20 feet, and it can climb at a speed of 20 feet as well. It leaves no tracks, even in snow, mud, or sand and its movement is not hampered by such surfaces. A rank two ancient can pass over a bog or quicksand as if it were a solid surface, while a rank three ancient can pass over water and other liquids as if they were solid. An ancient of the fourth rank gains the additional ability to *levitate* itself as per the spell at will. A rank five ancient can fly at a speed of 20 feet, with clumsy maneuverability, in addition to the above abilities.



Animator

A murky, formless cloud looms over the pistol for only a few seconds before merging with the weapon's very essence. Suddenly, the pistol rises from the desk, aims and fires, as if animated by some malevolent force.

Animators are malevolent spirits that infuse objects with their dark essence and cause them to move about like puppets. These spirits animate objects to spread fear and protect their wards so that whatever they inhabit produces a steady supply of negative emotions.

When not inhabiting an object, an animator is a malevolent entity, prone to fits and tantrums. An invisible, incorporeal force, it draws sustenance from emotions such as fear, hatred, jealousy and greed. Without shape or substance of its own, it appears as a vaguely defined mist when seen through spells that target invisible objects.

Since animators feed on negative emotions, they are drawn toward people surrounded by these emotions. Some follow murderers or thieves, since these individuals are beacons of hate and greed. Others continually haunt innocents, living off their fear. These individuals — or *wards* — receive the animator's attention. When an animator selects its ward, it merges with an object of personal significance to that person. Once merged, it seeks to protect the source of the emotions that drew its attention. Though this may seem benevolent, an animator's "protection" is entirely selfish. An animator is likely to lash out violently at anything that draws its ward's attention away from itself.

Combat

Animators jealously guard their wards, using their abilities to isolate their wards from friends and family. Animators also influence their wards' reactions in order to ensure that their hosts remain trapped in a vicious cycle of negative emotions. For instance, an animator might continually cause a jealous woman to fall in love with deceitful men in order to feed from her jealousy and despair. It might enrage a murderer at opportune times to feed from his bloodlust.

Hardness (Ex): An object inhabited by an animator retains the same hardness it had before the animating spirit possessed it. See Table 9–9 and

Table 9–11 of the *D&D Player's Handbook* for examples pertaining to common objects.

Sample Tiny Animator

This example uses a Tiny animated object (a scarf) as the base object.

Animator, Tiny	
Tiny Undead	
Hit Dice:	1/2 d12 (3 hp)
Initiative:	+6
Speed:	40 ft. (8 squares)
Armor Class:	16 (+2 size, +2 Dex, +2 deflection), touch 14, flat-footed 14
Base Attack/Grapple:	+0/–8
Attack:	Slam +1 melee (1d3)
Full Attack:	Slam +1 melee (1d3)
Space/Reach:	2-1/2 ft./ 0 ft.
Special Attacks:	Constrict, spell-like abilities
Special Qualities:	Undead traits, ward
Saves:	Fort +0, Ref +0, Will +1
Abilities:	Str 10, Dex 14, Con —, Int 15, Wis 12, Cha 12
Skills:	Bluff +5, Hide +6, Intimidate +5, Listen +5, Search +6, Sense Motive +5, Spot +5
Feats:	Improved Initiative ^B , Iron Will
Environment:	Any land and underground
Organization:	Solitary
Challenge Rating:	Same as the base object +1
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	—
Level Adjustment:	—

Combat

The animator itself has no physical combat, using the form of whatever it animates to fight for it.

Constrict (Ex): This scarf deals automatic slam damage with a successful grapple check against creatures of up to Small size. It can constrict a Medium creature if the victim is actually wearing the scarf around its neck when the creature strikes.

Spell-Like Abilities: At will — *animate objects*, *crushing despair* (DC 16), *fear* (DC 16), *rage* (DC 15), *scare* (DC 14), *telekinesis*. Caster level 9th.





Sample Small Animator

This example uses a Small animated object (a candelabra) as the base object.

Animator, Small Small Undead

Hit Dice:	1d12 (6 hp)
Initiative:	+5
Speed:	40 ft. (squares)
Armor Class:	13 (+1 size, +1 Dex, +1 deflection), touch 13, flat-footed 12
Base Attack/Grapple:	+0/-4
Attack:	Slam +1 melee (1d3)
Full Attack:	Slam +1 melee (1d3)
Space/Reach:	5 ft./ 5 ft.
Special Attacks:	Powerful charge, spell-like abilities
Special Qualities:	Undead traits, ward
Saves:	Fort +0, Ref +0, Will +2
Abilities:	Str 10, Dex 12, Con —, Int 15, Wis 14, Cha 12
Skills:	Bluff +4, Hide +5, Intimidate +5, Listen +6, Search +6, Sense Motive +4, Spot +5
Feats:	Improved Initiative ^B , Iron Will
Environment:	Any land and underground
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	—
Level Adjustment:	—

Combat

Small objects are often overlooked. An animator possessing a Small object gains surprise in the first round of combat unless the opponent makes a DC 20 Spot check.

Powerful Charge (Ex): The animator does an additional +4 damage when using this form of attack in addition to the normal benefits and disadvantages of a charge. The host object must either have its own form of movement — such as wheels or legs — or else be launched through the animator's *telekinesis* ability.

Spell-Like Abilities: At will — *animate objects*, *crushing despair* (DC 16), *fear* (DC 16), *rage* (DC 15), *scare* (DC 14), *telekinesis*. Caster level 9th.

Sample Medium Animator

This example uses a Medium animated object (a bed) as the base object.

Animator, Medium Medium Undead

Hit Dice:	2d12 (12 hp)
Initiative:	+6
Speed:	40 ft. (8 squares); 40 ft. legs, 50 ft. multiple legs
Armor Class:	14 (+2 Dex, +2 deflection), touch 14, flat-footed 12
Base Attack/Grapple:	+1/+1
Attack:	Slam +1 melee (1d3)
Full Attack:	Slam +1 melee (1d3)
Space/Reach:	5 ft./ 5 ft.
Special Attacks:	Blindsight, powerful charge, spell-like abilities
Special Qualities:	Undead traits, ward
Saves:	Fort +0, Ref +0, Will +3
Abilities:	Str 10, Dex 14, Con —, Int 16, Wis 13, Cha 15
Skills:	Bluff +7, Hide +7, Intimidate +7, Listen +6, Search +8, Sense Motive +6, Spot +6
Feats:	Improved Initiative ^B , Iron Will
Environment:	Any land and underground
Organization:	Solitary
Challenge Rating:	Same as the base object +1
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	—
Level Adjustment:	—

Combat

Animators take advantage of their host's physical form; objects with legs prove more mobile than those without legs and allow the animating spirit more leeway in moving and in fighting.

Blindsight (Ex): An animator can ascertain all foes within 120 feet by using senses other than sight, such as echolocation, sensitivity to vibrations or keen smell. Beyond this range, the animator is considered blinded.

Powerful Charge (Ex): The animator does an additional +4 hit points of damage when using this form of attack in addition to the normal benefits and disadvantages of a charge. The host object must either have its own form of movement — such as wheels or legs — or else be launched through the animator's *telekinesis* ability.

Spell-Like Abilities: At will — *animate objects*, *crushing despair* (DC 16), *fear* (DC 16), *rage* (DC 15), *scare* (DC 14), *telekinesis*. Caster level 9th.



Sample Large Animator

This example uses a Large animated object (a cart) as the base object.

Animator, Large	
Large Undead	
Hit Dice:	4d12 (24 hp)
Initiative:	+6
Speed:	40 ft. (8 squares), 50 ft. wheels
Armor Class:	14 (-1 size, +3 Dex, +2 deflection), touch 14, flat-footed 11
Base Attack/Grapple:	+2/+9
Attack:	Slam +5 melee (1d3+3)
Full Attack:	Slam +5 melee (1d3+3)
Space/Reach:	10 ft./ 10 ft. (long) 10 ft./ 10 ft. (tall)
Special Attacks:	Blindsight, powerful charge, spell-like abilities
Special Qualities:	Undead traits, ward
Saves:	Fort +1, Ref +1, Will +4
Abilities:	Str 16, Dex 12, Con —, Int 16, Wis 12, Cha 14
Skills:	Bluff +9, Hide +8, Intimidate +9, Listen +6, Search +10, Sense Motive +8, Spot +6
Feats:	Blind-Fight, Improved Initiative ^B , Iron Will
Environment:	Any land and underground
Organization:	Solitary
Challenge Rating:	Same as the base object +1
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	—
Level Adjustment:	—

Combat

Wheeled objects inhabited by an animator serve as ideal vehicles for rapid movement and for generating emotional fodder from a group. Terrain may limit the movement rate of wheeled hosts.

Blindsight (Ex): An animator can ascertain all foes within 120 feet by using senses other than sight, such as echolocation, sensitivity to vibrations or keen smell. Beyond this range, the animator is considered blinded.

Powerful Charge (Ex): The animator does an additional +4 hit points of damage when using this form of attack in addition to the normal benefits and disadvantages of a charge. The host object must either have its own form of movement — such as wheels or legs — or else be launched through the animator's *telekinesis* ability.

Spell-Like Abilities: At will — *animate objects*, *crushing despair* (DC 16), *fear* (DC 16), *rage*

(DC 15), *scare* (DC 14), *telekinesis*. Caster level 9th.

Sample Huge Animator

This example uses a Huge animated object (carriage) as the base object.

Animator, Huge	
Huge Undead	
Hit Dice:	8d12
Initiative:	+3
Speed:	40 ft. (8 squares), 60 ft. wheels
Armor Class:	16 (-2 size, -1 Dex, +2 deflection)
Base Attack/Grapple:	+8/+16
Attack:	Slam +4 melee (1d3+4)
Full Attack:	2 slams +4 melee (1d3+4)
Space/Reach:	15 ft./ 10 ft. (long) 15 ft./ 15 ft. (tall)
Special Attacks:	Blindsight, powerful charge, spell-like abilities
Special Qualities:	Undead traits, ward
Saves:	Fort +2, Ref +2, Will +6
Abilities:	Str 18, Dex 9, Con —, Int 18, Wis 14, Cha 14
Skills:	Bluff +13, Hide +15, Intimidate +13, Jump +14, Listen +13, Search +15, Sense Motive +13, Spot +15
Feats:	Combat Reflexes, Improved Initiative ^B , Iron Will, Power Attack
Environment:	Any land and underground
Organization:	Solitary
Challenge Rating:	Same as the base object +1
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	—
Level Adjustment:	—

Combat

Huge animators can use their hosts to affect more than one person and gain more sustenance. They prefer using attacks that take advantage of their size to do damage.

Blindsight (Ex): An animator can ascertain all foes within 120 feet by using senses other than sight, such as echolocation, sensitivity to vibrations or keen smell. Beyond this range, the animator is considered blinded.

Powerful Charge (Ex): The animator does an additional +4 hit points of damage when using this form of attack in addition to the normal benefits and disadvantages of a charge. The host object must either have its own form of movement — such as wheels or legs — or else be launched through the animator's *telekinesis* ability.





Spell-Like Abilities: At will — *animate objects*, *crushing despair* (DC 16), *fear* (DC 16)

Sample Gargantuan Animator

This example uses a Gargantuan animated object (small cottage) as the base object.

Animator, Gargantuan	
Gargantuan Undead	
Hit Dice:	16d12 (96 hp)
Initiative:	+2
Speed:	10 ft. (2 squares)
Armor Class:	6 (–4 size, –2 Dex, +2 deflection) touch 6, flat-footed 8
Base Attack/Grapple:	+16/+32
Attack:	Slam +7 melee (1d3+7)
Full Attack:	2 slams +7 melee (1d3+7)
Space/Reach:	20 ft./ 15 ft. (long) 20 ft./ 20 ft. (tall)
Special Attacks:	Blindsight, powerful charge, spell-like abilities
Special Qualities:	Undead traits, ward
Saves:	Fort +5, Ref +5, Will +10
Abilities:	Str 24, Dex 7, Con —, Int 17, Wis 14, Cha 14
Skills:	Bluff +21, Hide +17, Intimidate +21, Listen +19, Search +22, Sense Motive +21, Spot +21
Feats:	Combat Reflexes, Improved Bull Rush, Improved Initiative ^B , Improved Overrun, Iron Will, Power Attack
Environment:	Any land and underground
Organization:	Solitary
Challenge Rating:	Same as the base object +1
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	—
Level Adjustment:	—

Combat

Gargantuan animators generally inhabit objects such as houses, cottages and extremely large vehicles. They prefer luring entire groups of individuals to them and collecting the energy they need for survival through mass horror. When forced to defend themselves with physical attacks, Gargantuan animators tend to use their weight and size to defeat or kill their enemies.

Blindsight (Ex): An animator can ascertain all foes within 120 feet by using senses other than sight, such as echolocation, sensitivity to vibrations or keen smell. Beyond this range, the animator is considered blinded.

Powerful Charge (Ex): The animator does an additional +4 hit points of damage when using this form of attack in addition to the normal benefits and disadvantages of a charge. The host object must either have its own form of movement such — such as wheels or legs — or else be launched through the animator's *telekinesis* ability.

Spell-Like Abilities: At will — *animate objects*, *crushing despair* (DC 16), *fear* (DC 16)

Sample Colossal Animator

This example uses a Colossal animated object (a mansion) as the base object.

Animator, Colossal	
Colossal Undead	
Hit Dice:	32d12 (192 hp)
Initiative:	+1
Speed:	10 ft. (2 squares)
AC:	1 (–8 size, –3 Dex, +2 deflection), touch 1, flat-footed 0
Base Attack/Grapple:	+16/+35
Attack:	Slam +2 melee (1d3+9)
Full Attack:	Slam +2 melee (1d3+9)
Space/Reach:	30 ft./ 20 ft. (long) 30 ft./ 30 ft. (tall)
Special Attacks:	Blindsight, powerful charge, spell-like abilities
Special Qualities:	Undead traits, ward
Saves:	Fort +13, Ref +13, Will +17
Abilities:	Str 28, Dex 4, Con —, Int 16, Wis 14, Cha 15
Skills:	Bluff +22, Hide +17, Intimidate +21, Listen +21, Search +23, Sense Motive +22, Spot +27
Feats:	Awesome Blow, Combat Reflexes, Improved Bull Rush, Improved Feint, Improved Initiative ^B , Improved Overrun, Improved Sunder, Improved Trip, Iron Will, Lightning Reflexes, Power Attack
Environment:	Any land and underground
Organization:	Solitary
Challenge Rating:	Same as the base object +1
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	—
Level Adjustment:	—

Combat

Colossal animators inhabit the largest objects: castles, mansions and similar structures. They lie in wait for their sustenance to come to them and then make their attacks efficiently and quickly.





Gargantuan animators generally inhabit objects such as houses, cottages and extremely large vehicles. They prefer luring entire groups of individuals to them and collecting the energy they need for survival through mass horror. When forced to defend themselves with physical attacks, Gargantuan animators tend to use their weight and size to defeat or kill their enemies.

Blindsight (Ex): An animator can ascertain all foes within 120 feet by using senses other than sight, such as echolocation, sensitivity to vibrations or keen smell. Beyond this range, the animator is considered blinded.

Powerful Charge (Ex): The animator does an additional +4 hit points of damage when using this form of attack in addition to the normal benefits and disadvantages of a charge. The host object must either have its own form of movement—such as wheels or legs—or else be launched through the animator's *telekinesis* ability.

Spell-Like Abilities: At will — *animate objects*, *crushing despair* (DC 16), *fear* (DC

Creating an Animator

“Animator” is an acquired template that can be added to any nonmagical object (referred to hereafter as the “base object”). An animator is unlikely to merge with an object that lacks a potential for violence, however. The base object becomes an animated object (see the *Monster Manual*), but its type changes to “undead.” The creature uses all the base object’s statistics and special abilities except as noted here.

Hit Dice: Increase to d12.

Speed: Same as the base object.

Armor Class: The base object gains a +2 deflection bonus due to the animator’s protection.

Attacks: Same as the base object.

Damage: Same as the base object.

Special Attacks: An animator retains all the special attacks of the base object and also gains those listed below.

Spell-Like Abilities: At will — *animate objects*, *crushing despair* (DC 16), *fear* (DC 16), *rage* (DC 15), *scare* (DC 14), *telekinesis*. Caster level 9th.

More powerful animators gain additional Special Attacks as described above.

Special Qualities: An animator retains all the base qualities of the base object and those listed below, and also gains the undead type. Animators are naturally invisible and incorporeal only when not animating an object.

Natural Invisibility (Su): This ability is constant, inherent, and not subject to the *invisibility purge* spell.

Ward (Su): All animators must feed from a being that frequently produces negative emotions such as hate, fear or jealousy. An animator is under no compulsion to obey its ward’s commands. If an animator is separated from its ward by more than 60 feet, or if its ward ceases to feel the emotions the animator craves for more than a day, the

animator loses 1 point of Charisma per day until it rejoins its ward or seeks out another. Lost Charisma points are recovered as normal only after the animator has rejoined with its ward or has gained a new one.

Saves: Same as the base object.

Abilities: The base creature’s Strength increases by +2, modified by size. An average animator’s mental ability scores are Intelligence 15, Wisdom 12, Charisma 12. These may vary from creature to creature.





Skills: The animator has the following base skills: Bluff +10, Hide +5, Intimidate +10, Listen +5, Search +7, Sense Motive +10, Spot +5. An animator's Hide skill is modified by the base object's size and Dexterity. The animator's size and level may also influence these figures.

Feats: Animators gain Improved Initiative, Iron Will and, later, Power Attack.

Environment: Any land and underground.

Organization: Solitary.

Challenge Rating: Same as the base object +1.

Treasure: None.

Alignment: Always chaotic evil.

Advancement: —

Level Adjustment: —

Animator Weaknesses

An animator cannot merge with any object currently under the effect of any spell, including magic objects. *Dispel evil* instantly drives an animator out of its object with a successful melee touch attack. An animator is not harmed if it is driven out of an object or if the object it has merged with is destroyed. Spells such as *soul bind* and *trap the soul* can imprison an animator indefinitely. Animators can be turned or rebuked as 8 HD undead.

To destroy an animator, it must be magically trapped in an object (such as by placing it in an *anti-magic field*); the object must be destroyed while the animator is still trapped.

Arak (Shadow fey)

The Arak (or *shadow fey*, as they are commonly known) are an ancient and immortal race. The eldritch outsider Gwydion created the Arak millennia ago by enslaving a fey race and infusing them with the essence of its home, the Plane of Shadow. The shadow fey are an amazingly diverse race. Their bodies and abilities slowly transform over the course of decades to match their personalities, and the Arak have evolved into scores of different subtypes, or "breeds." Some of the most prominent breeds are offered here. The Arak include both good and evil creatures, divided into the Seelie and Unseelie Courts, though dealing with any Arak is risky due to their fickle natures and fascination with mortals.

Powrie (Redcap)

Tiny Fey	
Hit Dice:	5d6 (17 hp)
Initiative:	+5
Speed:	20 ft. (4 squares), fly 60 ft. (good)
Armor Class:	17 (+2 size, +5 Dex), touch 17, flat-footed 12
Base Attack/Grapple:	+2/−8
Attack:	Bite +0 melee (1d4−2 and poison) or powrie dagger +5 ranged (1d3−2)
Full Attack:	Bite +0 melee (1d4−2 and poison) or powrie dagger +5 ranged (1d3−2)
Space/Reach:	2-1/2/ 0 ft.
Special Attacks:	Evil grin, poison, shriek, sneak attack, spells

Special Qualities:	Alternate form, damage reduction 5/magic and platinum, darkvision 120 ft., evasion, immunity to steel, low-light vision, resistance to electricity 10, traps, uncanny dodge
Saves:	Fort +2, Ref +2, Will +5
Abilities:	Str 7, Dex 20, Con 11, Int 10, Wis 12, Cha 13
Skills:	Disable Device +8, Hide +13, Move Silently +13, Open Lock +13, Search +8, Sleight of Hand +13
Feats:	Dodge, Skill Focus (Hide)
Environment:	Any land (Shadow Rift)
Organization:	Single, unit (46) or hive community (up to 400)
Challenge Rating:	4
Treasure:	No coins; 50% goods; 50% items
Alignment:	Always chaotic evil
Advancement:	By character class
Level Adjustment:	+2

The tiny creature's face bears a perpetual grimace and snakelike eyes glimmer with feral intensity as it attacks, its large wings buzzing furiously.

Of all the Arak that dwell in the Shadow Rift, the powrie (or redcaps) are the most skilled in the arts of assassination and espionage. Evil creatures that delight in all forms of sadism, powrie have a strong place in the Unseelie Court.

The most menacing in appearance of the fey, powrie have small, warped bodies with large, wasp-like wings that buzz when they are in flight. Their features are grotesque and angry. Wiry beards, feral teeth and snakelike eyes adorn their gnarled heads.





Many wear caps dyed red with fresh blood, accounting for their nickname.

Powrie speak Sylvan. They are foul-mouthed pests, prone to insult even allies (-10 racial penalty on all Diplomacy checks).

Combat

Powrie use stealth, illusion, trickery and sneak attacks. They employ frontal assaults only in large numbers. Although they enjoy using their natural attacks, powrie typically also carry several tiny, needlelike daggers.

Alternate Form (Su): For 3 hours each day, a powrie can assume the form of a wasp or other stinging insect. It can change at will as a standard action, but can maintain the form for no longer than 3 hours total within a 24-hour period.

Evasion (Ex): Like the rogue ability.

Evil Grin (Su): In battle, powrie contort their features into a frightening grin before opening their mouth impossibly wide. Anyone looking at a grinning powrie must make a DC 16 Will save or suffer the effect of a *fear* spell.

Poison (Ex): Injury, Fortitude DC 15, initial damage *blindness* as the spell, secondary damage none. The save is Constitution-based.

Shriek (Sp): Powrie can emit a high-pitched scream, causing all creatures within a 30-foot radius to make a DC 15 Fortitude save or be deafened.

Sneak Attack (Ex): Like the rogue ability.

Traps (Ex): Like the rogue ability.

Uncanny Dodge (Ex): Like the rogue ability.

Spells: Powrie can cast Illusion spells as a 5th-level sorcerer.

Special Weakness: Exposure to direct sunlight deals 1d4 hit points of damage per round (no saving throw) to powrie.

Powrie Characters

Powries' favored class is fighter though many become rogues or multiclass as fighter/rogues. Some choose the assassin and shadowdancer prestige classes as well. Few powrie are clerics. Though powrie have innate spellcasting ability, they do not advance beyond 5th level in their casting ability and are limited to Illusion spells.





Shee

Medium Fey

Hit Dice:	7d6-7 (17 hp)
Initiative:	+7
Speed:	30 ft. (6 squares)
Armor Class:	16 (+3 Dex, +3 luck), touch 16, flat-footed 13
Base Attack/Grapple:	+3/+3
Attack:	Short bow +8 ranged (1d6) or light crossbow +8 ranged (1d8)
Full Attack:	Short bow +8 ranged (1d6) or light crossbow +8 ranged (1d8)
Space/Reach:	5 ft./ 5 ft.
Special Attacks:	Cursed arrows, spells
Special Qualities:	Alternate form, charming kiss, damage reduction 5/lead, darkvision 120 ft., immunity to stone, low-light vision, luck
Saves:	Fort +2, Ref +2, Will +5
Abilities:	Str 11, Dex 16, Con 9, Int 12, Wis 12, Cha 17
Skills:	Knowledge (Shadow Rift) +14, Knowledge (fey) +14, Perform (wind instruments) +17, Ride +9, Spot +12, Spellcraft +8, Use Magical Device +9
Feats:	Skill Focus: Knowledge (Shadow Rift), Skill Focus: Knowledge (fey), Improved Initiative
Environment:	Any land (Shadow Rift)
Organization:	Single or clique (3-5)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+2

The slender figure slips into the clearing silently, his pale blond hair gleaming in the moonlight as places the exquisite statuette of a nightingale in the hollow of a tree.

The Arak shee are the most artistic of all the shadow fey, patronizing art of any kind. They stand just a few inches taller than the average human and possess a slender, graceful build. They tend to have pale hair, amber eyes and milky white skin.

Shee speak Sylvan and usually at least three additional domain languages. Their voices are soft and soothing. They never seem to lose their tempers, maintaining a calm appearance and speaking in measured tones.

Combat

Shee avoid direct fights if possible, preferring evasion, placation or negotiation. When forced to

fight, they employ longbows or crossbows using cursed bolts and arrows.

Alternate Form (Su): Shee can assume the form of a bird for up to 8 hours a day. They typically choose swans, nightingales or other graceful birds. They can change at will, as a standard action, remaining in bird form up to a total of 8 hours in a 24-hour period. They can never assume the form of a predator or scavenger.

Charming Kiss (Sp): The kiss of a shee has the effect of *charm person* as the spell. A DC 15 Will save negates.

Cursed Arrows (Su): The shee carry crossbow bolts and arrows that cause *doom* as the spell. A DC 14 Will save negates.

Luck (Su): Fate protects the shee. These shadow fey enjoy a +3 luck bonus to Armor Class and may reroll a failed saving throw once per day.

Spells: A performing shee casts spells as a 5th-level bard.

Special Weakness: Exposure to direct sunlight deals 2d4 hit points of damage per round (no saving throw) to shee.

Shee Characters

The favored class for a shee is bard, though some shee are also sorcerers or rogues. They also make excellent shadowdancers.

Sith

Medium Fey

Hit Dice:	7d6-7 (17 hp)
Initiative:	+2
Speed:	30 ft. (6 squares)
Armor Class:	15 (+2 Dex, +3 luck), touch 15, flat-footed 13
Base Attack/Grapple:	+3/+3
Attack:	Rapier +6 melee (1d6)
Full Attack:	3 rapier +6 melee (1d6)
Space/Reach:	5 ft./ 5 ft.
Special Attacks:	Blinding speed, fear, spells
Special Qualities:	Damage resistance 5/silver, darkvision 120 ft., immunity to fire, low-light vision, luck, shadow form
Saves:	Fort +2, Ref +2, Will +5
Abilities:	Str 11, Dex 15, Con 9, Int 17, Wis 13, Cha 12
Skills:	Craft (alchemy) +10, Decipher Script +10, Gather Information +10, Hide +12, Knowledge (arcana) +10, Listen +15, Move Silently +7, Ride +8, Spellcraft +10, Spot +10, Use Magical Device +10



Feats: Scribe Scroll, Silent Spell, Still Spell
Environment: Any land (Shadow Rift)
Organization: Single or bevy (3–5)
Challenge Rating: 5
Treasure: Standard
Alignment: Always lawful evil
Advancement: By character class
Level Adjustment: +2

The tall dark-clad female stands in the shadows. A hint of white tresses escapes her hood as she fingers a charm around her neck.

The Arak sith have prospered under the rule of the Unseelie, rising to power and prominence. The darkest of the Arak, sith are methodically cruel and have a fascination with death. They are also the tallest of the shadow fey, standing over 6 feet and are extremely gaunt and pale. Their hair is always white and they wear somber clothing, preferring black.

Sith speak Sylvan and at least four domain languages. They never shout, always speaking in soft whispers.

Combat

When forced into battle, sith use their preternatural speed to gain multiple attacks. They prefer the rapier due to its quickness and maneuverability.

Blinding Speed (Su): When taking a full attack maneuver in a round, a sith may perform three full attack actions. A sith cannot use this ability while wielding a heavy weapon.

Fear Aura (Su): At will, a sith projects an aura of fear. Opponents within a 30 foot radius must make a DC 14 Will save or be stunned for 1 round. A target who makes a successful save is immune to that sith's aura for one day.

Luck (Su): Graced by some otherworldly power, sith enjoy a +3 luck bonus to Armor Class and can reroll a failed saving throw once per day.

Shadow Form (Su): Sith can assume the form of a nonmagical shadow as a standard action. They can move and sense their surroundings in this form, but cannot make attacks. This is their preferred form and they leave it only when required.

Spells: Sith cast Necromancy spells as a 6th-level wizard.

Special Weakness: Exposure to direct sunlight deals 3 hit points of damage per round to sith (no saving throw). Shaded cover reduces this to 1 hit points per round.

Sith Characters

The favored class for sith is rogue. Sith often multiclass as wizards, specializing in Necromancy.

Teg

Medium Fey

Hit Dice: 3d6+6 (16 hp)
Initiative: +6
Speed: 30 ft. (6 squares)
Armor Class: 15 (+2 Dex, +3 luck), touch 15, flat-footed 12
Base Attack/Grapple: +1/+3
Attack: Claw +3 melee (1d4+2) or bite –1 melee (1d4+2)
Full Attack: 2 claws +3 melee (1d4+2) and bite –1 melee (1d4+2)
Space/Reach: 5 ft./ 5 ft.
Special Attacks: Howl of confusion, spells
Special Qualities: Alternate form, immunity to cold, damage reduction 5/gold, darkvision 120 ft., low-light vision
Saves: Fort +1, Ref +1, Will +3
Abilities: Str 15, Dex 15, Con 14, Int 13, Wis 17, Cha 11
Skills: Handle Animal +9, Hide +8, Move Silently +8, Spot +9, Sense Motive +9, Spot +9, Survival +9
Feats: Skill Focus: Survival
Environment: Temperate forest, hill or plains (Shadow Rift)
Organization: Solitary
Challenge Rating: 3
Treasure: Standard
Alignment: Usually neutral evil
Advancement: By character class
Level Adjustment: +2

The creature's face resembles a fox, with long pointed ears and bright, inquisitive eyes. Wearing clothes that match his surroundings, he seems to disappear into the forest undergrowth while you watch.

The Arak teg are a feral race of shadow fey, enjoying an affinity with the beasts of the wild. Though cunning and wise, teg tend to interact socially with animals more than with people. Teg even prefer the company of animals to their shadow fey cousins.

Teg are the shortest, stoutest and most muscular race of the Arak. They have long, pointed ears and a wide face with foxlike features. A teg's hands are very large, showing claw-tipped fingers. Their trickster's grin reveals sharp pointed teeth, while the eyes of a teg contain a predatory gleam. They





dress in earth tones of brown or green, which affords them ample camouflage in the wilds while stalking or waiting in ambush.

Teg are fluent in Sylvan but seldom practice it. Teg can speak to any animals normally found in temperate forests or grasslands.

Combat

Teg enjoy the chase more than the kill, preferring to set traps, then stalk and pester their quarry into walking into a deadly snare. They are creatures of guile and ferocity; a cornered Teg lashes out with tooth and claw.

Alternate Form (Su): Teg can assume the form of a fox as a standard action. They can spend up to 8 hours a day in this form and can shift back and forth at will.

Howl of Confusion (Su): The howl of a teg causes *confusion* as the spell (caster level 8) for all

within a 50 foot radius. A DC 12 Will save negates the effect.

Luck (Su): Because teg play the trickster's role, they possess the luck of fools. Like all Arak, they enjoy a +3 luck bonus to AC, and can reroll a failed saving throw once per day.

Spells: Teg can cast Animal Domain spells as a 2nd-level druid.

Special Weakness: Exposure to direct sunlight causes 2 hit points of damage per round to teg (no saving throw). Shaded cover reduces this to 1 hit points every 2 rounds.

Teg Characters

Druid is the favored class for teg, though some are also rangers.

Arayashka (Snow Wraith)

Medium Undead (Cold, Incorporeal)

Hit Dice: 5d12 (32 hp)

Initiative: +4

Speed: 30 ft. (6 squares), fly 30 ft. (good)

Armor Class: 11 (-1 Dex, +2 deflection) touch 11, flat-footed 11

Base Attack/Grapple: +2/+2

Attack: Incorporeal touch +5 melee (1d8 cold and 1 Str damage) or heat drain

Full Attack: Incorporeal touch +5 melee (1d8 cold and 1 Str damage) or heat drain

Space/Reach: 5 ft./ 5 ft.

Special Attacks: Freezing touch, drain heat

Special Qualities: Create spawn, cold subtype, incorporeal traits, undead traits

Saves: Fort +3, Ref +2, Will +4

Abilities: Str —, Dex 9, Con —, Int 13, Wis 13, Cha 8

Skills: Hide +15, Listen +10, Spot +10

Feats: Blind Fight, Improved Initiative

Environment: Any land (in blizzard conditions)

Organization: Solitary or gang (2–6)

Challenge Rating: 5

Treasure: Standard

Alignment: Always neutral evil

Advancement: 6–10 HD (Medium)

Level Adjustment: —

Swirling snow and icy blasts of wind obscure visibility, but the creatures that dwell within the blizzard betray their presence by the haunted glow of their ice-cold eyes — beacons of despair in the freezing barrage of snow.





Snowfalls anywhere in the Realm of Dread can be treacherous, but nowhere as much as in the Frozen Reaches. Blizzards in that realm are well known for claiming many lives. Though many think this is due to the harsh conditions, arayashka cause some of the deaths. Also known as "snow wraiths," arayashka are the souls of people who were killed by an arayashka. These creatures emerge during severe snowfall in search of unsuspecting victims.

Combat

Arayashka manifest only during blizzard-like conditions. When it finds a victim, an arayashka sneaks up and uses its drain heat ability to leach warmth from the victim. When the victim seems weak enough (see below), the arayashka then attacks with its freezing touch.

Arayashka are dangerous but cowardly, preferring to attack in numbers and often choosing to flee if losing a fight.

Create Spawn (Su): Any humanoid slain by an arayashka and buried in an area where snow may fall rises as an arayashka during the next snowstorm. A newly-spawned arayashka has none of the abilities it had in life.

Drain Heat (Ex): Arayashka can drain heat from a single source within 30 feet. An arayashka can use this ability to extinguish a small campfire, requiring 1d4 minutes, or to drain a creature's body heat. A victim targeted by the arayashka must make a DC 25 Fortitude save or suffer 1 hit point of nonlethal damage per round. Once a victim suffers nonlethal damage equal to at least 50% of his hit points, hypothermia sets in (the character is considered fatigued). The victim continues to lose hit points in this manner until he is dead or the arayashka is driven away.

Freezing Touch (Ex): The touch of the arayashka deals 1d8 points of cold damage and 1 point of Strength damage. The victim recovers one point of Strength each hour after the creature is dead or driven off.

Assassin Bug, Giant

Large Vermin	
Hit Dice:	4d8+8 (26 hp)
Initiative:	+0
Speed:	40 ft. (8 squares), climb 40 ft.
Armor Class:	12 (-1 size, +3 natural), touch 9, flat-footed 12
Base Attack/Grapple:	+6/+13
Attack:	Sting +6 melee (1d8+5 and paralysis)
Full Attack:	Sting +6 melee (1d8+5 and paralysis)
Space/Reach:	5 ft./10 ft.
Special Attacks:	Blood drain, poison
Special Qualities:	Camouflage, vermin traits
Saves:	Fort +6, Ref +1, Will +1
Abilities:	Str 17, Dex 10, Con 14, Int —, Wis 10, Cha 2
Skills:	Climb +12, Hide +8, Spot +8
Environment:	Any hill and underground
Organization:	Colony (2–5)
Challenge Rating:	2
Treasure:	1/10 coins, 50% goods, 50% items
Alignment:	Always neutral
Advancement:	5–10 HD (Large)
Level Adjustment:	—

Nearly invisible, the enormous insect fastens its long nose upon the helpless animal. Sucking sounds fill the air as the victim's blood is drained, and the insect

transforms in color from near-translucency to the viscous deep red of siphoned blood.

The normal assassin bug hunts small rodents and mammals and never grows larger than a gold piece. The giant assassin bug, on the other hand, can grow to the size of a horse... and its preferred prey is humanoid. The assassin bug's most prominent feature is its 4-foot long proboscis. With this nasty appendage, it can pierce, anesthetize, and drain its victims of all their precious fluids.

This insect's second prominent feature is its translucent carapace. An assassin bug is nearly invisible before it feeds. As it gorges itself on its victim's blood, the fluid fills and colors the insect's body. A fully fed giant assassin bug has a deep, opaque red coloring.

Assassin bugs are used as guardian creatures for those with the stomach and power to handle such hideous beasts. Their natural camouflage, insatiable appetite and poisonous stinger make them ideal minions. Furthermore, masters with their own appetite for blood may use the bug as a blood reserve of sorts.

Combat

The giant assassin bug prefers to hunt prey while it sleeps or is incapacitated. Coming upon weak prey, the bug will stab with its proboscis,





inject its poison and drain the creature dry. When encountering healthy, alert opponents, the bug hides using its natural camouflage. When forced to fight it attempts to poison all its opponents before settling down to feed.

Blood Drain (Ex): If a giant assassin bug paralyzes its victim (see below), it deals 1d4 points of Constitution damage each subsequent round its proboscis remains attached. The assassin bug detaches if it suffers any damage.

Camouflage (Ex): A giant assassin bug gains a +6 racial bonus on Hide checks. After draining blood, it cannot use its natural camouflage for 2 hours per point of Constitution damage inflicted.

Poison (Ex): Injury, Fortitude DC 14, initial damage paralysis for 2d6 minutes, secondary damage none.

Backward Man

Medium Aberration

Hit Dice:	4d8+8 (26 hp)
Initiative:	+3
Speed:	30 ft.
Armor Class:	16 (+3 Dex, +3 natural), touch 13, flat-footed 13
Base Attack/Grapple:	+3/+5
Attacks:	Tentacle +5 melee (2d4+2)
Full Attack:	Tentacle +5 melee (2d4+2) + additional tentacles +3 melee
Space/Reach:	5 ft./ 10 ft.
Special Attacks:	Constrict, spell-like abilities, sprout tentacles 2d4+2
Special Qualities:	Fast healing 2, spider climb
Saves:	Fort +3 Ref +4 Will +6
Abilities:	Str 14, Dex 17, Con 15, Int 10, Wis 15, Cha 14
Skills:	Hide +3, Intimidate +6, Listen +8, Move Silently +8, Open Locks +8, Sleight of Hand +8
Feats:	Combat Reflexes, Improved Grab, Multiattack,
Environment:	Temperate and cold forest and marsh
Organization:	Solitary or pack (2–5)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	5–8 HD (Medium); 9–12 HD (Large)
Level Adjustment:	—

Scuttling backward in an awkward, crablike gait, the hairless creature's twisted form is a disturbing blending of old age and infancy. The creature's head twisted all the way around to leer with predatory interest as it approaches.

Backward men are aberrations that exist only for mayhem. Many rumors concerning their origins abound. Some believe them to be a transmuter's experiment gone wrong. The most common belief is that if a child is abandoned by its mother, the child's pain and loss transfigure it into a backward man, a creature created from unspeakable hate.

Backward men speak and understand the local domain language.

Combat

Backward men prefer to play with their victims before attacking them. They stalk near a home or dwelling, observing the place for a while. Then, they begin taunting their victims. They take small objects or belongings from their victims and allow themselves to be seen for short periods in the distance, only to vanish (using *invisibility*). While unseen, they intrude upon the victim's home, rearranging the furniture, taking valuable objects and making strange. The hapless victim plagued at night by strange, ghostly sounds created by the backward men. Next, the creatures become violent, killing livestock and pets and destroying crops or food stores. Finally, they attack their victims, all



the while playing with their chosen target before killing them.

Backward men have long, purplish tentacles that slither out from their mouths. They can shoot a tentacle out from their mouths to attack creatures at a distance and sprout additional tentacles from the wounds if attacked with slashing or piercing weapons.

For unknown reasons, backward men despise women and single them out as choice targets above all others for their pranks and attacks.

Constrict (Ex): A backward man's tentacles inflict 2d4+2 hit points of damage with a successful grapple check against Medium or smaller creatures.

Fast Healing (Ex): As long as it has at least 1 hit point, a backward man heals 2 hit points of damage each round. A backward man reduced to 0 hit points explodes into a disgusting mass of purplish, barbed tentacles. This explosion causes no damage to those nearby, though a DC18 Horror save may be called for.



Spell-Like Abilities: 3/day — ghost sound; 2/day — invisibility. Caster level 4th.

Spider Climb (Su): A backward man can climb sheer surfaces as though with a spider climb spell.

Sprout Tentacles (Ex): Slashing or piercing weapons do damage to backward

men normally. However, when wounded by a slashing or piercing weapon, a gaping wound opens up on the backward man's body. A new, barbed tentacle sprouts from the wound that the backward man can use to attack on its next initiative. This new attack is in addition to its normal attacks. Each new attack is at -2 due to its Multiattack feat. Thus, a backward man wounded twice with a sword would sprout out two new tentacles, giving it three total attacks. The first tentacle attack is at +5 melee, while all other subsequent attacks are at +3 melee.

Bakhna Rakhna

Small Monstrous Humanoid

Hit Dice:	1d8+2 (6 hp)
Initiative:	+7
Speed:	20 ft. (4 squares), climb 20 ft.
Armor Class:	14 (+1 size, +3 Dex), touch 14, flat-footed 11
Base Attack/Grapple:	+0/-5
Attack:	Arrows +1 melee (1d3-1 plus poison) or +5 ranged (1d3 plus poison)
Full Attack:	Arrows +1 melee (1d3-1 plus poison) or +5 ranged (1d3 plus poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Poison
Special Qualities:	Phase door, light sensitivity, spell resistance 16
Saves:	Fort +2, Ref +5, Will +2
Abilities:	Str 9, Dex 16, Con 14, Int 8, Wis 10, Cha 14

Skills:	Escape Artist +6, Hide +14, Jump +4, Listen +2, Move Silently +8, Search +2
Feats:	Dodge ^B , Improved Initiative ^B , Mobility
Environment:	Any forest, hill or underground
Organization:	Gang (4-9), tribe (5-20)
Challenge Rating:	1
Treasure:	50% goods
Alignment:	Always neutral evil
Advancement:	1-3 HD (tiny)
Level Adjustment:	+0 (Cohort)

A dozen small human-shaped figures with huge gray eyes in their pasty white faces swarm through the inn's kitchen, scavenging pies, fresh bread, roasted meats and wheels of aromatic cheeses. Armed with tiny bows and arrows dripping with reddish fluid, a pair of tiny guards stands at the ready, waiting to respond to the first sign of interference.



These malicious little predators are stark white with large gray eyes. They migrate across the land in regular patterns, and are drawn to humanoid settlements where they steal food and terrorize anyone who attempts to thwart them.

Bakhna rakhna first appear on the fringes of a settlement and for a week or more act like shy, adorable fairy creatures, wanting food. Members of the settlement soon begin to notice food missing from their houses. Bread and foods that require effort to prepare are the preferred targets of the bakhna rakhna and a pie cooling on a windowsill is an irresistible target.

Bakhna rakhna use their *phase door* ability to enter homes at night. Anyone who hears a bakhna rakhna in their kitchen is often best served to stay in their beds and allow the thieves to complete their raid unmolested. Bakhna rakhna are vindictive and will make anyone who thwarts them the subject of continuous, possibly fatal invasions. There is at least one Vistani tale that tells of a farmer who locked all his cupboards and stood a nightlong vigil in his kitchen, axe in hand. In the morning, he found the bed of his two children empty except for two forks and a handful of slightly bloody napkins.

Vistani wisdom says to place sweets on the doorstep and ignore sounds from your kitchen at night if there are Bakhna rakhna about. If the bakhna rakhna are allowed to pillage what they want, they disappear within a few weeks, leaving little trace of their passing.

Bakhna rakhna cluster in underground burrows during the day. They sometimes take residence under a victim's porch or floorboards.

Combat

Bakhna rakhna avoid combat. If a group is pursued, they scatter. Those that are furthest from the pursuers attempt to taunt, injure or distract pursuers so others can escape. Each uses a tiny bow with arrows coated with their blood. The creatures also use their

arrows as crude daggers. Paralyzed victims are left alone while bakhna rakhna flee, but a persistent pursuer might be stabbed with arrows until he falls. The bakhna rakhna then leave the victim to bleed to death unless he is lucky enough to stabilize on his own. The bakhna rakhna never leave their dead or wounded behind. If they cannot take their fallen with them during the battle, they always return to collect the corpses.

Light Sensitivity (Ex): Bakhna rakhna suffer a -2 penalty on attack and skill rolls in bright sunlight or within the radius of a *daylight* spell.

Phase Door (Sp): 3/day — *phase door*. Caster level 16th.

Poison Blood (Ex): Injury, Fortitude DC 13, initial damage 1d6 Dex, secondary damage 1d6 Dex. The save DC is Constitution based.





Baobhan Sith (Black Sprite)

Tiny Fey	
Hit Dice:	1d6 (3 hp)
Initiative:	+7
Speed:	20 ft. (4 squares), fly 60 ft. (good)
Armor Class:	17 (+2 size, +4 Dex, +1 natural), touch 16, flat-footed 13
Base Attack/Grapple:	+1/-9
Attack:	Dagger +6 melee (1d4-2) or tiny javelin +6 ranged (1d4)
Full Attack:	Dagger +6 melee (1d4-2) or tiny javelin +6 ranged (1d4)
Space/Reach:	2-1/2 ft./ 0 ft.
Special Attacks:	Spell-like abilities, infectious laughter
Special Qualities:	Natural invisibility, spell resistance 16
Saves:	Fort +0, Ref +5, Will +4
Abilities:	Str 6, Dex 18, Con 11, Int 16, Wis 13, Cha 14
Skills:	Bluff +7, Concentration +4, Disable Device +7, Escape Artist +8, Hide +12, Intimidate +6, Listen +6, Move Silently +8, Ride +8, Search +7, Sense Motive +6, Spot +6
Feats:	Dodge ^B , Flyby Attack ^B , Point Blank Shot ^B , Weapon Finesse
Environment:	Temperate forest
Organization:	Gang (2-4), band (6-11), or swarm (20-80)
Challenge Rating:	3
Treasure:	No coins, 50% goods, 50% items
Alignment:	Always chaotic evil
Advancement:	2-3 HD (Tiny)
Level Adjustment:	+3 (cohort)



Combat

Baobhan sith find their greatest amusement at the end of battles. Whether caused by their “mischievous” tricks or just chanced upon, the baobhan sith carve designs on the dying, torturing and devouring those left on the battlefield while laughing at their fate. Baobhan sith dislike direct confrontation. If forced into combat they become invisible and use their spell-like abilities to confuse or discourage opponents, then flee and follow, waiting for a time when a foe is at a disadvantage.

Infectious Laughter (Su): Once per day when a baobhan sith laughs, everyone within a 30 foot radius must make a DC 15 Will save or be affected as though by *Tasha’s hideous laughter* for 1d3 rounds (caster level 8th). Those who save successfully may ignore any baobhan sith’s infectious laughter for the rest of that day.

Natural Invisibility (Su): A baobhan sith remains *invisible* even when it attacks. This ability is constant, but the black sprite can suppress or resume it as a free action.

Spell-Like Abilities: 1/day — *confusion*, *dancing lights*, *detect law*, *detect thoughts*, *dispel magic*, *entangle*, *permanent image* (visual and auditory affects only) and *polymorph*. Caster level 8th. (save DC 13 + spell level). The save DCs are Charisma based.

The tiny creature, clothed in bright colors, looks quite out of place at the scene of a recent battle. Laughing wildly, the creature kneels atop a dying man, carving something into the victim’s chest with a tiny knife.

Captured by the Mists of Ravenloft for sadistic, unspeakable acts committed in distant lands, these cruel creatures prey on the weak, helpless and dying. Bitter, insane and desperate creatures, the baobhan sith live to torment those who cannot fight back, finding amusement in suffering.

The baobhan sith (also called black sprites) look like tiny elves, standing only 2 feet tall, but have longer ears and dark dragonfly-like wings. They wear bright, ragged clothing and caps, making them resemble pixies, their benevolent kin. Their pointed teeth only show when they laugh.



Bastellus (Dream Stalker)

Medium Undead (Incorporeal)

Hit Dice:	5d12 (32 hp)
Initiative:	+3
Speed:	30 ft. (6 squares)
Armor Class:	16 (+3 Dex, +3 deflection)
Base Attack/Grapple:	+2/+2
Attack:	Incorporeal touch +5 melee (<i>insanity</i>)
Full Attack:	Incorporeal touch +5 melee (<i>insanity</i>)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Constitution drain, sleep, dream invasion, create spawn
Special Qualities:	Undead traits, incorporeal subtype, +4 turn resistance, hide in plain sight, light blindness
Saves:	Fort +1, Ref +4, Will +6
Abilities:	Str —, Dex 16, Con —, Int 10, Wis 14, Cha 16
Skills:	Bluff +9, Hide +10 (20), Intimidate +11, Listen +9, Sense Motive +8, Spot +12
Feats:	Alertness ⁶ , Blind-Fight, Skill Focus (Hide)
Environment:	Any land and underground
Organization:	Solitary or pack (2–5)
Challenge Rating:	6
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	6–10 HD (Medium)
Level Adjustment:	—

A huge, shadowy creature with a vaguely human shape looms above the woman's sleeping form. Its leering smile, the only distinguishable feature in its formless face, mocks you as tendril-like fingers reach out to cover the sleeper's face like a finely veined mask.

The bastellus (or dream stalker) is a creature that feeds off its sleeping victims' fear. It invades its victim's dreams and insinuates itself into them, savoring the anguish it causes. The creature can change its form, resembling nothing more than a shadow on a wall or floor, and is easily missed with casual observation.

The creature takes on its true form when it feeds, becoming a hulking, humanoid shadow. It is otherwise featureless, save its mouth, which appears as a leering smile. Long tendrils sprout from its fingers that spread over its victim's face like black veins. Witnessing this event requires a DC 15 Horror save.

Bastelli can understand any languages they spoke in life, but cannot speak any language. While

in dreams, a bastellus can communicate with any creature that has a language.

Combat

The bastellus is cowardly, attacking only when certain its prey is vulnerable. Typically, bastelli seek out the weakest prey first, hoping to finish it off before anyone notices. If its chosen prey is guarded, it uses its *sleep* ability to cause the guardians to fall asleep. Bastelli fight savagely if cornered, but flee at the first possible chance.

Create Spawn (Su): Victims who die due to the bastellus's dream invasion become a bastellus in 1d4 days. These new spirits have no connection to the monster that created them. They do not possess any of the abilities they had in life.

Darkness (Sp): The bastellus can create *darkness* as a spell-like ability twice per day as a 5th-level sorcerer.

Dream Invasion (Su): When attacking a sleeping victim, the bastellus must assume its true form, and no longer gains the benefits of its hide in plain sight ability. It touches the target's brow, twisting the sleeper's dreams into dark, evil images.

The victim may resist by making a DC 18 Will save. If the victim fails the saving throw, the bastellus controls his dreams utterly. When the unfortunate victim awakens, he will have gained a negative level.





Should the victim succeed in the saving throw, he may combat the *bastellus* within the dream. While in the dream, the victim is assumed to have the same equipment, spells, feats, and class abilities as when he is awake (though items and spells exhausted within the dream remain intact when the victim awakens). The *bastellus* likewise has all its abilities, though its touch inflicts 1d6 points of Wisdom damage instead of its *insanity* effect. A victim who falls to Wisdom 0 in the dream-battle loses the conflict and awakens having gained one negative level.

Should the victim win the battle, he awakens immediately and any Wisdom lost in the dream is restored. Furthermore, the *bastellus* is stunned for 10 minutes per the victim's level.

Hide in Plain Sight (Ex): The *bastellus* can assume the form of shadows cast by people or objects, hiding until its prey is sleeping. It may be detected by making a Spot check to count shadows,

but the *bastellus* receives a +10 circumstance bonus Hide check in any room with multiple light sources. In a room with only one light source, its Hide skill drops back down to its base +10.

Insanity (Su): The touch of a *bastellus* deals no damage, instead filling the victim with twisted mental images. A victim touched by a *bastellus* in the physical world must make a DC 17 Will save or fall under the effects of a *confusion* spell for 1d4 rounds.

Light Blindness: Extremely bright light (such as sunlight or the *daylight* spell) blinds a *bastellus*. The creature recoils from such light sources and will them out with its *darkness* ability.

Sleep (Sp): The *bastellus* can cause creatures within a 30 foot radius to go to *sleep*. All living creatures in the radius of effect, regardless of their Hit Dice, must make a DC 14 Will save or be affected.

Bat

	Carrion Bat Small Magical Beast	Skeletal Bat Medium Undead
Hit Dice:	2d10+2 (13 hp)	1d12 (6hp)
Initiative:	+9	+3 (+3 Dex)
Speed:	5 ft. (1 square), fly 50 ft. (good)	10 ft. (2 squares), fly 50 ft. (average)
Armor Class:	19 (+1 size, +5 Dex, +3 natural), touch 16, flat-footed 14	15 (+3 Dex, +2 natural), touch 13, flat-footed 12
Base Attack/Grapple:	+2/-3	+0/+0
Attack:	claw +2 melee (1d3-1) or bite -3 melee (1d4-1)	claw +0 melee (1d4)
Attacks:	2 claws +2 melee (1d3-1) and bite -3 melee (1d4-1)	2 claws +0 melee (1d4)
Space/Reach:	5 ft./ 5 ft.	5 ft./ 5 ft.
Special Attacks:	Shriek	None
Special Qualities:	Blindsight	Damage reduction 5/bludgeoning, immunity to cold, undead traits
Saves:	Fort +2, Ref +9, Will +2	Fort +0, Ref +3, Will +2
Abilities:	Str 8, Dex 20, Con 13, Int 3, Wis 13, Cha 7	Str 10, Dex 17, Con —, Int —, Wis 10, Cha 11
Skills:	Listen +11*, Spot +11*	Listen +10
Feats:	Improved Initiative ^B , Flyby Attack	Flyby Attack
Environment:	Any land and underground	Any land and underground
Organization:	Colony (10-40)	Colony (10-40) or swarm (20-50)
Challenge Rating:	1	1/3
Treasure:	Standard	Standard
Alignment:	Always neutral	Always neutral
Advancement:	3-4 HD (Medium) 5-7 HD (Large)	3 HD (Large); 5-15 HD (Huge)
Level Adjustment:	—	—



Two types of bats are unique to the Ravenloft setting: the carrion bat and the skeletal bat. These winged nocturnal creatures serve a vital and terrifying purpose in the ecology of the Realms of Dread.

Carrion Bat

The swarm of leathery winged creatures, the size of birds, swept over the predators hunched over their kill. Razor sharp wings savaged the throats of the feeding animals. Their feast spread out before them, the flying colony perched in nearby trees, waiting for their victims to die.

The carrion bat inhabits caves and tombs, consuming the vermin and carrion that feed off

freshly dead corpses. Rather than wait for naturally occurring food sources, however, the carrion bat provides its own dinner by killing creatures and enjoying the carrion eaters who arrive for the feast thus provided.

Combat

Once a potential victim is located, the carrion bat makes a flyby attack, using its sonic attack to paralyze the creature. It slashes the throat of the victim with its razor sharp wing claws, then flutters away to wait while the victim bleeds to death. The bat stays near the corpse until no more carrion feeders visit it. The carrion bat does not eat flesh nor does it drink bodily fluids. Its fondness is for maggots and grave scarabs.

Shriek (Ex): A piercing blast from this nocturnal hunter forces the victim to make a DC 16 Fortitude save or be paralyzed for 6 rounds. The carrion bat may make this sonic attack once every round.

Skills: Carrion bats receive a +4 racial bonus on Spot and Listen checks. These bonuses are lost if blindsight is negated.

Skeletal Bat

A swarm of flying things heads toward you. The moonlight reveals bony frames, devoid of flesh, propelled by tattered, skeletal wings.

The only known skeletal creature that can fly, skeletal bats act as necromantic wizards' and sorcerers' messengers and guardians of their foul lairs.

Combat

Skeletal bats attack with their bony claws, slashing at victims.



Beetle, Scarab

Grave Scarab

Fine Vermin

Hit Dice:	1/8d8 (1 hp)
Initiative:	+2
Speed:	20 ft. (4 squares), climb 20 ft.
Armor Class:	24 (+8 size, +2 Dex, +4 natural), touch 20, flat-footed 22
Base Attack/Grapple:	+0/-15
Attack:	Bite +10 melee (1d2-5 plus burrow)
Full Attack:	Bite +10 melee (1d2-5 plus burrow)
Space/Reach:	1/2 ft./ 0 ft.
Special Attacks:	Flesh burrow
Special Qualities:	Tremorsense, vermin traits
Saves:	Fort +2, Ref +2, Will +0
Abilities:	Str 1, Dex 15, Con 10, Int —, Wis 10, Cha 2
Skills:	Climb +2, Hide +10, Listen +2, Spot +1
Feats:	Weapon Finesse ^B
Environment:	Desert and underground
Organization:	Solitary or swarm (10-100)
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

The insectoid creature scuttles forward from the darkened crypt. Its blue-black carapace, easily the size of your palm, glistens in the torchlight.

Scarab beetles are flesh-eating vermin with a glassy blue-black carapace. They are usually found lining the walls of tombs and underground passages in either active or inactive form. The active form normally swarms to attack any warm moving flesh that comes near. The inactive form is found in closed tombs and crypts. Here the swarm of beetles strips all the flesh from the corpses it can find, then turn and eat each other, usually leaving only one or two beetles. These beetles go into a dormant state where their life processes are almost completely shut down. When in this state they take on a burnished golden color and can easily be mistaken for intricately crafted pieces of jewelry. If the beetle is placed next to a source of body heat, it becomes active and attacks the warm flesh.

Scarab beetles have no ability to communicate and attack the closest source of food that can be found. Although a swarm can appear to be a mindless horror, they can usually be distracted with an alternate source of food.

Combat

Scarab beetles have one purpose when they attack living creatures: they want to eat the heart of the individual. To do this they use their flesh burrowing attack to go directly for the victim's heart.

Flesh Burrow (Ex): When in contact with skin, the scarab beetle tries to dig into the flesh of the subject. If the beetle comes in contact with material it cannot bite through, such as armor, it moves along the surface until it finds an opening to the skin. It must make a successful attack roll to begin burrowing; it then buries itself in the individual's flesh. It can be seen as a large lump under the skin and begins moving unerringly toward the heart of the creature, eating flesh all along the way. A grave scarab takes 3 rounds to reach a Medium victim's heart, 2 rounds for a Small victim, and 4 rounds for a Large victim. The scarab deals 1d4 hit points of damage each round it burrows. Once it reaches the heart, it consumes it, inflicting 1d4 points of permanent Constitution



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damage each round and killing the creature in a horrific and painful death. Creatures immune to critical hits are immune to this attack.

Once the beetle has become embedded, it is difficult to remove. The most obvious method is to remove the affected limb. Someone may also attempt to kill the beetle inside the skin. The beetle loses its Dexterity bonus while burrowing, but the damage done is split evenly between the beetle and the individual. An individual trying to attack a beetle burrowing in its own body incurs a -2 penalty on attack and damage rolls.

Giant Scarab Beetle

Medium Vermin

Hit Dice:	4d8+8 (26 hp)
Initiative:	+0
Speed:	30 ft. (6 squares), climb 15 ft.
Armor Class:	18 (+8 natural), touch 18, flat-footed 18
Base Attack/Grapple:	+3/
Attack:	Bite +7 melee (1d8+6)
Full Attack:	Bite +7 melee (1d8+6)
Space/Reach:	5 ft./ 5 ft.
Special Attacks:	Disease
Special Qualities:	Vermin traits
Saves:	Fort +6, Ref +3, Will +1
Abilities:	Str 19, Dex 10, Con 15, Int —, Wis 10, Cha 4
Skills:	Climb +5, Listen +5, Spot +3
Feats:	Lightning Reflexes, Weapon Finesse
Environment:	Desert and underground
Organization:	Solitary, cluster (2-5), or swarm (6-11)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	5-7 HD (Medium); 8-10 HD (Large)
Level Adjustment:	—

An enormous insect, the length of a small human, bursts through the tunnel, its maw searching in the darkness for dead flesh.

These 5-foot long insects look like larger versions of the grave scarab, but no inactive form exists. These creatures tunnel from crypt to crypt to eat dead and decaying flesh. They prefer the dark; while light does not damage them, they usually flee from strong light. They seldom attack living creatures unless they are first attacked.

Combat

Because they eat only dead flesh, giant scarabs often inflict disease upon individuals that they bite.

Disease (Ex): Filth fever — bite, DC 12 Fortitude save, incubation period 1d3 days; damage 1d3 temporary Dexterity and 1d3 temporary Constitution.

Monstrous Scarab Beetle

Large Vermin

Hit Dice:	8d8+10 (46 hp)
Initiative:	+0
Speed:	40 ft. (8 squares), climb 20 ft.
Armor Class:	21 (-1 size, +12 natural)
Base Attack/Grapple:	+6/+11
Attack:	Bite +12 melee (2d6+9)
Full Attack:	Bite +12 melee (1d6+9)
Space/Reach:	5 ft./ 10 ft.
Special Attacks:	Keen pincers, trample 2d8+3
Special Qualities:	Vermin traits
Saves:	Fort +8, Ref +4, Will +2
Abilities:	Str 23, Dex 10, Con 16, Int —, Wis 10, Cha 9
Skills:	Climb +5, Listen +8, Spot +7
Feats:	Lightning Reflexes, Power Attack, Weapon Finesse
Environment:	Desert or underground
Organization:	Solitary, cluster (2-5), or swarm (6-11)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	8-10 HD (medium), 11-21 HD (large)
Level Adjustment:	—

The immense creature's hard-shelled, segmented body blocks the passageway before you, its huge mandibles ready to slice into any intruder.

The largest of the scarab beetles are found in deep caverns and large tombs where many dead bodies are interred. These 12-foot long insects dig deep burrows in the ground searching for dead material to eat. They never initiate an attack unless they are defending their eggs or nest.

Combat

Monstrous scarab beetles protect themselves with a vicious bite or a trample attack.

Keen Pincers (Ex): The mandibles of the monstrous scarab beetle are so large and sharp that they cause an incredible 4d8+9 hit points of damage and deliver a critical threat on 19-20.

Trample (Ex): Reflex DC 20 half. The save DC is Strength-based.



Boneless

The deformed creature shambles forward, its malleable body reeking of raw, rotten skin and sinew, moving with a lurching gait on legs that seem to collapse in on themselves with every step.

First created in the laboratories of Darkon's ruler through a bizarre ritual that separated and animated separately the bones and flesh of a corpse, the hideous creatures known as the "boneless" are mindless things, slaves to the commands of their master.

Boneless have long shriveled arms and legs. Their wrinkled, ball-shaped heads loll atop a flexible neck. Their reddish-brown skin is actually composed of exposed muscle. Any clothing they wear — usually remnants of their former attire — hangs loosely on their boneless bodies or is sewed directly onto their flesh. Boneless move purposefully, lurching forward on legs held together by muscle only and sometimes dropping to all fours to gain speed as well as stability.

Though they originated in Darkon, boneless have appeared throughout the Dread Realms as knowledge of the dark methods of their creation has spread.

Sample Boneless

This example uses a normal human as the base creature.

Human Commoner	
Medium Undead	
Hit Dice:	3d12
Initiative:	+4
Speed:	30 ft. (6 squares), all fours 60 ft.
Armor Class:	14 (+4 Dex)
Base Attack/Grapple:	+1/+3
Attack:	Slap +2 melee (1d4+2)
Full Attack:	2 slaps +2 melee (1d4+2 plus constrict 2d4 + 2)
Space/Reach:	5 ft./ 5 ft.
Special Attacks:	Constrict
Special Qualities:	Damage reduction 5/edged and piercing weapons, pliability, undead traits, vulnerable to holy symbol, holy water and cleric's turning
Saves:	Fort +1 Ref +1, Will +2
Abilities:	Str 15, Dex 18, Con —, Int —, Wis 10, Cha 1
Feats:	Agility
Environment:	Any
Organization:	Any
Challenge Rating:	3

Treasure:	None
Alignment:	Always evil, usually neutral
Advancement:	—
Level Adjustment:	—

Combat

Though they can use melee weapons, boneless are usually commanded to grapple and constrict their opponents. A boneless may slap its opponent twice in 1 round (once with each hand). If both hits are successful, the victim has been grappled; every round thereafter, the boneless constricts its victim for 2d4 damage. Constricted victims may not cast spells requiring material components, make any physical attack or take any action except to try to break the grapple through an opposed Strength check.

Creating a Boneless

"Boneless" is an acquired template that can be added to any corporeal creature (other than undead) that once had a skeleton (referred to hereafter as the base creature).

Size and Type: The creature's type changes to undead. It retains any subtype except alignment subtypes (such as good) or those that indicate kind (such as guardinal or animal). It does not gain the augmented subtype. It uses all the base creature statistics and special abilities excepted as noted here.

Hit Dice: Drop any Hit Dice gained from class levels (to a minimum of 3) and change all current and future Hit Dice to d12. Only creatures with less than 20 Hit Dice may become boneless.

Speed: Boneless move at 30 feet unless they drop to all fours, a maneuver that enables them to move at 60 feet. Winged boneless can not fly.

Attacks: Boneless retain all natural weapons, manufactured weapon attacks and weapon proficiencies of the base creature. Creatures that formerly had claw or bite attacks lose those attack forms, gaining instead the ability to constrict their victims after a successful grapple attack.

Damage: Boneless deal normal damage with weapons or retained natural attacks. They deal 1d4 + Strength bonus damage with each hand, while their constriction attack deals 2d4 + Strength bonus damage per round.

Special Attacks: A boneless loses all the base creature special attacks but gains the constrict attack.





Special Qualities: The boneless loses most special qualities of the base creature, retaining only those extraordinary abilities that enhance its melee attacks. A boneless gains the following special qualities:

Damage Reduction: 5/edged and piercing weapons.

Pliability (Ex): The creature's boneless nature allows it to slip into spaces that have at least a 1-inch gap. A boneless may also be folded and placed into a container measuring 1 cubic foot or stored in a jar or other air-tight container for easy portability.

Boneless must be saturated in water at least once a week to maintain pliability or else carried in a container holding water. If a boneless loses its moisture, it loses all special maneuvers, including its grapple attack, moving and attacking as zombies. Dried boneless are especially vulnerable to fire, taking double damage from fire-based attacks.

Vulnerability: Boneless are vulnerable to holy water and the touch of a holy symbol. Each does 1d8 damage.

Saves: Base save bonuses are Fort +1/3 HD, Ref + 1/3 HD, Will 1/2 HD+2.

Abilities: A boneless's Dexterity increases by +2. It has no Constitution or Intelligence score. Its Charisma changes to 1, and its Wisdom becomes 10.

Skills: A boneless has no skills.

Feats: A boneless loses all the base creature's feats and gains Agility.

Environment: Any, usually same as the base creatures.

Organization: Any.

Challenge Rating: 3+ (depending on HD)

Treasure: None.

Alignment: Always evil, usually neutral.

Advancement: As base creature (or "None" if the base creature advances by character class).

Level Adjustment: —



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Boowray

Tiny Fey (Incorporeal)

Hit Dice:	1d6+2 (5 hp)
Initiative:	+8
Speed:	30 ft. (6 squares), fly 60 ft. (good)
Armor Class:	16 (+2 size, +4 Dex)
Base Attack/Grapple:	+0/-11
Attack:	Bite +4 melee (1d2-4)
Full Attack:	Bite +4 melee (1d2-4)
Space/Reach:	2-1/2 ft./ 0 ft.
Special Attacks:	Suggestive Whispers
Special Qualities:	Incorporeal subtype, invisibility, immunity to mind-influencing effects
Saves:	Fort +2, Ref +7, Will +3
Abilities:	Str 3, Dex 19, Con 14, Int 16, Wis 12, Cha 18
Skills:	Hide +6, Listen +6, Spot +6
Feats:	Improved Initiative ^B , Lightning Reflexes ^B , Weapon Finesse
Environment:	Temperate forest
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Always lawful evil
Advancement:	5-6 HD (Small)
Level Adjustment:	—



The nearly invisible child is beautiful, her smile fresh and her green eyes sparkling in her translucent face. Hair like mint-leaves clings to her head and her clothing seems made of leaves.

Those in the Realms of Dread sometimes hear voices that drive them mad. Those that hear the voice of a boowray are certain to become deranged. The boowray gets pleasure from corrupting the pure and converting them into a twisted, wicked people. Once a boowray finds its prey, it never leaves until the person is no longer useful or is dead.

The boowray stays invisible until it has selected a promising target. When it becomes visible, it resembles a semitransparent child. It speaks to the target in whatever language the target speaks fluently. No one else can hear the boowray except for the target. The boowray appears innocent while talking, showing no intention of its true purpose until it is too late.

Combat

The boowray is dangerous, yet elusive. It chooses to run rather than physically fight, using its power of invisibility or its incorporeal state to flee. If forced to fight, the boowray tries to bite the

opponent. The *dispel evil* spell can drive the boowray away.

Suggestive Whispers (Sp): The boowray exists solely to break down the spirits of its victims. Over the long term, boowrays can use their whispering to gaslight a victim (see “Madness Saves” in Chapter Three of the **Ravenloft Player’s Handbook**). For more immediate satisfaction, a boowray can plant a *suggestion* at will in its whispers, as the spell cast by an 8th-level sorcerer. The victim can make a DC 17 Will save to resist the *suggestion*. For each *suggestion* the victim obeys, she suffers a cumulative -1 penalty on further attempts to resist the whispers. Each time the victim succeeds at such a Will save, the penalty is reduced by 1. As the victim falls under the boowray’s thrall, the acts it suggests grow steadily more evil and destructive. A victim is exempt from making powers checks for acts committed while under the boowray’s direct compulsion, but over time, the spirit’s constant gaslighting may turn the victim’s moral alignment to evil. A boowray can remain invisible while whispering. A *silence* spell can offer a victim temporary respite from the boowray’s whispers.

Invisibility (Su): The boowray can become *invisible* at will, as a free action, and can remain in that state indefinitely.





Bowlyn

Medium Undead (Incorporeal)

Hit Dice:	4d12 (26 hp)
Initiative:	+6
Speed:	Fly 30 ft. (perfect) (6 squares)
AC:	13 (+2 Dex, +1 deflection) touch +13, flat-footed 11
Base Attack/Grapple:	+2/+4
Attack:	Incorporeal touch +7 melee (1d6 or 1d6+7 vs. ethereal) or scimitar +7 melee (1d6+3)
Full Attack:	Incorporeal touch +7 melee (1d6 or 1d6+7 vs. ethereal) or scimitar +7 melee (1d6+3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Manifestation, seasick touch, telekinesis
Special Qualities:	Incorporeal subtype, undead traits, +5 turn resistance
Saves:	Fort +4, Ref +3, Will +2
Abilities:	Str 16, Dex 15, Con —, Int 9, Wis 12, Cha 16
Skills:	Balance +6, Hide +8, Listen +8, Profession (sailor) +6, Search +8, Spot +10
Feats:	Alertness ^B , Dodge, Power Attack
Environment:	Any aquatic
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	5–8 HD (Medium)
Level Adjustment:	—

A bloated horror that was once a man floats up from the hold as darkness settles over the sea. Its eyes and nose are rude holes, gouged out by underwater predators, and its ghostly skin has the pale bloat of the drowned.

The bowlyn (also called the “sailor’s demise”), is a vengeful spirit set on destroying those it blames for its death. Without exception, the bowlyn were sailors on oceangoing vessels who died from an accident at sea. A twisted incorporeal vision of a bloated, fish-eaten corpse, it sets its misfor-

tune on the members of the unfortunate crew who knew it in life. Typically invisible, it manifests only to show its terrible visage to those upon whom its vengeance is unleashed — who may find themselves jumping overboard in fear. The bowlyn cannot rest until all the crew is dead or the ship is destroyed. The bowlyn must stay in its watery grave for 1 to 10 years before it can begin its revenge. The first appearance of the bowlyn always takes place on the anniversary of its death.

Combat

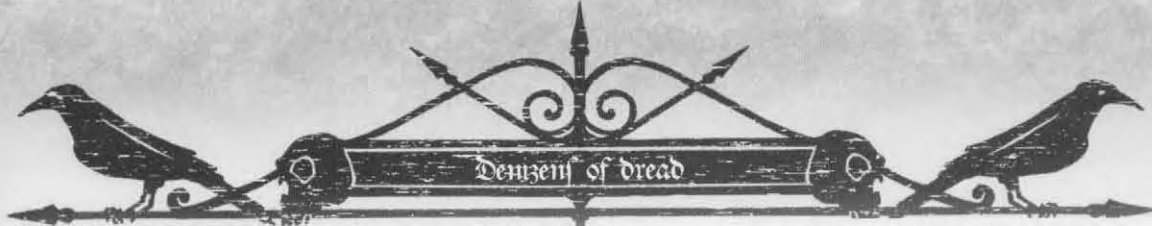
The bowlyn always follows the same pattern: attacks happen once per night and affect the people it knew, or take place in an area where it performed its duties in life (such as fire in the crow’s nest if the sailor had often been lookout). The bowlyn always chooses to attack indirectly if possible, using its seasick touch only if thwarted from creating increasingly deadly accidents aboard ship. Because it is a spirit tied directly to the sea, if any captain is wise (or foolish) enough to run his ship aground, the spirit will be instantly annihilated.

Manifestation (Su): When a bowlyn manifests, it can strike with its touch attack and its ghostly weapon as well as be attacked by those on both the Material and Ethereal Planes. However, its appearance also causes *fear* as the spell cast by an 12th-level sorcerer. The victim must make a DC 15 Will save to resist.

Seasick Touch (Su): A bowlyn that hits a living target with its seasick attack deals 1d6 hit points of damage. The victim must also make a DC 15 Fortitude save or be overcome with nausea (see the *D&D Dungeon Master’s Guide Glossary*). The nausea lasts until the victim is cured, either through Heal checks or healing magic.

Telekinesis (Su): The bowlyn can use *telekinesis* once per round as a free action as cast by a 12th-level sorcerer. The bowlyn’s *telekinesis* can only affect objects.





Broken One

Medium Aberration

Hit Dice:	3d8+12 (25 hp)
Initiative:	-1
Speed:	20 ft. (4 squares)
Armor Class:	15 (-1 Dex, +6 natural), touch 7, flat-footed 15
Base Attack/Grapple:	+2/+5
Attack:	Slam +5 melee (1d4+3)
Full Attack:	2 slams +5 melee
Space/Reach:	5 ft./5 ft.
Special Attacks:	Varies (see below)
Special Qualities:	Varies (see below)
Saves:	Fort +5 Ref +0 Will +5
Abilities:	Str 16, Dex 8, Con 18, Int 6, Wis 14, Cha 10
Skills:	Climb +8, Hide +4, Listen +5, Spot +5
Feats:	Multiattack
Environment:	Any land or underground
Organization:	Solitary, gang (2-5), or pack (6-11)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	4-6 HD (Medium); 7-9 HD (Large)
Level Adjustment:	—



The creature's form suggests a young woman of beauty, but it has grotesque, misshapen features. From her neck protrude useless hands, while other appendages sprout from her torso. Her eyes glitter with the canniness of the utterly insane and fearless.

"Broken one" refers to a large variety of creatures that stem from different methods of origin. Some broken ones are the result of horrid experiments conducted by twisted surgeons or spellcasters. Others result from a powerful curse that knotted their bodies into inhuman forms. Still others were created by the Mists themselves, shaped into their current forms as a result of failed powers checks.

In general, a broken one is a misshapen creature that resembles a forced amalgam of different creatures. Its limbs may be disproportionate, one arm larger than the other for instance. It may resemble a patchwork of beings, with different anatomical parts sewn together to make a hideous mockery of life. It may even combine the features of beasts with those of humanoids. All broken ones are hideous in the extreme, and seem to bear a deep hatred of all forms of standard life.

Broken ones can understand all the languages they knew in their former life (if any), but only speak in a limited capacity. Broken ones created



from animals often will speak their creator's language.

Combat

Driven by their intense hatred for "normal" life, broken ones are prone to rush into combat without regard to their own safety. Each broken one is a unique being, possessing different capabilities, but each has two of the following powers:

Damage Reduction (Su): The hide of the broken one has been mystically toughened. The creature receives damage reduction 10/magic.

Extra Limb (Ex): The broken one has an extra limb that attached to its malformed body. This gives the creature an additional slam attack as well as the Multiattack feat.

Frenzy (Ex): The broken one can go into a frenzy once per day, gaining a +2 enhancement

bonus to Strength and Constitution and a -2 penalty to Armor Class. It remains in a frenzy until it or its opponent is dead.

Fluid Body (Su): The creature's body is soft and rubbery like clay. The broken one can flatten its body, and flow around different objects like water. It can fit through any crack or opening, as long as it is accessible by water as well.

Improved Grab (Ex): The broken one has a massive arm or arms. This helps the creature grab and throttle its opponents. To use this ability, the broken one must hit with a slam attack.

Inhuman Strength (Ex): The creature's natural strength has been enhanced by its transmutation. Add +4 to the creature's standard Strength score. This gives the broken one a +2 bonus on attack and damage rolls.

Bruja

Medium Monstrous Humanoid

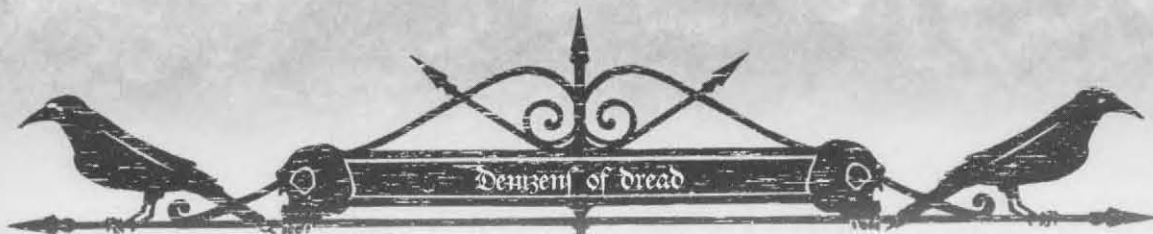
Hit Dice:	8d8+2 (6 hp)
Initiative:	+7
Speed:	30 ft. (6 squares)
Armor Class:	17 (+3 Dex, +4 natural), touch 13, flat-footed 14
Base Attack/Grapple:	+8/+14
Attack:	claw+14 melee (1d6 +6)
Full Attack:	2 claws+14 melee (1d6 +6)
Space/Reach:	5 ft./ 5 ft.
Special Attacks:	Spell-like abilities, wild empathy
Special Qualities:	Darkvision 60 ft., immunity to surprise, spell resistance 10, swift tracker
Saves:	Fort +6, Ref +2, Will +2
Abilities:	Str 22, Dex 16, Con 18, Int 12, Wis 14, Cha 10
Skills:	Gather Information +5, Handle Animal +7, Sense Motive +7, Survival +9
Feats:	Alertness ^B , Animal Affinity, Improved Initiative, Power Attack, Track ^B
Environment:	Any rural
Organization:	Solitary
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral
Advancement:	9–12 HD (Medium); 13–16 (Large)
Level Adjustment:	—

The creature looks like a pitiful crone, her skin mottled and covered in warts. Her clothes are simple and hang loosely from her brawny frame. Despite her

monstrous appearance, she radiates a profound sadness that evokes pity as much as terror.



POZAN'03



Bruja resemble hags in appearance, with pale skin that varies from white to ashy gray and is pockmarked with warts and sores. Their milky eyes give the illusion of blindness and their mouths are filled with rotten teeth.

Though frightful in appearance, bruja are melancholy in temperament. Bruja suffer under the curse of knowing the time and manner of their own deaths. These haglike creatures often assist people in need and work in small ways to combat the evil that fills the Realm of Dread.

Bruja tend to live alone, usually in cottages distant from large population centers. They prefer to dwell in rural habitats, surrounded by animal companions. Most use their ability to disguise themselves when meeting others; they do, however, suffer from arrogance, like most hags, and sometimes resort to a display of power that reveals their true nature.

Bruja have no language of their own, but speak the local language of their region. They also communicate with the wild animals in their area.

Combat

Bruja avoid direct combat, using their spells whenever they can. When forced to melee, they use their long, talonlike fingernails to inflict a powerful attack. They use *disguise self* to gather information or assist others without revealing themselves in their true form.

They excel at wilderness travel. Their keen sight allows them to see in the dark, while their powerful senses make them difficult to surprise. Bruja can track as a ranger.

Spell-Like Abilities: At will — *bless*, *disguise self* (DC 12), *hide from undead* (DC 13), *invisibility* (DC 13), *pass without trace*, *speak with animals*; 1/day — *dispel evil* (DC 17), *heal*, *magic circle against evil* (DC 15), *remove curse* (DC 15), *sunray* (DC 19).

Carrion Stalker

Tiny Vermin

Hit Dice:	1d8+2 (6 hp)
Initiative:	+3
Speed:	20 ft. (4 squares)
Armor Class:	17 (+2 size, +3 Dex, +2 natural), touch 15, flat-footed 14
Base Attack/Grapple:	+0/-12
Attack:	Tendrils +5 ranged (1d2 plus special)
Full Attack:	8 tendrils +5 ranged (1d2 plus special)
Space/Reach:	2 ft./15 ft.
Special Attacks:	Infest, tendrils
Special Qualities:	Heatsense, vermin traits
Saves:	Fort +4, Ref +3, Will +0
Abilities:	Str 3, Dex 16, Con 14, Int —, Wis 10, Cha 2
Skills:	Hide +18, Spot +4
Environment:	Underground
Organization:	Solitary or cluster (2–6)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	2–3 HD (Small); 3–4 HD (Small)
Level Adjustment:	—

The skeletal “rib cage” detaches from the corpse before you, revealing itself as a creature separate from the body upon which it was feeding. The “ribs” form

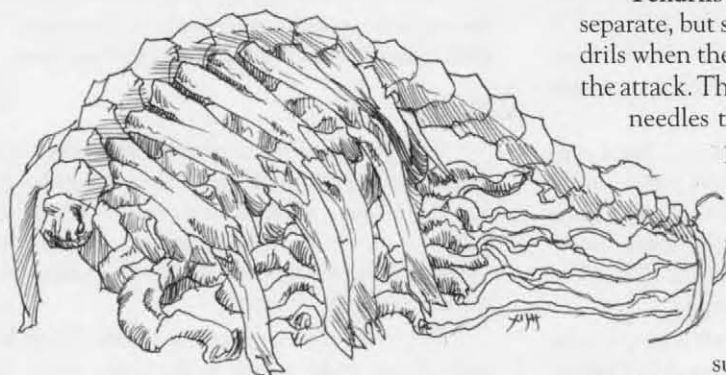
eight legs, and deep red tendrils drag from the monster’s underbelly as it scuttles forth.

Carrion stalkers are vile creatures that feed off the dead. Similar in size and shape to a large horseshoe crab, carrion stalkers have an exoskeleton that extends to their eight legs, giving the appearance of a walking humanoid rib cage. A nesting stalker is often mistaken for the ribcage and entrails of the corpse on which it feeds.

Combat

Carrion stalkers hide in the corpses of their victims until warm-blooded creatures approach within 15 feet. Screeching, they lash out with their eight tendrils to trap their prey, using their legs and the corpses they nest in to anchor themselves.

Infest (Ex): The stalker pulls a pinned victim 5 feet closer to itself each round until it drags the victim into its own square. This does not provoke an attack of opportunity. The stalker then releases a cloud of larvae from between its “ribs” as a free action. If a carrion stalker is killed before releasing its larvae, it launches its larvae at an adjacent creature as it dies. A carrion stalker dies immediately after the larval release. 2d4 larvae leap onto the victim and burrow in on the next round. A successful DC 15 Spot check before the larvae begin to burrow allows an assistant to pluck 1d4 larvae from the victim as a standard action. Burrowed larvae cause 1d2 points of tempo-



rary Constitution damage per larvae per round unless a successful Fortitude save (DC 12 + 1 per burrowed larvae) is made. A successful DC 15 Heal check is required to remove each burrowed larvae. If the victim is still entangled, anyone assisting him are stung as described above. *Remove disease* destroys all larvae. The larvae grow to full size within 2 weeks.

Heatsense (Ex): A stalker can sense the location of all warm-blooded creatures within 30 feet regardless of invisibility or concealment. A stalker is considered blinded against creatures that do not generate heat, such as oozes and the undead.

Tendrils (Ex): Stalkers can make up to eight separate, but simultaneous, attacks with their tendrils when they leap, using their legs to help guide the attack. The tendrils are filled with tiny stinging needles that cause 1d2 hit points of damage per hit. If any tendrils hit, the target must make a Reflex save (DC 13 + 1 per tendril that hits) or become bound and considered pinned, as per the grappling rules. The stalker itself is not considered grappled. Escape from the tendrils requires a successful Escape Artist or Strength check (DC 15 + 1 per wrapping tendril). Bound targets suffer 1 hit point of stinging damage per tendril per round. Those who assist the bound character using the aid another action are stung for 1 hit point of damage. The stalker continues to attack its pinned victim (at +4 to hit) with any tendrils that missed previously. The tendrils can be damaged with slashing weapons only. Each tendril is AC 20 (+8 size, +2 natural) and has 2 hit points. The tendrils' hit points do not count against those of the stalker. The tendrils continue to sting for 1d4 rounds after the death of the stalker itself and are no easier to remove.

Carrionette

Diminutive Construct

Hit Dice:	2d10 (11 hp)
Initiative:	+0
Speed:	15 ft. (3 squares)
Armor Class:	14 (+4 size bonus), touch 14, flat-footed 14
Base Attack/Grapple:	+0/-12
Attack:	Straight razor -2 melee (1d4-2) or silver needle +0 ranged (special)
Full Attack:	Straight razor -2 melee (1d4-2) or silver needle +0 ranged (special)
Space/Reach:	1 ft./ 0 ft.
Special Attacks:	Silver needles, possession
Special Qualities:	Construct traits, <i>ventriloquism</i> , wooden body, darkvision 60 ft.
Saves:	Fort +0, Ref +0, Will -1
Abilities:	Str 6, Dex 10, Con —, Int 7, Wis 8, Cha 8
Skills:	Climb +8*
Environment:	Odiare
Organization:	Solitary or pack (2-8)
Challenge Rating:	1
Treasure:	None
Alignment:	Always chaotic evil

Advancement: 3-4 HD (Tiny)
Level Adjustment: —

A puppet sprawls in the corner like a broken doll. Articulated perfectly, with moveable joints and holes placed for a puppeteer's strings, its painted face and clothing resemble a jester's costume and mask. Suddenly, the wooden eyes open and the creature rises, a malicious painted grin fixed upon its face.

When in repose, a carrionette appears to be nothing more than a brightly painted wooden marionette with jointed limbs and holes where a puppeteer's strings might go, though the strings themselves are absent. The missing strings matter little, as the carrionette is perfectly capable of moving without the aid of a puppeteer.

The first carrionette was created by the famous Odiaran toymaker Guisepppe, and was intended to serve as the child that Guisepppe had never had. This carrionette, which would come to call itself Maligno, turned on its creator and the people of Odiare, creating more carrionettes to serve it and using them to slaughter most of the adults of the town. Maligno has since become the darklord of Odiare, and he continues to use his carrionette





servants to terrorize the people of that land when the mood strikes him. Some of these creatures are also rumored to have spread to other lands.

A carrionette's most feared power is its ability to usurp control of the bodies of living creatures, controlling them from within like a puppeteer. Gaining control over a living body is the only ambition of a carrionette.

Combat

Carrionettes wield small, sharp weapons in melee, such as razors or kitchen knives, but their small size and weak limbs prevent them from being very threatening in melee. Unfortunately, carrionettes have a much more dangerous form of attack in the form of the silver needles each carries.

Possession (Su): A carrionette can take possession of an immobilized humanoid or monstrous humanoid by driving a needle into the base of the victim's neck. The victim must be unable to resist this action, either because it is unconscious or asleep, or because silver needles have paralyzed all four of its limbs (see below). When the needle is driven into the victim's neck, the carrionette's

essence is transferred into the living victim, and the victim's essence is in turn transferred into the body of the carrionette. This effect is similar to the spell *magic jar*, except that it offers no saving throw and the effects have indefinite duration.

After the transfer, the carrionette falls unconscious, gaining control of its new body after a single round has passed. The victim remains unconscious for a much longer period, unable to take control of the carrionette's body for a full hour. Once the carrionette has control over the body, it is no longer affected by that carrionette's silver needles and can remove any that are in the body.

Once the carrionette has its new, living body, it takes care to hide and bind its original doll body, as the carrionette's essence is still linked to the wooden form. If the doll body is destroyed, the carrionette dies as well. Furthermore, if the doll body (now controlled by the essence of the living victim), drives a silver needle into the living body of the carrionette, the transfer is reversed — the carrionette then returns to its original body and lies inert for an hour, while the living victim regains control of its original body after a single round. Carrionettes take great care to prevent this, locking their doll bodies in chests or closets or otherwise incapacitating them.

Silver Needles (Su): Each carrionette carries a quiver of 10 small needles, which the carrionette can throw at targets up to 15 feet away. When the carrionette throws a needle, a thin silver cord trails behind it, extending from the carrionette's hand. A needle that hits one of the victim on a successful attack roll is assumed to strike an arm or leg chosen by the carrionette. The needles do no damage, but the victim must make a DC 14 Will save. The target limb is paralyzed if the victim fails the save, and the silver cord becomes invisible. If the needle is removed from the limb, the paralyzation ends in 1d4 rounds. Carrionettes are immune to the paralyzing effect of their needles. Carrionettes can recover and reuse thrown needles; the needles themselves are nonmagical, serving only as a medium of delivery for the silver cords.

Ventriloquism (Sp): Carrionettes can cast a *ventriloquism* spell at will. Their voices are shrill and inhuman, almost a parody of a child's voice.

Wooden Body (Ex): A *warp wood* spell cast on a carrionette destroys it instantly.

* **Skills:** Carrionettes receive a +8 racial bonus on Climb checks.





Cat

	Tiny Magical Beast Midnight Cat	Large Animal Plains Cat	Tiny Undead Crypt Cat
Hit Dice:	3d10 (16 hp)	4d8+12 (30 hp)	1/2d12 (4 hp)
Initiative:	+7	+3	+7
Speed:	30 ft. (6 squares)	40 ft. (8 squares)	30 ft. (6 squares)
Armor Class:	22 (+2 size, +3 Dex, +7 luck), touch 22, flat-footed 19	15 (-1 size, +3 Dex, +3 natural), touch 12, flat-footed 12	15 (+2 Size, +2 Dex, +1 natural) touch 14, flat-footed 13
Base Attack/Grapple:	+3/-7	+3/+12	+0/-9
Attack:	Claw +6 melee (1d2-2)	Claw +7 melee (1d6+5)	Claw +2 melee (1d3-1 and disease)
Full Attack:	2 claws +6 melee (1d2-2) and bite -2 melee (1d3-2)	2 claws +7 melee (1d6+5) and bite +2 melee (1d8+2)	2 claws +2 melee (1d3-1 and disease) and bite 1d3-1 and disease)
Space/Reach:	2-1/2 ft./ 0 ft.	5 ft./ 5 ft.	5 ft./ 5 ft.
Special Attacks:	Curses, steal breath	Pounce, rake (1d8+2), startle	Infection
Special Qualities:	Darkvision 60 ft., low-light vision	Scent	Undead traits, immunity to cold, damage reduction 5/bludgeoning
Saves:	Fort +3, Ref +6, Will +3	Fort +4, Ref +7, Will +2	Fort +0, Ref +2, Will +2
Abilities:	Str 6, Dex 16, Con 11, Int 12, Wis 15, Cha 18	Str 21, Dex 16, Con 17, Int 2, Wis 12, Cha 7	Str 8, Dex 14, Con —, Int —, Wis 10, Cha 11
Skills:	Balance +11, Climb +10, Hide +14*, Listen +9, Move Silently +12, Spot +10	Balance +5, Climb +5, Hide +7*, Jump +9, Move Silently +7*	Balance +5, Climb +5, Jump +5, Move Silently +4
Feats:	Improved Initiative, Weapon Finesse	Dodge,	Improved Initiative, Weapon Finesse
Environment:	Any land	Temperate plains	Any land and underground
Organization:	Solitary	Solitary	Solitary or guardians (10-20)
Challenge Rating:	3	3	1/3
Treasure:	Standard	None	Standard
Alignment:	Always neutral evil	Always neutral	Always neutral
Advancement:	—	5-8 HD (Large)	—
Level Adjustment:	—	—	—

Certain felines are common to the Ravenloft setting. These cats range from being feared to being considered good luck totems.

Midnight Cat

The large black cat emerges from the depths of the woods, its luminous, greenish-yellow eyes shining like two tiny moons in the darkness. Its breath puffs in a mist even in the warm night.

Midnight cats are both prized and feared for their power over curses. They are greedy and fickle creatures, and often adopt a “master,” who is expected to see to their every desire. Regardless of the weather, their misty breath is always visible.

Midnight cats typically know at least one domain language, though they seldom deign to speak.

Combat

Midnight cats know better than to attack opponents larger than themselves. If attacked, they are more likely to invoke a curse than retaliate with tooth and claw.

Steal Breath (Sp): Midnight cats feed on the spirits of living creatures. The cat must perch on the chest of a sleeping victim, then inhale the breath from the creature’s lips. The victim must make a DC 15 Fortitude save or suffer 1 point of Constitution drain. In addition, the victim is rendered immune to all healing magic until the cat is dead.

Curses (Sp): As a standard action at will, a midnight cat can remove any curse of up to troublesome severity (see Chapter Three of the **Ravenloft Player’s Handbook**) by sucking the curse out of the victim in the same way it steals breath. The target can be awake, however. The cat demands



payment for this service, usually demanding that the subject perform some evil deed on the cat's behalf.

If the cat takes offense for any reason, it can lay a curse of vengeance at will, as a standard action. The cat has a total bonus of +15 to its curse check, and the curse can be of up to troublesome severity.

Skills: Midnight cats receive a +4 racial bonus on Hide and Move Silently checks and a +8 racial bonus on Balance checks. They use their Dexterity modifier for Climb checks. * A midnight cat's Hide bonus rises to +8 in dark areas.

Plains Cat

The large cat has a sleek black coat, tufted ears and a bobbed tail. The creature emits a loud scream and an answering call echoes moments later from miles away.

Plains cats are native to the grasslands of Nova Vaasa. Male cats have white tufts of hair at the ends of their ears, which are considered good luck tokens. To find a mate, a plains cat emits a call that can be heard for several miles. If there is a response, a series of call-and-responses are uttered. A plains cat also roars when on the hunt. To the untrained ear, these roars sound like agonized human screams. Many would-be rescuers have lost their lives attempting to find the source of the screams, only to end up as victims of a plains cat.

Combat

Plains cats attack when they feel threatened or feel their territory is being invaded.

Pounce (Ex): If a plains cat charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +7 melee, damage 1d8+2.

Startle (Ex): Instead of making a bite attack, a plains cat can roar at will. Foes within 30 feet who hear the scream must make an immediate DC 10 Fear save or be stunned for 1 round. Whether or not the Fear save is successful, the foe may ignore that plains cat's startle ability for one day.

Skills: Plains cats receive a +4 racial bonus on Balance, Hide, and Move Silently checks. * In areas of tall grass or heavy underbrush the Hide bonus improves to +12.

Crypt Cat

As desiccated as the crypt it haunts, the mangy catlike creature sports broken yellow teeth, and its eyes are nothing but husks that rattle in gaping sockets.

Crypt cats are found normally as guardians in burial chambers. They look much like nonmagical mummified cats — dry and shrunken things, with mangy clumps of fur clinging to the papery skin stretched across their bones.

Combat

Unless threatened, skeletal cats remain still until they can attack by surprise.

Infection (Su): Any living creature damaged by a crypt cat must succeed at a DC 12 Fortitude save or the wound becomes red and inflamed. The injury never heals completely even if magic healing is used; 1 hit point of damage per infected attack remains unhealed until the creature receives a *heal* or *remove disease* spell. A single casting of either spell cures all infected wounds.





Changeling (Kin)

Medium Construct	
Hit Dice:	3d10 (16 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	10
Base Attack/Grapple:	+0/+0
Attack:	None or weapon +2 (weapon's damage)
Full Attack:	None or weapon +2 (weapon's damage)
Space/Reach:	5 ft./ 5 ft.
Special Attacks:	See below
Special Qualities:	Construct traits, darkvision 60 ft.
Saves:	Fort +1, Ref +1, Will +1
Abilities:	Str 11, Dex 11, Con —, Int 10, Wis 10, Cha 10
Skills:	Racial skill(s) (see below)
Feats:	See below
Environment:	Shadow Rift
Organization:	Solitary or pack (2–12)
Challenge Rating:	0 (noncombatants) or 1 (combatants)
Treasure:	None
Alignment:	Same as creator
Advancement:	By character class
Level Adjustment:	—

Changelings are creatures born from human shadows taken into the Shadow Rift by the Arak (shadow fey). The shadow fey cut the shadows from the bodies of volunteers in the mortal world, leaving behind mindless shells. The shadows become changelings in the Shadow Rift, acting as master servants for the Arak. Each of the Nine Breeds of Arak creates servants that are exceptionally adept at particular tasks according to the breed of their creator.

The Arak promise those who volunteer to become changelings the “reward” of spending life among the shadow fey and the opportunity to become master craftsman. In truth, changelings can be made from the unwary as well as true volunteers. To become a changeling, a mortal must eat faerie food provided by the shadow fey. After eating the faerie food, the consumer falls into a deep sleep. The shadow fey then lights a magic candle beside the body. The candle burns for 5 hours, and the victim cannot be awoken unless it is extinguished. Next, the shadow fey sprinkles the body with sparkling black dust, which allows the Arak to slice off the victim's shadow with a silver sickle. The shadow fey places the shadow into a bag and tries to reach the Shadow Rift before the candle burns down in 5 hours.

If the shadow fey reaches the Shadow Rift before the candle burns down or is extinguished, the shadow transforms into a changeling in the shape and appearance of the shadow's former owner. The changeling's creator then assigns it a task, which it performs with obsessive concentration and devotion. For this reason, changeling craftsmen are able to create items of much higher quality than most mortals. Changelings are able to speak whatever languages they spoke in life, though they speak without emotion. When changelings are killed, they dissolve into the shadows.

Back in the mortal world, the magic candle extinguishes as soon as the changeling springs to life in the Shadow Rift. The victim's body then rises as a mindless automaton to carry out mundane, repetitive tasks of everyday life. These soulless bodies are sometimes called the elf-shot or the shadow-reft. The shadow-reft have no Intelligence score and no shadow, but they are otherwise identical to their former selves. They will not defend themselves even if attacked.

A shadow-reft person can be restored by a *wish* or *miracle* spell or by casting a *resurrection* spell cast on their living changeling, which instantly destroys the changeling and restores the shadow-reft to normal life.

Combat

Shed changelings are non-offensive and will not fight even if attacked. Changelings created by the powrie, the sith, and the teg fight using the weapons described under their individual entries.

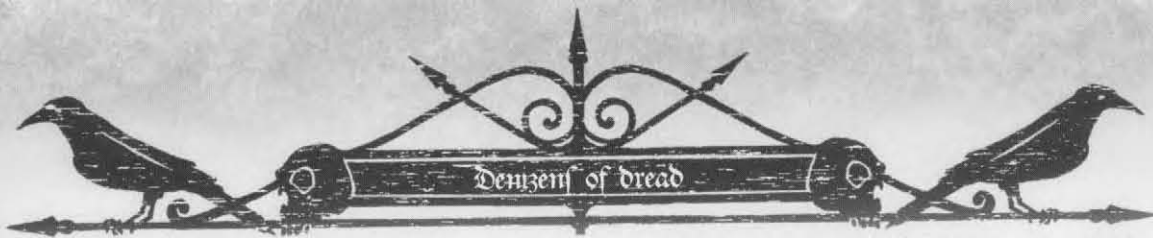
Racial Skills (Ex): All changelings are exceptionally skilled in one or more areas according to the role for which they were created. Changelings are considered trained in all their racial skills (though they have no skill points) and receive racial bonuses to these skills as detailed below.

Powriekin

The figure halts just long enough in the sudden flare of light to reveal its dark-clad humanoid form, its face a mask of fanatic concentration.

Changelings created by the powrie travel beyond the Shadow Rift to perform missions of stealth for the Arak. The cunning and sadistic nature of the powriekin serves them well in their roles as spies, thieves and assassins. They are proficient with all simple weapons, preferring poisoned daggers and darts.





Sneak Attack (Ex): Powriekin can perform sneak attacks as a 3rd-level rogue (+2d6 damage).

Racial Skills (Ex): Powriekin gain a +10 racial bonus on Hide and Move Silently checks.

Sheekin

The singer's voice moves without effort or emotion through the most difficult melodic passages of the ballad.

Sheekin are skilled entertainers created to please the Arak. They do not fight.

Racial Skills (Ex): As performers, sheekin are incredibly charismatic, gaining a +20 racial bonus on Perform skill checks. When not performing, they are quiet and inattentive.

Sithkin

Moving with passionless precision, the pale-skinned humanoid form enters the graveyard, moving like an arrow to an unmarked mausoleum.

Sithkin are pale, undead-like creatures sent to the world of mortals to retrieve items of importance from graveyards, mortuaries, and other places of death. Though they are not exceptional fighters, sithkin will fight if necessary using simple weapons such as the sickle.

Command Undead (Su): Sithkin can rebuke undead as a 7th-level evil cleric.

Racial Skills (Ex): Sithkin never speak and move very quietly, gaining a +10 racial bonus on Move Silently checks.

Undead Friendship (Su): Aside from domain lords, no undead will ever attack a sithkin unless the sithkin attacks it first.

Tegkin

The human-shaped creature pauses over its kill, a young buck, to examine the skilled placement of the arrow between the creature's eyes before hoisting up the animal and heading deeper into the forest.

Tegkin are hunters for the Arak. These wild changelings are proficient with simple weapons, the shortbow and the longbow. They will fight if accosted.

Racial Skills (Ex): Tegkin gain a +10 racial bonus on Survival checks and a +4 racial bonus on Hide, Move Silently and Spot checks.





Cloaker, Dread

	Cloaker, Shadow Large Aberration	Cloaker, Resplendent Large Aberration	Cloaker, Undead Large Undead
Hit Dice:	6d8+18 (34 hp)	6d8+20 (35 hp)	5d12 (32)
Initiative:	+7	+7	+7
Speed:	10 ft. (2 squares), fly 40 ft. (average)	10 ft. (2 squares), fly 40 ft. (average)	10 ft., fly 40 ft. (average)
Armor Class:	19 (-1 size, +3 Dex, +7 natural), touch 12, flat-footed 16	17 (-1 size, +3 Dex, +5 natural), touch 12, flat-footed 14	21 (-1 size, +3 Dex, +7 natural), touch 12, flat-footed 16
Base Attack/Grapple:	+4	+4	+2
Attack:	Tail slap +8 melee (1d6+5)	Attach +8 melee touch (none)	Tail slap +8melee (1d6+5)
Full Attack:	Tail slap +8 melee (1d6+5) and bite +3 melee (1d4+2)	Attach +8 melee touch (none) and bite +3 melee (1d4+2)	Tail slap +8 melee (1d6+5) and bite +3 melee (1d4+2)
Space/Reach:	10 ft./ 10 ft. (5 ft. with bite)	10 ft./ 10 ft.	10 ft./ 10 ft. (5 ft. with bite)
Special Attacks:	Attach, engulf, Constitution drain	Attach, engulf, <i>color spray</i> , hit point drain	Attach, engulf, create spawn, energy drain
Special Qualities:	Damage reduction 10/magic, shadow shift	Damage reduction 10/magic, vulnerability to magical darkness	Damage reduction 10/magic, undead traits
Saves:	Fort +9, Ref +5, Will +7	Fort +9, Ref +5, Will +7	Fort —, Ref +5, Will +7
Abilities:	Str 21, Dex 16, Con 17, Int 14, Wis 15, Cha 15	Str 21, Dex 17, Con 17, Int 14, Wis 15, Cha 18	Str 21, Dex 16, Con —, Int 14, Wis 15, Cha 15
Skills:	Hide +12*, Listen +11, Move Silently +12, Spot +11	Hide +12*, Listen +11, Move Silently +12, Spot +11	Hide +12, Listen +11, Spot +11
Feats:	Alertness, Improved Initiative	Alertness, Improved Initiative	Alertness, Improved Initiative
Environment:	Underground	Underground	Underground
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	5	5	5
Treasure:	Standard	Standard	Standard
Alignment:	Always chaotic neutral	Usually chaotic neutral	Always chaotic evil
Advancement:	7–9 HD (Large); 10–18 HD (Huge)	7–9 HD (Large); 10–18 HD (Huge)	6–8 HD (Large); 9–16 HD (Huge)
Level Adjustment:	—	—	—





Unlike the cloakers of other worlds, dread cloakers are parasitic creatures. They attach themselves to the spine and shoulders of a host, then feed by using their host to channel the energies they require. None of these creatures, not even the seemingly benevolent resplendent cloaker, feel any true compassion for their hosts.

Combat

Each type of dread cloaker shares certain abilities.

Damage Reduction (Su): The dread cloaker drapes itself around its host like a true cloak, bestowing its damage reduction to the host from all physical attacks except area attacks.

Engulf (Ex): A dread cloaker can try to envelop a creature at least one size category smaller than itself as a standard action. The cloaker automatically succeeds if the target is its host; striking any other target requires a grapple that does not provoke an attack of opportunity. If the cloaker is not attached to a host, it can bite the engulfed victim with a +4 attack bonus. Engulfed creatures are considered pinned. Attacks that hit an engulfing cloaker inflict half their damage to the monster and half to the trapped victim. Area effect spells inflict full damage against both. Shadow cloakers and undead cloakers can still use their tails to strike at other targets while using engulf.

Shadow Cloaker

Part of the shadowy ceiling detaches itself, dropping down to settle over the unwary man's shoulders like a deadly blanket.

Rumored to have originated on the Plane of Shadow, shadow cloakers have a preference for dark places. Seen in the light, a shadow cloaker resembles a black cape-shaped void. Unless attached to a host, this creature blends into the shadows and is rarely seen. No record exists of any successful attempts to communicate with shadow cloakers, but they are thought to be intelligent and possess a language of their own.

Combat

The shadow cloaker stalks its prey silently, passing along the ground or walls as gently as a passing shadow. If successful in its Move Silently check, this creature always gains surprise when it attacks. It prefers to attack solitary beings and attempts to attach itself to its intended host. If necessary, it can attack with tail and bite when not attached and tail when it is attached to a host.

Attach (Su): If a shadow cloaker hits a man-shaped living creature at least one size category smaller than itself with its bite attack, it attaches to the creature's shadow. The creature becomes the cloaker's host. A cloaker cannot bite if it is attached to a host. A cloaker detaches from its host only if it dies or if it is the target of a *daylight*, *sunbeam*, or *sunburst* spell. If the host dies, the cloaker detaches and moves on to find a new host. Without a host, the cloaker loses 1 Hit Die per week until it dies. If the cloaker attaches to a new host, it recovers 1 Hit Die for each day it feeds.

Constitution Drain (Su): A shadow cloaker feeds once per day. It does so by attaching itself to a host which it uses as a conduit to drain Constitution from living beings. If the host makes physical contact with another living creature, the victim suffers 1 point of Constitution drain 2d8 minutes later. This requires a touch attack if the victim resists being touched. The cloaker uses this ability to feed only. If 24 hours pass without its host touching a living creature, the cloaker feeds from its host. A victim drained to 0 Constitution dies and rises 24 hours later as a shadow.

Shadow Shift (Su): A shadow cloaker can manipulate shadows, giving the cloaker and its host normal concealment (20% miss chance) for 1d4 rounds. In shadowy areas, the creature gains a +5 racial bonus on Hide checks (raising its total bonus to +17). If attached to a host, the racial bonus applies to the host's Hide checks.

Resplendent Cloaker

The room was empty except for a few pieces of broken furniture and a jewel-encrusted cloak lying atop an overturned chair.

Resembling a lovely and bejeweled cloak of rich, glowing fabric, these benign symbionts are nonetheless seen as evil omens. Resplendent cloakers feed by healing the wounds of their hosts. Unfortunately, their lovely appearance and radiant glow also attract attention to their hosts. They are considered evil omens because they always seem drawn to suffering and bloodshed as if they were prescient. It is thought that their glow might be a method of communication, but no one has been able to successfully communicate with them.

Combat

The resplendent cloaker lies in wait for a new host by draping itself on the floor or across a piece of furniture. When a potential host comes within range, the cloaker strikes.





Attach (Su): If a resplendent cloaker's *color spray* stuns or knocks unconscious a man-shaped living creature at least one size category smaller than itself, the cloaker tries to attach itself to the creature with a touch attack. The creature becomes the cloaker's host. The cloaker detaches from its host if it goes four days without feeding, or if it or its host receives any form of magic healing. Another character can remove the cloaker from its host with a successful DC 15 Strength check, requiring both the host and the cloaker to make a DC 14 Fortitude save or die. A successful save leaves the host stunned for 1d8 minutes. If a host dies, the cloaker detaches and moves on to find a new host. Without a host, the cloaker loses one Hit Die per week until it dies. If the cloaker attaches to a new host, it recovers one Hit Die for each day it feeds.

Color Spray (Su): A resplendent cloaker can emit a burst of light at a target that acts as a *color spray* spell cast by a 6th-level sorcerer. (A DC 16 Will save negates.)

Hit Point Drain (Su): A resplendent cloaker feeds by healing the host to which it is attached. Each round as a free action, the cloaker can heal up to 5 hit points of damage that either it or its host has suffered. If the host is wounded, the cloaker "devours" 1 hit point of damage for every 2 hit points it heals. If the cloaker is wounded, it heals itself by draining its host's health; the host suffers 2 hit points of damage for each hit point the cloaker recovers. The cloaker does not heal damage it has inflicted. If it does not devour at least 1 hit point of damage each day, it suffers 1 hit point of damage.

Vulnerability to Magical Darkness: Resplendent cloakers are sensitive to magical darkness effects, losing 1 hit point per round while in the area of effect. Using any kind of healing magic on the cloaker deals damage (equal to the amount that should be healed) to both the creature and its host.

Skills: When determining if other creatures can see the resplendent cloaker in any but the most brightly lit conditions, the cloaker's bright glow gives such creatures a +10 circumstance bonus on their Spot checks.

Undead Cloaker

The pile of tattered rags might once have been a handsome cloak. The stench of rotting flesh emanates from the rags to fill the room.

Undead cloakers are rumored to be the tragic remnant of a resplendent cloaker drained by an

undead. They are believed to be intelligent, as they can direct the actions of a mindless host, but there is no record of any successful attempts to communicate with them.

Combat

The undead cloaker prefers to attack from surprise, engulfing its victim and using its bite to attach itself to the victim's neck. Once its new host has stopped struggling, the cloaker allows it freedom of movement but stays attached. Forcefully removing an undead cloaker from its host takes a DC 17 Strength check. The cloaker is slain with a successful check, but its host gains 1d4 negative levels as the cloaker dies.

Attach (Su): If an undead cloaker engulfs a man-shaped creature at least one size category smaller than itself, it attempts to bite. If the bite attack hits, it attaches itself to the creature. The creature becomes the cloaker's host. A cloaker cannot bite if it is attached to a host. A cloaker detaches from its host only if it dies, is successfully turned, or if a *death ward* spell is cast on its host. An undead cloaker will not attempt to attach itself to a creature warded by such a spell. An undead cloaker does not detach if its host dies. Another character can forcibly remove the cloaker from its host with a successful DC 15 Strength check, but as the cloaker is torn free, its host receives 1d4 negative levels. Without a host, the cloaker loses one Hit Die per week until it is destroyed. If the cloaker attaches to a new host, it recovers one Hit Die for each day it feeds.

Create Spawn (Su): Any humanoid slain by an undead cloaker's energy drain (including the host) rises as a zombie 24 hours later. These zombies are under the command of the undead cloaker that created them and remain enslaved until its death. They do not possess any of the abilities they had in life. A host that rises as a zombie is still the cloaker's host. The cloaker controls its undead host like a puppet.

Energy Drain (Su): An undead cloaker feeds by attaching itself to a host which it uses as a conduit to drain life energy from living beings. If the host makes physical contact with another living creature, the victim gains 1 negative level. This requires a touch attack if the victim resists being touched. The cloaker uses this ability to feed only. If 24 hours pass without its host touching a living creature, the cloaker feeds from its host (who gains 1 negative level). The DC is 14 for the Fortitude save to remove a negative level.





Corpse Candle

Medium Undead (Incorporeal)

Hit Dice:	6d12 (39 hp)
Initiative:	+3
Speed:	30 ft. (6 squares), fly 60 ft. (good)
Armor Class:	15 (+3 Dex, +2 deflection), touch 15, flat-footed 12
Base Attack/Grapple:	+3/+3
Attack:	Incorporeal touch +5 (1d6 spiritual flame)
Full Attack:	Incorporeal touch +5 (1d6 spiritual flame)
Space/Reach:	5 ft./ 5 ft.
Special Attacks:	Control flame, death vision
Special Qualities:	Incorporeal subtype, +2 turn resistance, undead traits
Saves:	Fort +2, Ref +4, Will +8
Abilities:	Str —, Dex 16, Con —, Int 14, Wis 14, Cha 12
Skills:	Intimidate +15, Spot +15, Survival +15
Feats:	Alertness, Blind-Fight, Iron Will, Track
Environment:	Any land and underground
Organization:	Solitary
Challenge Rating:	6
Treasure:	None
Alignment:	Usually chaotic neutral
Advancement:	8–12 HD (Medium)
Level Adjustment:	—

The young fighter's slain body lies still, but its eyes glimmer with an unholy glow.

Corpse candles are incorporeal spirits of murdered individuals that attempt to coerce the living into gaining revenge upon their killers. The spirit's will remains within its corpse until an instrument of revenge can be found.

Corpse candles gain their name from the slight flame-like glow that flickers in the eyes of their corpses. This glow remains until they find an instrument for their revenge, at which time the instrument gains a slight glow to his or her eyes, which is only visible in the dark. The spirit only has one purpose, to track down its killer and either kill her or to bring her to justice for the crime.

Corpse candles are naturally invisible and intangible. Spells that can reveal invisible or ethereal creatures can reveal the spirit, however. If it has not yet found an instrument for its revenge, the spirit appears as a shapeless wisp of mist hovering over its corpse. If it has found an instrument, it appears as a ghostly image of the slain person sitting astride the instrument's shoulders.

Combat

Rarely do corpse candles cause physical damage to those around them, rather depending on their instrument of revenge to act for them.

Control Flame (Su): The corpse candle has the power to merge a part of its spirit with any nearby flame and gain a measure of control over it. The spirit uses this power against individuals that refuse to cooperate with its plan for revenge. The spirit causes the individual to see the face of its killer in all flames it views. It can also shoot out a tendril of flame up to 10 feet to wrap around the person. This causes only 1d6 hit points of damage, no matter how large the flame used. This tendril can also be used to ignite flammable material.

Death Vision (Su): The first person to look into the dead eyes of a corpse candle's body must succeed at a DC 16 Will save. If the individual succeeds in her save, she notices only a slight flicker in the eyes of the corpse and is immune to the power for one day. If the individual fails, she goes into a trance and experiences the full horror of the last moments of the spirit's life (often requiring a Horror save). Through this vision, the corpse candle gives its instrument a mental picture of the spirit's killer and the over whelming urge to bring this killer to justice.





Crimson Bones

Medium Undead

Hit Dice:	2d12 (15 hp)
Initiative:	+7
Speed:	30 ft. (6 squares)
Armor Class:	15 (+3 Dex, +2 natural), touch 13, flatfooted 12
Base Attack/Grapple:	+1/+3
Attack:	Claw +2 melee (1d4+3)
Full Attack:	2 claws +2 melee (1d4+3) and bite – 3 melee (1d8+2)
Space/Reach:	5 ft./ 5 ft.
Special Attacks:	Blood poisoning, burning blood
Special Qualities:	Damage reduction 5/bludgeoning, immunity to cold, undead traits
Saves:	Fort +3, Ref +3, Will +4
Abilities:	Str 14, Dex 16, Con —, Int —, Wis 12, Cha 6
Skills:	None
Feats:	Improved Initiative
Environment:	Any land
Organization:	Any
Challenge Rating:	2
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	3–7 HD (Large); 8–14 HD (Huge)
Level Adjustment:	—

Its fleshless body contorted in agony, the skeletal shape clatters forward, a blood-colored fluid dripping from its bones.

Crimson bones are gruesome undead created when a humanoid is flayed alive in a sacrificial ritual. They appear as skeletons that continually drip with fresh blood. Crimson bones are not created purposely; they rise spontaneously from the dead, driven by hatred of the living and lust for vengeance. They cannot speak or even understand the words of others. They exist only to kill in wild frenzies of blood and death. Evil clerics cannot rebuke or command these chaotic undead, but they can be turned. Only sithkin changelings or arcane spellcasters using the *control undead* spell can control a crimson bones.

Combat

Crimson bones attack until destroyed, for their only focus is on killing the living and flaying the flesh from their bones. Empowered by their hatred, their teeth and bony fingers rip through flesh like knives.

Blood Poisoning (Ex): Whenever a crimson bones is hit by an adjacent attacker, the attacker must make a DC 14 Reflex save or be splashed with its blood. If a splashed attacker is a living creature, she must make a DC 13 Fortitude save or contract advanced blood poisoning. The victim suffers 1 hit point of damage per round until she dies or her blood is purified with a *neutralize poison* spell or equivalent effect.

Burning Blood (Su): Supernatural disease — bite, Fortitude DC 13, incubation period 1 day; damage 1 Constitution drain. Unlike normal diseases, burning blood continues until the victim reaches Constitution 0 (and dies) or receives a *remove disease* spell or similar magic. The save DC is Charisma based.





Dhampir

Dhampir are the offspring of vampires and humanoid women of the same base race as the vampire. Almost always physically beautiful and extremely seductive, they are tragic creatures that spend their lives caught between their powerful predatory urges and all too human self-loathing. Dhampir receive supernatural powers from their fathers, but their mother's humanity protects them from the vampires' weaknesses. None of the supernatural weaknesses that can destroy or repel a vampire limits a dhampir, though sunlight does neutralize most of a dhampir's powers.

Most dhampir grow up ignorant of their heritage because the mothers almost never survive childbirth. Their undead sires rarely bother to keep track of such events and are often surprised when confronted with their offspring many years later. Most dhampir find the predator urge too strong to resist, and follow the bloodthirsty path of their sires, even before they realize their true nature. Those that do resist their predatory leanings usually focus their urges into hunting down and destroying vampires, including their fathers.

A dhampir is an epic adversary. In addition to its supernatural powers, all dhampir develop a character class, and those skills should be added to the base creature stats given below. A dhampir is a terrible foe for a vampire or a PC.

Sample Dhampir

The warrior possesses uncommonly handsome features, yet he wears a feral expression as if he hungers for something just beyond his reach.

This example uses an 8th-level human fighter as the base creature.

Dhampir, 8th-Level Human Fighter

Medium Augmented Monstrous Humanoid

Hit Dice:	8d12+16 (68 hp)
Initiative:	+8
Speed:	30 ft. (6 squares)
Armor Class:	23 (+4 Dex, +4 natural, +5 +1 chain shirt), touch 14, flat-footed 19
Base Attack/Grapple:	+8/+13
Attack:	Slam +13 melee (1d6+5) or +1 rapier +14 melee (1d6 +8)
Full Attack:	Slam +13 melee (1d6+5) or +1 rapier +14/+3 melee (1d6+8)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Blood drain, children of the night, dominate

Special Qualities:	Blood requirement, damage reduction 10/magic, fast healing 1, resistance to cold 10 and electricity 10, restless, spider climb, vulnerable to sunlight
Saves:	Fort +8, Ref +8, Will +4
Abilities:	Str 20, Dex 18, Con 14, Int 14, Wis 14, Cha 16
Skills:	Bluff +9, Climb +15, Hide +10, Jump +13, Listen +10, Move Silently +12, Ride +12, Swim +15, Search +8, Sense Motive +8, and Spot +10
Feats:	Alertness, Athletic, Combat Reflexes, Combat Expertise, Dodge, Improved Critical (rapier), Improved Initiative, Lightning Reflexes, Mobility, Quick Draw, Spring Attack, Weapon Focus (rapier), Weapon Specialization (rapier), Whirlwind Attack
Environment:	Any land
Organization:	Solitary
Challenge Rating:	10
Treasure:	Double standard
Alignment:	Any
Advancement:	By character class
Level Adjustment:	+8

Combat

This dhampir's slam attack is treated as a magic weapon for the purposes of overcoming damage reduction. The DC is 17 for the Will save against this dhampir's domination.

Magic Items Carried: dust of appearance.

Creating a Dhampir (Half-Vampire)

"Dhampir" is a template that can be added to any humanoid or monstrous humanoid creature (referred to hereafter as the "base creature"), though human is the most common. The creature's type changes to "monstrous humanoid," if it is not one already. It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Increase by one die type, to a maximum of d12.

Speed: Same as base creature.

Armor Class: The base creature's natural armor improves by +4.

Attack: The dhampir retains all the attacks of the base creature and also gains a slam attack if it did not already have one.

Full Attack: A dhampir fighting without weapons uses its slam attack or its natural weapons (if it



has any). If armed with a weapon, the dhampir usually uses the weapon as its primary attack along with a slam or other natural weapon as a natural secondary attack.

Damage: Dhampir have slam attacks. If the base creature does not have this attack form, use the damage values found under the vampire template in *the Monster Manual*. Creatures with natural attacks retain their damage ratings or use the values on that table, whichever is better.

Special Attacks: A dhampir retains all the special attacks of the base creature and gains those listed below. Saves have a DC of $10 + 1/2$ dhampir's HD + dhampir's Charisma modifier unless noted otherwise.

Domination (Su): A dhampir who meets an opponent's gaze can affect the opponent as the spell *dominate person* (caster level 12). This is similar to a gaze attack, except that the dhampir must take a standard action, and those merely looking at it are not affected. The ability has a range of 30 feet.

Blood Drain (Ex): A dhampir can suck blood from a living victim with its fangs by making a successful grapple check. If he pins the foe, he drains blood, inflicting 1d4 points of Constitution damage every round that the grapple is maintained.

Children of the Night (Su): Dhampir command the lesser creatures of the world and once per day can call forth a pack of 4d8 dire rats, a swarm of 10d10 bats, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve the dhampir for up to 1 hour.

Special Qualities: A dhampir retains all the special qualities of the base creature and those listed below.

Damage Reduction (Su): A dhampir's body is tough, giving the creature damage reduction 10/magic.

Resistance (Su): A dhampir has resistance to cold 10 and electricity 10.

Spider Climb (Ex): A dhampir can climb sheer surfaces as though with a *spider climb* spell (caster level 12)

Fast Healing (Ex): A dhampir heals 1 hit point of damage each round as long as it has not been reduced to -10 hit points.

Blood Requirement (Ex): A dhampir must feed on humanoid blood at least once a week or it cannot use its supernatural special attacks or special qualities.

Vulnerability to Sunlight (Su): A dhampir cannot use its supernatural special attacks or special qualities in natural sunlight.

Restless (Su): Dhampir are doomed to rise as vampires after death, regardless of the cause of their demise. 1d4 days after burial the "dhampir" template is removed. If the base creature had less than 5 Hit Dice, it rises as a vampire spawn. If the base creature had 5 or more Hit Dice, the "vampire" template is applied. Destroying the dhampir's body as one would destroy the body of a vampire can prevent this.

Saves: As the base creature plus character class.

Abilities: Increase from the base creature as follows: Str +4, Dex +4, Con +4, Int +2, Wis +2, Cha +4.

Skills: Dhampir receive a +6 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks. Otherwise, same as base creature plus character class.

Feats: Dhampir gain Alertness, Combat Reflexes, Dodge, Improved Initiative, and Lightning Reflexes, assuming the base creature meets the prerequisites.

Environment: Any land.

Organization: Solitary.

Challenge Rating: Same as base creature +2.

Treasure: Double standard.

Alignment: Any.

Advancement: By character class.





Doppelganger, Dread

Medium Monstrous Humanoid

(Shapechanger)

Hit Dice:	4d8+4 (22 hp)
Initiative:	+1
Speed:	30 ft. (6 squares)
Armor Class:	17 (+1 Dex, +6 natural), touch 11, flat-footed 16
Base Attack/Grapple:	+4/+6
Attack:	Slam +6 melee (1d6+2)
Full Attack:	2 slams +6 melee (1d6+2)
Space/Reach:	5 ft./ 5 ft.
Special Attacks:	Detect thoughts
Special Qualities:	Change shape, glamor, immunity to sleep and charm effects
Saves:	Fort +5, Ref +5, Will +6
Abilities:	Str 14, Dex 13, Con 12, Int 13, Wis 14, Cha 14
Skills:	Bluff +12*, Disguise +12*, Listen +11, Sense Motive +6, Spot +8
Feats:	Alertness, Dodge
Environment:	Any land and underground (Paridon)
Organization:	Solitary, pair or clan (4–12)
Challenge Rating:	3
Treasure:	Double standard
Alignment:	Usually neutral evil
Advancement:	By character class
Level Adjustment:	+4



With a scream of rage, the nobleman's form shifts like clay in the hands of an invisible sculptor. In moments, he has become a hairless humanoid creature with oily gray skin, long dangling arms and an elongated face with eyes that seem both malicious and calculating.

Dread doppelgangers are malicious schemers that take on the shape of other humanoids. In natural form, they are hairless, sexless humanoids with oily gray skin and long, gangly arms. Their cruel, twisted faces feature pointed ears framing an elongated face with evil, calculating eyes and a large, snarling mouth.

Dread doppelgangers usually work as a group, planning their actions days, sometimes years, in advance. A typical doppelganger scheme involves the methodical replacement of a merchant or noble house's family and servants over the course of months. Once in control, they usually escape in the night with as much wealth as possible or live their lives in their assumed form for decades, ruling their stolen estates with surprising, if ruthless, wisdom.

Doppelgangers cannot reproduce among themselves, mating with humanoids of other races to produce offspring, and can reproduce as either sex. They are generally reluctant to mate as females though, because once a doppelganger is impregnated, it cannot change form until the child is born. A newborn always appears to be a healthy, adorable child the same race as the true humanoid parent. At puberty, the shapechanging abilities slowly manifest and eventually run out of control for at least a year. A child abandoned by its doppelganger parent has little chance of survival.

Combat

When in its natural form, the dread doppelganger strikes with its powerful fists. It prefers not to attack with its fists if doing so will expose it. A dread doppelganger attacked publicly (if it feels the attack is not life threatening) prefers to risk being "killed" (feigning death) rather than risk exposure, trusting its family to arrange an escape from burial. When shaped as an armed person, it attacks with appropriate weapons.

Change Shape (Su): A doppelganger can assume the shape of any Small or Medium humanoid. The doppelganger can remain in the chosen



form indefinitely until it assumes a new form or returns to its own form.

Detect Thoughts (Su): A dread doppelganger can continuously *detect thoughts* as the spell (caster level 18th; Will DC 14 negates). It can suppress or resume this ability as a free action.

Glamer (Su): A dread doppelganger can alter the texture and appearance of objects on its person as a free action. A doppelganger cannot change the objects' basic material (cloth remains cloth, metal remains metal, etc.), but a doppelganger could turn threadbare rags into clothes of any fashion, or turn

a bit of wire into a necklace or visa versa. Doppelgangers often carry assorted knickknacks in their pockets to use for this purpose. Objects automatically revert to their true form if separated from the doppelganger by at least 5 feet.

Skills: A doppelganger receives a +4 racial bonus on Bluff and Disguise checks. * When using its *disguise self* ability, a doppelganger receives an additional +10 circumstance bonus on Disguise checks. If it can read an opponent's mind, it receives an additional +4 circumstance bonus on Bluff and Disguise checks.

Dream Spawn

	Gray Morph Lesser Dream Spawn	Shadow Morph Lesser Dream Spawn	Ennu Greater Dream Spawn
Hit Dice:	Small Outsider (Evil) 3d8+3 (16 hp)	Medium Outsider (Evil) 5d8+10 (32 hp)	Medium Outsider (Evil) 8d8+16 (52 hp)
Initiative:	+0	+5	+6
Speed:	20 ft. (4 squares)	30 ft. (6 squares)	30 ft. (6 squares), fly 60 ft. (average)
Armor Class:	14 (+1 size, +3 natural), touch 11, flat-footed 14	16 (+1 Dex, +5 natural), touch 11, flat-footed 15	15 (+2 Dex, +3 natural), touch 12, flat-footed 13
Base Attack/Grapple:	+3/+0	+5/+7	+8/+11
Attack:	Claw +5 melee (1d3+1)	Claw +7 melee (1d4+2)	Claw +11 melee (1d4+3)
Full Attack:	2 claws +5 melee (1d3+1)	2 claws +7 melee (1d4+2)	4 claws +11 melee (1d4+3)
Space/Reach:	5 ft./ 5 ft.	5 ft./ 5 ft.	5 ft./ 5 ft.
Special Attacks:	Lullaby, memory drain	Lullaby, memory drain, nightmare howl	Lullaby, memory drain
Special Qualities:	Alternate form, damage reduction 5/magic, darkvision 60 ft., detect thoughts, fear eater	Alternate form, damage reduction 10/magic, darkvision 60 ft., detect thoughts, fear eater	Alternate form, damage reduction 15/magic, darkvision 60 ft., detect thoughts, fear eater, invisibility
Saves:	Fort +4, Ref +3, Will +4	Fort +6, Ref +5, Will +6	Fort +8, Ref +8, Will +9
Abilities:	Str 13, Dex 11, Con 12, Int 7, Wis 12, Cha 9	Str 15, Dex 12, Con 15, Int 11, Wis 14, Cha 12	Str 17, Dex 15, Con 14, Int 14, Wis 17, Cha 16
Skills:	Bluff +2, Disguise +4, Hide +6, Listen +3, Move Silently +2, Sense Motive +3, Spot +3	Bluff +10, Disguise +10, Hide +4, Intimidate +5, Listen +5, Move Silently +4, Sense Motive +8, Spot +5	Bluff +13, Disguise +15, Hide +10, Intimidate +12, Listen +10, Move Silently +10, Sense Motive +12, Spot +10
Feats:	Skill Focus (Disguise)	Improved Initiative, Skill Focus (Disguise)	Alertness ^B , Flyby Attack, Improved Initiative, Skill Focus (Disguise)
Environment:	Any land and underground (dreams)	Any land and underground (dreams)	Any land and underground (dreams)
Organization:	Solitary, pair, gang (3–6) or pack (9–20)	Solitary, pair, or pack (3–6)	Solitary
Challenge Rating:	3	5	6
Treasure:	None	None	None
Alignment:	Always lawful neutral	Always lawful evil	Always lawful evil
Advancement:	4–6 HD (Medium); 7–9 HD (Large)	6–10 HD (Medium); 11–15 HD (Large)	9–16 HD (Medium); 17–24 HD (Large)
Level Adjustment:	—	—	—





Though the form is shapeless overall, the hint of many different shapes can be seen moving just beneath the "skin."

Dream spawn exist beyond the Veil of Sleep, where mortal minds go to dream. Although legends speak of a nightmarish land hidden deep within the Mists of Ravenloft where the waking world and the reality of dreams twist and touch, most adventurers will encounter dream spawn only in their worst nightmares.

Dream spawn are strange, shapeshifting creatures that seem to thrive on the manipulation and spiritual torment of dreamers. Within dreamscapes, they use their powers to appear as everything from mundane animals to loved ones to unspeakable horrors, drawing their imagery from the dreamer's

own mind. Dream spawn draw sustenance from fear itself, having no need to eat, drink, or breathe.

Dream spawn speak their own hushed language, known as Oneiros. They can also communicate in the languages of any dreamer they prey upon.

Combat

Dream spawn all have the following qualities. A character killed by a dream spawn in a dreamscape must make a Madness save upon waking (DC = 10 + 1/2 dream spawn's HD + dream spawn's Wisdom modifier). If dream spawn defeat a dreamer once, they usually return to plague the same dreamer until they are driven off or drive their victim into a nightmare-filled coma.

Alternate Form (Su): As a standard action, a dream spawn can change its form as though using *polymorph* spell cast on itself (caster level 8th). It can remain in its new form indefinitely and can return to its normal form as a free action.

Detect Thoughts (Su):

A dream spawn knows the surface thoughts of any creature in the dreamscape it inhabits, as if it had studied the character for 3 rounds with *detect thoughts* (caster level equals creature's Hit Dice). The save DC is Wisdom based.

Fear Eater (Ex): Dream spawn are immune to all fear, horror and madness effects. If targeted by a spell that would normally cause such an effect, they heal 1 hit point of damage per spell level. If a dream spawn's actions cause a dreamer to fail a Fear, Horror or Madness save, it heals 2 hit point of damage for a minor effect, 4 hit points of damage for a moderate effect, and 8 hit points of damage for a major effect.

Lullaby (Su): As a standard action, a dream spawn can murmur softly in Oneiros, causing its foes to become drowsy. All opponents within a 20-



foot radius centered on the dream spawn must succeed at a DC 14 Will save. Creatures who fail the save are fatigued for 1d4 rounds, or for as long as the dream spawn remains within 20 feet of them and continues to speak. Maintaining this ability is a free action once it is initiated. This is a sonic, mind-affecting compulsion ability.

Memory Drain (Su): Once per day, a dream spawn can make a touch attack that deals 1d4 Intelligence damage. Until the victim recovers all Intelligence points, the dream spawn can use its alternate form ability to mimic any creature from the victim's memory.

Gray Morph

The small humanoid figure lacks any noticeable features. Its skin is the color of ash with the smoothness of liquid.

Gray morphs are pathetic creatures that impersonate animals and minor characters in dreamscapes. They are obedient and unimaginative, dutifully assisting shadow morphs as they terrorize dreamers.

Combat

Gray morphs are cowardly creatures, preferring to flee at the first sign of hostility. If forced to fight, they assume their natural form and attack with their claws.

Shadow Morph

The creature seems made from black, featureless flesh. It moves with an uncanny grace that indicates a powerful physique.

Shadow morphs direct the events in a dreamscape, tailoring their actions to inspire the most fear in dreamers. They impersonate vanquished foes, departed loved ones, or whatever terrors a dreamer secretly fears.

Combat

Shadow morphs are cruel and ferocious in combat. They delight in taking on the forms of old foes or loved ones to attack dreamers, though they are not above simply appearing as frightening animals or monsters.

Nightmare Howl (Su): As a standard action, a shadow morph can unleash a bloodcurdling screech. All opponents within a 60-foot radius

centered on the shadow morph must succeed at a DC 14 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by that shadow morph's howl for one day. For each creature that fails its save, the shadow morph is cured of 1d4 hit points of damage. All dream spawn are immune to howl of a shadow morph. This is a sonic, mind-affecting fear ability.

Greater Dream Spawn (Ennui)

The charcoal-skinned creature possesses long arms ending in deadly claws. Huge, leathery wings rise from its back. Its face and other features remain vague and indistinct, though eyes that smolder with white fire peer out from its stooped, wedge-shaped head.

Ennui are the terrifying wardens of the Veil of Sleep. They slink through the shadows of dreamscapes in search of particularly vivid nightmares. Although they normally attack with their claws, ennui have been known to wield dreamslayer weapons (see sidebar).

Ennui are cunning and patient sadists, reveling in emotional suffering. Some roam the Veil of Sleep preying upon any dreamers they encounter, but many are said to serve an unspeakable higher master.

Combat

Ennui observe their foes while invisible or disguised, and then revert to their normal shape and attack mercilessly.

Invisibility (Sp): An ennui can use *invisibility* as a standard action as per the spell (caster level 8th) and can remain invisible indefinitely.

New Magic Weapon Special Ability

Dreamslayer: A dreamslayer weapon functions as a magical weapon with a normal enhancement bonus in the waking world. In a dream, however, its enhancement bonus increases by +3, to a maximum of +5.

Moderate illusion; CL 10th; Craft Magic Arms and Armor, *dream*; Price +1 bonus.



Dreamweaver

Diminutive Outsider (Lawful)

Hit Dice:	1/4d8 (2 hp)
Initiative:	+7
Speed:	20 ft. (4 squares), climb 20 ft.
Armor Class:	17 (+3 Dex, +4 size), touch 17, flat-footed 14
Base Attack/Grapple:	+0/-14
Attack:	Bite +3 melee (1d2-2 and poison)
Full Attack:	Bite +3 melee (1d2-2 and poison)
Space/Reach:	1 ft./0 ft.
Special Attacks:	Poison, web
Special Qualities:	Vulnerable to sunlight
Saves:	Fort +2, Ref +5, Will +2
Abilities:	Str 6, Dex 17, Con 10, Int 7, Wis 10, Cha 3
Skills:	Hide +10, Move silently +6, Spot +2
Feats:	Improved Initiative
Environment:	Any land or underground (dreams)
Organization:	Solitary, colony (2-5), swarm (6-11)
Challenge Rating:	1/2
Treasure:	None
Alignment:	Always lawful neutral
Advancement:	—
Level Adjustment:	—



A pair of spider-like creatures — one with pale, rosy colored fur, the other with black fur and red-striped legs — disappear into the shadows with the slipperiness of a dream.

Like dream spawn, dreamweavers are strange creatures from the realm of slumber. These spider-like entities weave the stuff of mortal dreams and nightmares. They come in two varieties. The light-colored dreamweavers have furry bodies the rosy color of the morning sky, with white or gray stripes on the legs. These weave pleasant dreams. The dark-colored variety, which are solid black and sometimes sport red stripes on their legs, spin nightmares. Dreamweavers communicate with other creatures only through dreams.

Dreamweavers are usually encountered only in dreams, where they swarm in colonies composed of only one type of the creature. Dreamers are seldom lucid enough to see them, however. Dreamweavers occasionally enter the waking world, usually when an abrupt awakening disturbs a sleeper's dreams. These rare creatures are highly prized in the waking world for their otherworldly silk. Dreamweavers derive their sustenance from the dreams they generate.

Combat

Dreamweavers are not malicious or violent. They attack only if cornered.

Poison (Ex): Sting — Fortitude DC 11, initial 1d6 Wisdom/secondary 2d6 Wisdom. A victim reduced to Wisdom 0 slips into a deep sleep, filled with strange dreams, and cannot be woken until her Wisdom rises above 0 again.

Vulnerability to Sunlight (Su): Dreamweavers are creatures of night and shadow. If exposed to natural sunlight, they fade away, never to return.

Web (Su): Creatures that sleep within 50 feet of a dreamweaver are susceptible to the dreams that they create. Dreamweavers spin their webs whenever near a sleeper. Their silk continually changes color to reflect the nature of the dreams within it. The light colored dreamweaver allows sleepers respite from the “nightmares” horror effect (see Chapter Three of the **Ravenloft Player's Handbook**). Sleepers who are not suffering from the nightmares effect gain a full night's rest in only 4 hours. The dark colored dreamweavers disturb dreamers, who automatically suffer from the nightmares effect for as long as they sleep near the silk.



Drownling

Small Fey (Aquatic)

Hit Dice:	2d6+2 (9 hp)
Initiative:	+4
Speed:	20 ft. (4 squares), swim 30 ft.
Armor Class:	15 (+4 Dex, +1 size), touch 15, flat-footed 11
Base Attack/Grapple:	+1/-4
Attack:	Claw +1 melee (1d4-1)
Full Attack:	2 claws +1 melee (1d4-1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Improved grab, spell-like abilities
Special Qualities:	Damage reduction 5/silver, unified spirits, water dependency
Saves:	Fort +1, Ref +5, Will +1
Abilities:	Str 9, Dex 18, Con 13, Int 10, Wis 11, Cha 15
Skills:	Bluff +10, Hide +15, Listen +6, Move Silently +7, Sense Motive +8, Spot +6
Feats:	Alertness ^B , Dodge
Environment:	Any aquatic, marsh or any land or underground near water
Organization:	Covey (3)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	—
Level Adjustment:	—

A pathetic child with large eyes tearing in distress approaches, her clothes soggy and smelling of stagnant water.

Drownlings are aquatic fey that live in pools of stagnant water or swamps. They appear to be young female children, no taller than 3 feet, with large sad eyes. Drownlings weigh about 40 pounds. They wear clothes of a child and usually smell of foul water. They communicate with each other telepathically and also speak a number of languages. Drownlings can breathe water or air and are strong swimmers. They hate all humanoids and miss no chance to torment them.

Combat

Drownlings usually appear in groups of three. One approaches a humanoid on land looking bedraggled and soaked. The drownling begs for help from this person and tells him that her sibling is drowning. Often one of the others flails around and cries for help to encourage the person to jump in without too much thought. She leads the person into deep water where the others then attack. They

often use their *entangle* spell to help them hold the person underwater.

Improved Grab (Ex): To use this ability, a drownling must hit a Medium or smaller swimming foe with both claw attacks. If it gets a hold, it tries to drag pin the foe and drag it down beneath the water's surface. All three drownlings gang up on a single foe, using the aid another action (see Chapter 8 of the *D&D Player's Handbook*) to improve their chances of drowning the victim. The drownlings maintain their pin until the victim drowns (see "The Environment" in Chapter 3 of the *D&D Dungeon Master's Guide*).

Spell-Like Abilities: 1/day — *charm person*, *confusion*, *dancing lights*, *detect magic* and *entangle*. Caster level 8th for all spells. The save DC is 12 + spell level).

Unified Spirits (Su): The covey of drownlings share a common life force. Any damage done to one of them splits evenly among the three. If any one of the drownlings is reduced to 0 hit points, the other two flee, knowing that as long as they are in their native waters they will not die unless they all reach -10 hit points. As long as the drownlings are in their native waters they automatically stabilize and recover 1 hit point per hour.

Water Dependency (Ex): A drownling suffers 1d4 points of Strength damage each hour it remains on dry land. Once the drownling returns to its native waters, it recovers lost Strength at the rate of 1 point per minute.





Elemental, Dread

Dread elementals are created by the interaction between the elemental planes and the Realm of Dread. Summoned creatures tend to manifest in macabre fashion, and elementals are no exception. When a caster attempts to call a standard elemental in Ravenloft, there is a 20% chance that a dread elemental will manifest instead, and attempts using summoning magic automatically produce dread elementals. It is also possible to summon a dread elemental on purpose, though the summoner must have the appropriate materials (mist, blood, grave, pyre) available. If a dread elemental is summoned by accident, the Dark Powers provide the needed materials. A dread elemental that is summoned by accident is always uncontrolled. Specifically summoned dread elementals have the same chance to become free-willed as any other elemental.

Unlike standard elementals, dread elementals are conjured from the planar fabric of the Realm of Dread itself and return there once dismissed. Because dread elementals have no home plane to return to, Ravenloft's limitations on calling spells do not break the inherent pact in calling spells. However, dread elementals are aware that they have been torn away from their natural state of existence, and these foul-tempered creatures react by fulfilling their master's commands in as violent and destructive a means as possible. They despise those who would control them, and if the opportunity arises to betray their masters, they take it.

Dread elementals seem to be able to understand all creatures that have a language, though they never communicate themselves.

Combat

Dread elementals have varied combat abilities and tactics, but all have the same elemental qualities. In addition, all have the Mists subtype (see the Introduction).

Blood Elemental

A large, shapeless crimson mass moves inexorably forward. Viscous red tentacles extrude and retract before it and an elaborate trail of red lines forms patterns in its wake.

The blood elemental is formed from either a large pool of blood or the water drawn from the lungs of drowned men. It appears as a shapeless crimson blob, continually extending and reabsorbing thin tentacles. As with most dread elementals, using the blood of an especially evil person can strengthen the Hit Dice of the summoned elemental, whether the summoner wants it to or not. The Vistani whisper rumors of a blood

elemental that was summoned using the blood of a murderous family of werewolves. That particular elemental displayed a terrifying variety of powers, far beyond the scope of most dread elementals. Despite being a variant of the water elemental, the blood elemental cannot enter or cross a large body of water. If the elemental is forced into contact with a body of water as large as the blood elemental, it takes 1d10 hit points of damage per round until it escapes.

A blood elemental is the most methodical and deliberate of all dread elementals. If a blood elemental becomes free-willed, it will certainly take its time about stalking its conjurer, enjoying the chance to cause collateral destruction during the pursuit. A blood elemental leaves a writhing trail of blood in its wake that dries in mysterious, almost artistic patterns.

Combat

A blood elemental's most common attack is a slam from one of its tentacles. With each successful hit on a living creature, the blood elemental attempts a blood drain against the creature. It can also attempt to engulf opponents, but not in the same round as it makes a slam attack.

Blood Drain (Ex): A blood elemental that slams an opponent attempts to drain blood through the opponent's skin as a free action. The opponent must make a Fortitude save (DC = elemental's Hit Dice + Constitution modifier) or suffer 1d4 points of Constitution damage. A blood elemental gains 1 hit point for every point of Constitution damage that the victim suffers.

Drench (Ex): The elemental's touch puts out torches, campfires, exposed lanterns and other open flames of nonmagical origin if these are at least one size category smaller than the elemental itself. The elemental can dispel magical fire it touches as the spell *dispel magic* (caster level equals elemental's HD).

Engulf (Ex): The blood elemental can attempt to mow down any opponent that is at least one size category smaller than the itself. Opponents are entitled to an attack of opportunity against the blood elemental, but if they do so, they are not entitled to a saving throw to avoid being engulfed. Those who do not take attacks of opportunity must make a DC 16 Reflex save or be engulfed. Engulfed creatures are subject to drowning rules. Attacks against the elemental have chance to hit the engulfed creature as well, dividing damage evenly between the elemental and the creature. The chance is 50% if the elemental is one size category larger than the creature, 10% if the elemental is two size categories larger than the engulfed creature, and 0% if it is three size categories larger or more.



	Blood Elemental, Small Small Elemental (Water, Mists)	Blood Elemental, Medium Medium Elemental (Water, Mists)	Blood Elemental, Large Large Elemental (Water, Mists)
Hit Dice:	2d8+2 (11 hp)	4d8+12 (30 hp)	8d8+32 (68 hp)
Initiative:	+0	+1	+2
Speed:	20 ft. (4 squares)	20 ft. (4 squares)	20 ft. (4 squares)
Armor Class:	17 (+1 size, +6 natural), touch 11, flat-footed 17	19 (+1 Dex, +8 natural), touch 11, flat-footed 18	20 (-1 size, +2 Dex, +9 natural), touch 11, flat-footed 18
Base Attack/Grapple:	+1/-1	+3/+6	+6/+15
Attack:	Slam +4 melee (1d6+3 plus blood drain)	Slam +6 melee (1d8+4 plus blood drain)	Slam +10 melee (2d8+5 plus blood drain)
Full Attack:	Slam +4 melee (1d6+3 plus blood drain)	Slam +6 melee (1d8+4 plus blood drain)	2 slams +10 melee (2d8+5 plus blood drain)
Space/Reach:	5 ft./ 5 ft.	5 ft./ 5 ft.	5 ft./ 10 ft.
Special Attacks:	Blood drain, drench, engulf	Blood drain, drench, engulf	Blood drain, drench, engulf
Special Qualities:	Elemental traits, Mists subtype	Elemental traits, Mists subtype	Damage reduction 10/—, elemental traits, Mists subtype
Saves:	Fort +4, Ref +0, Will +0	Fort +7, Ref +2, Will +1	Fort +10, Ref +4, Will +2
Abilities:	Str 14, Dex 10, Con 13, Int 5, Wis 11, Cha 11	Str 16, Dex 12, Con 17, Int 5, Wis 11, Cha 11	Str 20, Dex 14, Con 19, Int 7, x Wis 11, Cha 11
Skills:	Listen +5, Spot +5	Listen +7, Spot +7	Listen +11, Spot +11
Feats:	Power Attack	Power Attack	Cleave, Power Attack
Environment:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1	3	5
Treasure:	None	None	None
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	3 HD (Small)	5–7 HD (Medium)	9–15 HD (Large)
Level Adjustment:	—	—	—

	Blood Elemental, Huge Huge Elemental (Water, Mists)	Blood Elemental, Greater Greater Elemental (Water, Mists)	Blood Elemental, Elder Elder Elemental (Water, Mists)
Hit Dice:	16d8+80 (152 hp)	21d8+105 (199 hp)	24d8+120 (228 hp)
Initiative:	+4	+5	+6
Speed:	30 ft. (6 squares)	30 ft. (6 squares)	30 ft. (6 squares)
Armor Class:	21 (-2 size, +4 Dex, +9 natural), touch 12, flat-footed 17	22 (-2 size, +5 Dex, +9 natural), touch 13, flat-footed 17	23 (-2 size, +6 Dex, +9 natural), touch 14, flat-footed 17
Base Attack/Grapple:	+12/+27	+15/+31	+18/+35
Attack:	Slam +17 (2d10+7 plus blood drain)	Slam +21 melee (2d10+8 plus blood drain)	Slam +25 melee (2d10+9 plus blood drain)
Full Attack:	2 slams +17 (2d10+7 plus blood drain)	2 slams +21 melee (2d10+8 plus blood drain)	2 slams +25 melee (2d10+9 plus blood drain)
Space/Reach:	15 ft./ 15 ft.	15 ft./ 15 ft.	15 ft./ 15 ft.
Special Attacks:	Blood drain, drench, engulf	Blood drain, drench, engulf	Blood drain, drench, engulf
Special Qualities:	Damage reduction 5/—, elemental traits, Mists subtype	Damage reduction 10/—, elemental traits, Mists subtype	Damage reduction 10/—, elemental traits, Mists subtype
Saves:	Fort +15, Ref +9, Will +5	Fort +17, Ref +12, Will +7	Fort +19, Ref +14, Will +8
Abilities:	Str 24, Dex 18, Con 21, Int 7, Wis 11, Cha 11	Str 26, Dex 20, Con 21, Int 7, Wis 11, Cha 11	Str 28, Dex 22, Con 21, Int 6, Wis 11, Cha 11
Skills:	Listen +18, Spot +18	Listen +23, Spot +23	Listen +26, Spot +26
Feats:	Alertness, Cleave, Great Cleave, Improved Sunder, Power Attack, Improved Bull Rush	Alertness, Cleave, Great Cleave, Improved Critical, Power Attack, Improved Sunder, Improved Bull Rush, Lightning Reflexes	Alertness, Cleave, Great Cleave, Improved Critical (slam), Power Attack, Improved Sunder, Improved Bull Rush, Iron Will, Lightning Reflexes



Environment:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	7	9	11
Treasure:	None	None	None
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	17–20 HD (Huge)	22–23 HD (Huge)	25+ HD (Huge)
Level Adjustment:	—	—	—

Grave Elemental

A hideous creature shaped like a human figure composed of dirt shambles across the graveyard. Slivers of wooden coffins and chunks of headstones poke randomly from its earthen form — as well as rotted fingers, toes and other unidentifiable bits of decayed corpses.

The grave elemental is a variant of earth elemental drawn from the soil of a graveyard.

Combat

A grave elemental is direct and brutal in combat. It charges directly toward opponents and attempts to pound them into dust. Grave elementals are especially hateful spirits, and will often continue pounding on an opponent that has been dead for a minute or more. A grave elemental cannot travel through or across water, but it can move freely through earth and stone. It often lurks beneath the ground and uses its tremorsense to target victims walking on the ground above.

Earth Mastery (Ex): A grave elemental gains a +1 bonus on attack and damage bonus if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental suffers a

4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Sink (Su): Once per hour, a grave elemental can will a mass of worm-eaten, bony arms to burst up from the ground around a single foe within 60 feet.

Unless the foe succeeds at a grapple check against the elemental, the arms latch on and start to drag the victim into the earth. In the

first round, a Medium victim sinks up to his knees and can no longer move from his current position. If the grave elemental continues concentrating, the victim is pulled down to his waist and loses any Dexterity bonus to AC in the second round, and is pulled underground in the third round. Other characters can help pull the victim free before this happens by using the “break another’s pin” action (see “Grapple” in Chapter 8 of the *D&D Player’s Handbook*). A victim dragged under sinks 6 feet beneath the surface and is placed in a state of suspended animation until unearthed. A grave elemental can use this attack only against a foe standing on an earthen or stone surface.





	Grave Elemental, Small Small Elemental (Earth, Mists)	Grave Elemental, Medium Medium Elemental (Earth, Mists)	Grave Elemental, Large Large Elemental (Earth, Mists)
Hit Dice:	2d8+2 (11 hp)	4d8+12 (30 hp)	8d8+32 (68 hp)
Initiative:	-1	-1	-1
Speed:	20 ft. (4 squares)	20 ft. (4 squares)	20 ft. (4 squares)
Armor Class:	17 (+1 size, -1 Dex, +7 natural), touch 10, flat-footed 17	18 (-1 Dex, +7 natural), touch 9, flat-footed 18	18 (-1 size, -1 Dex, +10 natural), touch 8, flat-footed 18
Base Attack/Grapple:	+1/+0	+3/+8	+6/+17
Attack:	Slam +5 melee (1d6+4)	Slam +8 melee (1d8+7)	Slam +12 melee (2d8+7)
Full Attack:	Slam +5 melee (1d6+4)	Slam +8 melee (1d8+7)	2 slams +12 melee (2d8+7)
Space/Reach:	5 ft./ 5 ft.	5 ft./ 5 ft.	10 ft./ 10 ft.
Special Attacks:	Earth mastery, sink	Earth mastery, sink	Earth mastery, sink
Special Qualities:	Elemental traits, Mists subtype, tremorsense	Elemental traits, Mists subtype, tremorsense	Damage reduction 10/+1, elemental traits, Mists subtype, tremorsense
Save:	Fort +4, Ref -1, Will +0	Fort +7, Ref +0, Will +1	Fort +10, Ref +1, Will +2
Abilities:	Str 17, Dex 8, Con 13, Int 5, Wis 11, Cha 11	Str 21, Dex 8, Con 17, Int 5, Wis 11, Cha 11	Str 25, Dex 8, Con 19, Int 7, Wis 11, Cha 11
Skills:	Listen +3, Spot +2	Listen +4, Spot +3	Listen +6, Spot +5
Feats:	Power Attack	Cleave, Power Attack	Cleave, Great Cleave, Power Attack
Environment:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1	3	5
Treasure:	None	None	None
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	3 HD (Small)	5-7 HD (Medium)	9-15 HD (Large)
Level Adjustment:	—	—	—
	Grave Elemental, Huge Huge Elemental (Earth, Mists)	Grave Elemental, Greater Huge Elemental (Earth, Mists)	Grave Elemental, Elder Huge Elemental (Earth, Mists)
Hit Dice:	16d8+80 (152 hp)	21d8+105 (199 hp)	24d8+120 (228 hp)
Initiative:	-1	-1	-1
Speed:	30 ft. (6 squares)	30 ft. (6 squares)	30 ft. (6 squares)
Armor Class:	18 (-2 size, -1 Dex, +11 natural), touch 7, flat-footed 18	20 (-2 size, -1 Dex, +13 natural) touch 7, flat-footed 20	22 (-2 size, -1 Dex, +15 natural), touch 7, flat-footed 22
Base Attack/Grapple:	+12/+29	+15/+33	+18/+37
Attack:	Slam +19 melee (2d10+9)	Slam +23 melee (2d10+10)	Slam +27 melee (2d10+11/19-20)
Full Attack:	2 slams +19 melee (2d10+9)	2 slams +23 melee (2d10+10)	2 slams +27 melee (2d10+11/19-20)
Space/Reach:	15 ft./ 15 ft.	15 ft./ 15 ft.	15 ft./ 15 ft.
Special Attacks:	Earth mastery, sink	Earth mastery, sink	Earth mastery, sink
Special Qualities:	Damage reduction 10/—, elemental traits, Mists subtype, tremorsense	Damage reduction 10/—, elemental traits, Mists subtype, tremorsense	Damage reduction 10/—, elemental traits, Mists subtype, tremorsense
Save:	Fort +15, Ref +4, Will +5	Fort +17, Ref +6, Will +7	Fort +19, Ref +7, Will +8
Abilities:	Str 29, Dex 8, Con 21, Int 7, Wis 11, Cha 11	Str 31, Dex 8, Con 21, Int 7, Wis 11, Cha 11	Str 33, Dex 8, Con 21, Int 7, Wis 11, Cha 11
Skills:	Listen +10, Spot +9	Listen +12, Spot +12	Listen +26, Spot +26
Feats:	Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Power Attack	Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack	Alertness, Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (slam), Improved Sunder, Iron Will, Power Attack
Environment:	Any	Any	Any



Organization:	Solitary	Solitary	Solitary
Challenge Rating:	7	9	11
Treasure:	None	None	None
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	17–20 HD (Huge)	22–23 HD (Huge)	25+ HD (Huge)
Level Adjustment:	—	—	—

Mist Elemental

A cloud of white vapor coalesces from the fog, growing larger and more distinct as it drifts nearer.

The mist elemental forms from the essence of the Mists of Ravenloft.

Combat

A mist elemental is extremely fast and maneuverable. It is also relentless in chasing opponents and enjoys hurling victims to their doom from great heights.

Air Mastery (Ex): Airborne creatures suffer a –1 penalty on attack and damage rolls against a mist elemental.

Infuse Evil (Su): As a standard action, a mist elemental can attempt to enter a victim's lungs and

permeate their very being with evil. Opponents who fail a DC 15 Fortitude save have been infused and must make a Will save (DC 1/2 elemental's Hit Dice + elemental's Charisma modifier) or suffer an involuntary alignment change to neutral evil. The alignment change is temporary, lasting for 2d8 minutes. At the expiration of the effect, the victim is allowed a second Will save at the same DC. If the second save fails, the victim remains neutral evil. An *atonement* spell can return the victim to his true alignment.

Misty Appearance (Ex): The mist elemental appears as a harmless, drifting cloud of white vapor which allows it to hide in foggy regions as if it was *invisible*.

	Mist Elemental, Small Small Elemental (Air, Mists)	Mist Elemental, Medium Medium Elemental (Air, Mists)	Mist Elemental, Large Large Elemental (Air, Mists)
Hit Dice:	2d8 (9 hp)	4d8+8 (26 hp)	8d8+24 (60 hp)
Initiative:	+7	+9	+11
Speed:	Fly 100 ft. (perfect) (20 squares)	Fly 100 ft. (perfect) (20 squares)	Fly 100 ft. (perfect) (20 squares)
Armor Class:	17 (+1 size, +3 Dex, +3 natural), touch 14, flat-footed 14	18 (+5 Dex, +3 natural), touch 15, flat-footed 13	20 (–1 size, +7 Dex, +4 natural), touch 16, flat-footed 13
Base Attack/Grapple:	+1/–3	+3/+4	+6/+12
Attack:	Slam +5 melee (1d4)	Slam +8 melee (1d6+1)	Slam +12 melee (2d6+3)
Full Attack:	Slam +5 melee (1d4)	Slam +8 melee (1d6+1)	2 slams +12 melee (2d6+3)
Space/Reach:	5 ft./ 5 ft.	5 ft./ 5 ft.	10 ft./ 10 ft.
Special Attacks:	Air mastery, infuse evil	Air mastery, infuse evil	Air mastery, infuse evil
Special Qualities:	Elemental traits, Mists subtype	Elemental traits, Mists subtype	Damage reduction 5/—, elemental traits, Mists subtype
Saves:	Fort +0, Ref +6, Will +0	Fort +3, Ref +9, Will +1	Fort +5, Ref +13, Will +2
Abilities:	Str 10, Dex 17, Con 10, Int 5, Wis 11, Cha 11	Str 12, Dex 21, Con 14, Int 5, Wis 11, Cha 13	Str 14, Dex 25, Con 16, Int 7, Wis 11, Cha 15
Skills:	Listen +5, Spot +5	Listen +7, Spot +7	Listen +11, Spot +11
Feats:	Flyby Attack, Improved Initiative ^B , Weapon Finesse ^B	Dodge, Flyby Attack, Improved Initiative ^B , Weapon Finesse ^B	Combat Reflexes, Dodge, Flyby Attack, Improved Initiative ^B , Weapon Finesse ^B
Environment:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1	3	5
Treasure:	None	None	None
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	3 HD (Small)	5–7 HD (Medium)	9–15 HD (Large)
Level Adjustment:	—	—	—





	Mist Elemental, Huge	Mist Elemental, Greater	Mist Elemental, Elder
Hit Dice:	Huge Elemental (Air, Mists) 16d8+64 (136 hp)	Huge Elemental (Air, Mists) 21d8+84 (178 hp)	Huge Elemental (Air, Mists) 24d8+96 (204 hp)
Initiative:	+13	+14	+15
Speed:	Fly 100 ft. (perfect). (20 squares)	Fly 100 ft. (perfect). (20 squares)	Fly 100 ft. (perfect). (20 squares)
Armor Class:	21 (-2 size, +9 Dex, +4 natural), touch 17, flat- footed 12	26 (-2 size, +10 Dex, +8 natural), touch 18, flat- footed 16	27 (-2 size, +11 Dex, +8 natural), touch 19, flat-footed 16
Base Attack/Grapple:	+12/+24	+15/+28	+18/+32
Attack:	Slam +19 melee (2d8+4)	Slam +23 melee (2d8+5)	Slam +27 melee (2d8+6)
Full Attack:	2 slams +19 melee (2d8+4)	2 slams +23 melee (2d8+5)	2 slams +27 melee (2d8+6)
Space/Reach:	15 ft./ 15 ft.	15 ft./ 15 ft.	15 ft./ 15 ft.
Special Attacks:	Air mastery, infuse evil	Air mastery, infuse evil	Air mastery, infuse evil
Special Qualities:	Damage reduction 10/—, elemental traits, Mists subtype	Damage reduction 10/—, elemental traits, Mists subtype	Damage reduction 10/—, elemental traits, Mists subtype
Saves:	Fort +9, Ref +19, Will +5	Fort +11, Ref +22, Will +9	Fort +12, Ref +25, Will +8
Abilities:	Str 18, Dex 29, Con 18, Int 6, Wis 11, Cha 17	Str 20, Dex 31, Con 18, Int 7, Wis 11, Cha 19	Str 22, Dex 33, Con 18, Int 6, Wis 11, Cha 21
Skills:	Listen +18, Spot +18	Listen +23, Spot +23	Listen +26, Spot +26
Feats:	Alertness, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative ^B , Mobility, Spring Attack, Weapon Finesse ^B	Alertness, Blind-Fight, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative ^B , Iron Will, Mobility, Power Attack, Weapon Finesse ^B	Alertness, Blind-Fight, Cleave, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative ^B , Mobility, Power Attack, Spring Attack, Weapon Finesse ^B
Environment:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	7	9	11
Treasure:	None	None	None
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	17–20 HD (Huge)	22–23 HD (Huge)	25–40 HD (Huge)
Level Adjustment:	—	—	—

Pyre Elemental

The slim column of flame burns with magnificent intensity; blue-hot tendrils flicker and dart from it, and tiny bits of charred bone seem to dance within its form.

The fires of a funeral pyre form this elemental. If the pyre is that of a dead person who was especially evil in life, it can grow to the next largest size even if the conjurer is not high enough level to control it.

Combat

The pyre elemental revels in consuming all material things. It lashes out with a flaming tendril leaving the stench of charred flesh behind it.

Burn (Ex): A pyre elemental's slam attack deals bludgeoning damage plus fire damage from the elemental's flaming body. Those hit by it must also succeed on a Reflex save or catch fire. The flame burns for 1d4 rounds. The save DC is 10 + 1/2 elemental's Hit Dice + elemental's Dexterity

modifier. A burning creature can take a move action to put out the flame. The save DC is Constitution-based.

Creatures hitting a pyre elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack and also catch fire unless they succeed on a Reflex save.

Dance of Death (Su): A pyre elemental can touch the corpse of any once-living corporeal creature within its reach as a free action, animating it as a zombie or skeleton (depending on the condition of the corpse). The undead bursts into flame and races around, attacking creatures and setting fires at random. Any object or creature struck by the undead's attacks takes additional damage as if it had been hit by alchemist's fire (see the *D&D Player's Handbook*). The undead itself suffers 1d3 points of fire damage each round until it is consumed.





Denizens of Dread

	Pyre Elemental, Small Small Elemental (Fire, Mists)	Pyre Elemental, Medium Medium Elemental (Fire, Mists)	Pyre Elemental, Large Large Elemental (Fire, Mists)
Hit Dice:	2d8 (9 hp)	4d8+8 (26 hp)	8d8+24 (60 hp)
Initiative:	+5	+7	+9
Speed:	50 ft. (10 squares)	50 ft. (10 squares)	50 ft. (10 squares)
Armor Class:	15 (+1 size, +1 Dex, +3 natural), touch 12, flat-footed 14	16 (+3 Dex, +3 natural), touch 13, flat-footed 13	18 (-1 size, +5 Dex, +4 natural), touch 14, flat-footed 13
Base Attack/Grapple:	+1/-4	+3/+4	+6/+12
Attack:	Slam +3 melee (1d4 plus 1d4 fire)	Slam +6 melee (1d6+1 plus 1d6 fire)	Slam +10 melee (2d6+2 plus 2d6 fire)
Full Attack:	Slam +3 melee (1d4 plus 1d4 fire)	Slam +6 melee (1d6+1 plus 1d6 fire)	2 slams +10 (2d6+2 plus 2d6 fire)
Space/Reach:	5 ft./ 5 ft.	5 ft./ 5 ft.	10 ft./ 10 ft.
Special Attacks:	Burn, dance of death	Burn, dance of death	Burn, dance of death
Special Qualities:	Elemental traits, fire subtype, Mists subtype	Elemental traits, fire subtype, Mists subtype	Damage reduction 10/—, elemental traits, fire subtype, Mists subtype
Saves:	Fort +0, Ref +4, Will +0	Fort +3, Ref +7, Will +1	Fort +5, Ref +11, Will +2
Abilities:	Str 10, Dex 13, Con 10, Int 5, Wis 11, Cha 11	Str 12, Dex 17, Con 14, Int 5, Wis 11, Cha 11	Str 14, Dex 21, Con 16, Int 7, Wis 11, Cha 11
Skills:	Listen +5, Spot +5	Listen +5, Spot +5	Listen +11, Spot +11
Feats:	Improved Initiative, Weapon Finesse ^B	Improved Initiative, Weapon Finesse	Dodge, Improved Initiative, Weapon Finesse
Environment:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1	3	5
Treasure:	None	None	None
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	3 HD (Small)	5–7 HD (Medium)	9–15 HD (Large)
Level Adjustment:	—	—	—

	Pyre Elemental, Huge Huge Elemental (Fire, Mists)	Pyre Elemental, Greater Huge Elemental (Fire, Mists)	Pyre Elemental, Elder Huge Elemental (Fire, Mists)
Hit Dice:	16d8+64 (136 hp)	21d8+84 (178 hp)	24d8+96 (204 hp)
Initiative:	+11	+12	+13
Speed:	60 ft. (12 squares)	60 ft. (12 squares)	60 ft. (12 squares)
Armor Class:	19 (-2 size, +7 Dex, +4 natural), touch 15, flat-footed 12	24 (-2 size, +8 Dex, +8 natural), touch 16, flat-footed 16	25 (-2 size, +9 Dex, +8 natural), touch 17, flat-footed 16
Base Attack/Grapple:	+12/+24	+15/+28	+18/+32
Attack:	Slam +17 melee (2d8+4 plus 2d8 fire)	Slam +22 melee (1d8+7 plus 2d8 fire)	Slam +26 melee (2d8+6 plus 2d8 fire)
Full Attack:	2 slams +17 (2d8+4 plus 2d8 fire)	2 slams +22 melee (1d8+7 plus 2d8 fire)	2 slams +26 melee (2d8+6 plus 2d8 fire)
Space/Reach:	15 ft./ 15 ft.	15 ft./ 15 ft.	15 ft./ 15 ft.
Special Attacks:	Burn, dance of death	Burn, dance of death	Burn, dance of death
Special Qualities:	Damage reduction 10/—, elemental traits, fire subtype, Mists subtype	Damage reduction 10/—, elemental traits, fire subtype, Mists subtype	Damage reduction 15/—, elemental traits, fire subtype, Mists subtype
Saves:	Fort +9, Ref +17, Will +5	Fort +11, Ref +20, Will +7	Fort +12, Ref +23, Will +8
Abilities:	Str 18, Dex 25, Con 18, Int 7, Wis 11, Cha 11	Str 20, Dex 27, Con 18, Int 7, Wis 11, Cha 11	Str 22, Dex 29, Con 18, Int 7, Wis 11, Cha 11
Skills:	Listen +18, Spot +18	Listen +23, Spot +23	Listen +26, Spot +26
Feats:	Alertness, Dodge, Combat Reflexes, Improved Initiative, Mobility, Weapon Finesse	Alertness, Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse, Weapon Focus (slam),	Combat Reflexes, Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse
Environment:	Any	Any	Any
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	7	9	11
Treasure:	None	None	None
Alignment:	Always neutral evil	Always neutral evil	Always neutral evil
Advancement:	17–20 HD (Huge)	22–23 HD (Huge)	25–48 HD (Huge)
Level Adjustment:	—	—	—





Ermordenung

A seductive, twisted and evil people of the domain of Borca, the ermordenung are created by Ivana Boritsi, mistress of Borca, to become her most loyal and elite operatives and assassins. Living as members of the ruling class, they appear as normal human beings of beauty, nobility and grace. Both men and women are exceptionally tall and marked by coal-black hair, dark, hypnotic eyes and an unusually pale complexion.

Although immune to most forms of poison, ermordenung have no natural resistance to the toxic touch of their peers. Since they are forever denied normal physical pleasures, inner suffering and agony leads most of them to become cruel and heartless, carrying out the orders of Ivana Boritsi without question. They are rarely sent on missions outside Borca.

Sample Ermordenung

The lovely creature's coal-black hair glimmers with highlights and her dark eyes are both inviting and compelling. She beckons with a languid gesture, her presence promising both risk and reward.

This example uses a 4th-level human rogue as the base creature.

Ermordenung, 4th-level Human Rogue	
Medium Humanoid (Augmented Human)	
Hit Dice:	4d6+12 (26 hp)
Initiative:	+8
Speed:	30 ft. (6 squares)
Armor Class:	15 (+4 Dex, +1 padded armor), touch 14, flat-footed 11
Base Attack/Grapple:	+3/+7
Attack:	Unarmed strike +7 melee (1d3+4 non lethal plus poison) or +1 dagger +8 melee (1d4+5)
Full Attack:	Unarmed strike +7 melee (1d3+4 non lethal plus poison) or +1 dagger +8 melee (1d4+5)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Toxic touch, kiss of death, sneak attack +2d6
Special Qualities:	Poison immunity, evasion, uncanny dodge
Saves:	Fort +6, Ref +10, Will +4
Abilities:	Str 19, Dex 18, Con 16, Int 15, Wis 12, Cha 20
Skills:	Bluff +12, Diplomacy +12, Escape Artist +7, Gather Information +10, Hide +10, Intimidate +8, Listen +8, Move Silently +11, Sense Motive +12, Spot +12, Use Magic Device +8

Feats:	Dodge, Great Fortitude, Improved Initiative, Improved Unarmed Strike, Iron Will, Lightning Reflexes
Environment:	Any land (Borca)
Organization:	Solitary or pair
Challenge Rating:	6
Treasure:	Standard
Alignment:	Usually lawful evil
Advancement:	By character class
Level Adjustment:	—

Combat

The ermordenung uses her overwhelming charisma and incredible beauty to lure victims close enough for her poisonous kiss.

Possessions: potion of cure moderate wounds (x3)

Creating an Ermordenung

"Ermordenung" is an acquired template that can be added to any humanoid creature (referred to hereafter as the "base creature"). However, Ivana selects only the most physically attractive of her people (humans with a Charisma of at least 16) for this "honor." The process of this nightmarish transformation is rumored to be so brutal that only the most physically fit (those with at least 4 HD and a Constitution of at least 12) can survive.





Size and Type: The creature's type changes to humanoid. It retains any subtype except for alignment subtypes (such as good). The ermordenung uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Same as base creature.

Speed: Same as base creature.

Armor Class: Same as base creature.

Attack: Same as base creature but the ermordenung also gains an unarmed strike attack if the base creature did not already have one.

Full Attack: An ermordenung usually avoids attacking with a weapon, preferring to use her special poison attacks combined with her unarmed strike (see above). She fights with a weapon when necessary.

Damage: In addition to the normal damage done by an unarmed strike or by weapon, the ermordenung's touch or kiss deals poison damage (see below).

Special Attacks: An ermordenung retains all the special attacks of the base creature and also gains those listed below. Saves against the ermordenung's toxins have a DC 10 + 1/2 ermordenung's HD + ermordenung's Constitution modifier unless noted otherwise.

Kiss of Death (Ex): An ermordenung's kiss is utterly lethal to living creatures. In noncombat situations, this is their preferred method of killing. In combat, an ermordenung can kiss a foe by making a successful grapple check. Its kiss carries the same toxin as its touch (above), but adds a +4 modifier to the DC of the victim's Fortitude saves.

Toxic Touch (Ex): The skin of the ermordenung is extremely poisonous to the touch. To poison a foe, the ermordenung must touch exposed skin. In combat, this requires an unarmed melee attack but bypasses the foe's natural armor bonus, if any. Foes who strike an ermordenung with an unarmed attack are also exposed to its toxin. Contact, Fortitude save, initial and secondary damage 2d4 temporary Constitution. The save DC is Constitution-based.

Special Qualities: An ermordenung retains all the special qualities of the base creature and gains the following.

Poison Immunity (Ex): Immune to all poisons except the toxins of other ermordenung and poisons created by closed border effects.

Saves: Same as base creature.

Abilities: Increase from the base creature as follows: Str +6, Dex +4, Con +4, Int +2, Wis +2, Cha +4.

Skills: Same as base creature.

Feats: Ermordenung gain Great Fortitude, Improved Unarmed Strike and Iron Will, assuming the base creature doesn't already have these feats.

Environment: Any land (Borca).

Organization: Solitary or pair.

Challenge Rating: Same as the base creature +2.

Treasure: Standard.

Alignment: Usually lawful evil.

Advancement: By character class.

Level Adjustment: —

fenhound

Medium Outsider (Chaos, Good)

Hit Dice: 4d8+10 (26 hp)

Initiative: +2

Speed: 40 ft. (8 squares)

Armor Class: 18 (+2 Dex, +6 natural), touch 12, flat-footed 16

Base Attack/Grapple: +4/+8

Attack: Bite +8 melee (1d8+4)

Full Attack: Bite +8 melee (1d8+4)

Space/Reach: 5 ft./5 ft.

Special Attacks: Bay, trip, recurrence

Special Qualities: Damage reduction 5/—, immunity to Sun domain spells (see below), scent, spell resistance 14

Saves: Fort +6, Ref +6, Will +4

Abilities: Str 18, Dex 15, Con 14, Int 2, Wis 11, Cha 12

Skills: Listen +7, Move Silently +9, Spot +7, Survival +7

Feats: Endurance, Track

Environment: Temperate marsh

Organization: Pair or pack (5–8)

Challenge Rating: 4

Treasure: None

Alignment: Always chaotic good

Advancement: 6–10 HD (Large)

Level Adjustment: —

The large brown mastiff draws your attention with its mournful howl. Its coarse coat gives off a faint, eerie golden aura in the light of the full moon.





Fenhounds only appear on the three nights of the full moon. Their deep howls may give good men pause, yet it strikes true terror into those who succumb to evil. Though manifestations of the Mists of Ravenloft, fenhounds seek out those who have begun the path to evil and attempt to destroy them.

Any person who performs an act in a swamp or moor that calls for a powers check calls the hunt upon himself. When the full moon next rises, two or more hounds appear from the Mists to hunt down and destroy the person before he furthers his own evil. Fenhounds track their target unerringly, but fade away with the first light of dawn. If their target has evaded them, they return on each night of the full moon until they have slain their prey or the curse is lifted (see below). If slain, a fenhound's body dissolves into a cloud of luminous vapor that dissipates in moments.

Combat

A fenhound who locates its target attacks immediately, attempting to kill the target as quickly and cleanly as possible. Fenhounds are focused entirely on the target of their hunt, but they will attack any creatures that try to block their path or defend the target. The golden aura that surrounds

a fenhound gives it spell resistance 14 and additional immunities as detailed below.

Bay (Su): When fenhounds first materialize, they bay to the moon before launching their hunt. This chilling howl can be heard for a mile in every direction. If the target of the hounds' hunt hears this cry, he must make an immediate DC 13 Fear save.

Magic Immunity (Ex): Fenhounds are immune to all spells from the Sun Domain. Additionally, any spell cast by a priest who worships a deity of the moon, moors, or revenge will not harm a fenhound.

Recurrence (Su): Any character who kills a fenhound earns the hounds' wrath. At the rising of each full moon, a pack of fenhounds materializes with that character as their target. An *atonement* spell can free any target from the hounds' attention.

Trip (Ex): A fenhound that hits with a bite attack can attempt to trip the opponent (+4 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the fenhound.





Fiend, Dread

Fiends are creatures from the Outer Planes who have found their way, either voluntarily or involuntarily, into Ravenloft. The journey to the Dread Realm is a one-way trip, for fiends cannot leave once in Ravenloft. Even those summoned through spells find that the spell's end does not allow them to return to their home planes. Most fiends in Ravenloft, therefore, are less than happy to be there and seek a way to return to their own realm.

Many fiends fall into the category of baatezu, or devils, creatures from the Planes of Hell. Others, the tanar'ri or demons, hail from the Abyss. Common traits for both devils and demons are found in the *Monster Manual* as well as in Chapter Five of the *Ravenloft Player's Handbook*.

Sometimes, the deeds of individuals in Ravenloft are so heinous that they attract the attention of fiends who are searching for souls or spirits to corrupt. These fiends may form a psychic link between themselves and their victims, thus initiating a process, known as "transposition," that gradually insinuates the fiend's essence into the body of the doomed individual, consigning that person's soul to the fiend's home plane.

This process is described in detail in Chapter Five of the *Ravenloft Player's Handbook*. By the time the transposition is complete, the host creature has acquired the "half-fiend" template (herein referred to as a "transposed fiend" template and the fiend has completely possessed the host's body.

Sample Transposed Fiend

The tall, imposing figure wears normal clothing, but its infernal character is betrayed in its scaled body, small wings and red, glowing eyes.

This example of a transposed fiend uses a 6th level human fighter as the base creature and a succubus as the possessing fiend.

Transposed Fiend, 6th-Level Human Fighter

Medium Outsider (Augmented Humanoid)

Hit Dice:	6d10 + 24
Initiative:	+7
Speed:	30 ft. (6 squares), fly 30 ft. (average)
Armor Class:	20 (+5 Dex, +1 natural, +4 chain shirt), touch 15, flat-footed 15
Base Attack/Grapple:	+6/+11
Attack:	+1 longsword +13 melee (1d8+8) or claw +11 melee (1d4+5) or short bow +11 ranged (1d6/x3)
Full Attack:	+1 longsword +13 melee (1d8+8) and bite +6 melee (1d6+5); 2 claws +11 melee (1d4+5) and bite +6 melee

(1d6+5); or short bow +11 ranged (1d6/x3)

Space/Reach:	5 ft./5 ft.
Special Attacks:	Smite good, spell-like abilities
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., immunity to poison, resistance to acid 10, cold 10, electricity 10 and fire 10, spell resistance 16
Saves:	Fort +10, Ref +7, Will +2
Abilities:	Str 21, Dex 20, Con 20, Int 14, Wis 10, Cha 16
Skills:	Climb +7, Craft (woodworking) +2, Handle Animal +2, Intimidate +7, Jump +7, Ride +8, Swim +7
Feats:	Blind Fight, Combat Reflexes, Improved Initiative, Mounted Combat, Weapon Focus (longsword), Weapon Specialization (longsword)
Environment:	Any
Organization:	Solitary
Challenge Rating:	8
Treasure:	Double standard
Alignment:	Always evil (any)
Advancement:	By character class
Level Adjustment:	+4

Combat

Transposed fiends often try to pass themselves off as the base creature, adopting their host's lifestyle and mannerisms. When they are provoked, however, or when their fiendish nature impels them, they fight with extreme aggression, reveling in violence and bloodshed. They often enjoy torturing fallen enemies as a way to sate their lust for blood or their craving for flesh.

Smite Good (Su): Once per day this transposed fiend can make a normal melee attack to deal 6 points of extra damage against a good foe.

Spell-Like Abilities: At will — *charm person*; 3/day — *darkness*; 1/day — *desecrate*, *unholy blight*. Caster level 6th. The save DCs are Charisma based.

Possessions: +1 longsword (Possessions vary from individual to individual.)

Creating a Transposed Fiend

"Transposed fiend" is an acquired template that can be added to any living, corporeal creature (referred to hereafter as the base creature) with an Intelligence score of 4 or over and a nongood alignment.

A transposed fiend uses all the base creature's statistics and special abilities except as noted below.

Size and Type: The creature type changes to outsider. Hit Dice, base attack bonus and saves remain the same. Size is unchanged.





Speed: A transposed fiend may have full wings, vestigial wings or no wings at all, depending on the possessing fiend's physical attributes. If the transposed creature has functional wings, the creature can fly at the base creature's base land speed (average maneuverability).

Armor Class: Natural armor improves by +1, which stacks with any natural armor the base creature already has.

Attack: A transposed fiend has two claw attacks and a bite attack. The claws are the primary natural weapon. The creature retains any ability to use weapons possessed by the base creature. When fighting without weapons, the transposed fiend uses a claw when making an attack action. When armed with a weapon, the creature generally uses the weapon instead.

Full Attack: A transposed fiend without weapons uses both claws and its bite when making a full attack. When fighting with a weapon, it usually uses the weapon as its primary attack and its bite as a natural secondary attack. If the creature has a handfree (i.e., does not use a two-handed weapon), it uses a claw as an additional secondary attack.

Damage: Transposed fiends have bite and claw attacks that do damage according to the creature's size:

Size	Bite Damage	Claw Damage
Fine	1	—
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6
Huge	2d6	1d8
Gargantuan	3d6	2d6
Colossal	4d6	3d6

Special Attacks: A transposed fiend retains all the special attacks of the base creature and gains the following special attack.

Smite Good (Su): Once per day, the creature can make a normal melee attack to deal extra damage equal to its HD (maximum of +20) against a good foe.

Spell-Like Abilities: A transposed fiend with an Intelligence or Wisdom score of 8 or higher has spell-like abilities depending on its Hit Dice. The abilities are cumulative. Unless otherwise noted, an ability is usable once per day. Caster level equals the creature's HD. The save DC is Charisma based.

HD

1–2
3–4
5–6
7–8
9–10
11–12
13–14
15–16
17–18
19–20

Abilities

Darkness 3/day
Desecrate
Unholy blight
Poison 3/day
Contagion
Blasphemy
Unholy aura 3/day, *unhallow*
Horrid wilting
Summon monster IX (fiends only)
Destruction

Special Qualities: A transposed fiend has all the special qualities of the base creature, plus the following:

Darkvision out to 60 feet.

Immunity to poison.

Resistance to acid 10, cold 10, electricity 10, and fire 10

Damage reduction 5/magic (if HD 11 or less) or 10/magic (if HD 12 or more)

Natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Spell resistance equal to creature's HD + 10 (maximum 35).

In addition, the following special abilities may be added to the base creature based on the type of possessing fiend. Some of the most common fiends involved in transposition are listed below. DMs may further adjust the template to reflect other breeds of fiends.

Type of Fiend

Type of Fiend	Ability
Balor	<i>See invisibility</i> at will, body emits flames (2d6 damage per round to anyone touching body), -4 Charisma
Erinyes	<i>Cause fear</i> at will, +4 Charisma
Pit Fiend	<i>Poison</i> (Injury, Fortitude DC 27, initial damage 1d6 Con, secondary damage death. The save DC is Constitution based), +2 Strength
Succubus	<i>Charm person</i> at will, +4 Charisma

Abilities: Increase from the base creature as follows: Str +4, Dex +4, Con +2, Int +4, Cha +2.

Skills: A transposed fiend retains the skills and skill points of the base creature. The fiend gains additional skill points by character class. Skills from the base creature's list are class skills, other skills are cross-class.

Challenge Rating: HD 4 or less, as base creature +1; HD 5 to 10, as base creature +2; HD 11 or more, as base creature +3.

Alignment: Always evil (any).

Level Adjustment: +4





Figurine

Figurines are magical constructs that evince different powers according to their type. Although they may be mistaken for *figurines of wondrous power*, they are actually more akin to tiny dread golems. Mundane versions of these figurines are commonplace in Rajian culture, but it was the scholar and artisan Jawahar Zhosh who first learned how to imbue them with power. His figurines soon killed Zhosh, but the secret of their creation has spread.

As with all constructs, artisans must craft figurines, then grant them “life” through magic or dark desire. Once per month, a figurine and its current “master” must make opposed Will saves. If the figurine succeeds, it breaks free of the hold its master has over it. The figurine’s moral alignment shifts to evil, and it vengefully seeks to slay its master.

Figurines understand the language of their creator, though they cannot speak themselves.

Figurine, Ceramic

Tiny Construct

Hit Dice:	2d10 (11 hp)
Initiative:	+2
Speed:	10 ft. (2 squares)
Armor Class:	15 (+2 size, +2 Dex, +1 natural), touch 14, flat-footed 13
Base Attack/Grapple:	+1/-8
Attack:	Claw +2 melee (1d2-1) or fluid spray +5 ranged touch (see below)
Full Attack:	Claw +2 melee (1d2-1) or fluid spray +5 ranged touch (see below)
Space/Reach:	2-1/2 ft./ 0 ft.
Special Attacks:	Fluid spray
Special Qualities:	Construct traits, damage reduction 5/—, immunity to fire, cold and electricity, vulnerability to bludgeoning weapons and sonic effects
Saves:	Fort +1, Ref +3, Will +1
Abilities:	Str 9, Dex 15, Con —, Int 6, Wis 11, Cha 1
Skills:	Hide +10
Environment:	Any land (Sri Raji)
Organization:	Solitary
Challenge Rating:	1

Treasure:	None
Alignment:	Always neutral
Advancement:	5–8 HD (Small); 9–12 HD (Medium)
Level Adjustment:	—

The brightly colored toad statuette glistens with the quality of just-fired pottery. It advances on powerful legs, its open mouth giving it a menacing appearance.

Ceramic figurines are pottery-like works of art in the shape of a lizard, reptile or amphibian, such as an alligator, snake, turtle or frog. Typically painted in vivid colors, the figurines are always somewhat rotund and have clawed limbs.

Ceramic figurines are used as guardians or assassins. Their low intelligence allows them to understand relatively detailed commands from their masters and to use basic tactics (such as hiding) when carrying out these commands.

Combat

Ceramic figurines can make a single melee claw attack per round, though they will only use this attack form on orders from their master. More often, they attack their targets with the dangerous fluids contained in their hollow interiors and then return to their masters.

Fluid Spray (Ex): A ceramic figurine is created with an interior cavity to prevent it from exploding when it is fired in the kiln. This cavity can be filled through a hole in the bottom of the figurine with various liquids, such as alchemists’ fire, holy water, acid, or poison. Figurines are able to hold two flasks of liquid. A figurine can spit one flask of liquid at a time in a stream at a single target within 10 feet as a ranged touch attack. There is no splash damage from the attack.

If a ceramic figurine is destroyed by a physical attack, any remaining fluid in its interior will burst out as if a grenadelike missile struck in the location of the figurine.

Vulnerability to Sonic Effects (Ex): Ceramic figurines are especially susceptible to damaging sonic effects, such as the *shatter* and *shout* spells, which destroy them unless they make a successful Fortitude save (DC equals 10 + spell level + caster’s Intelligence bonus). The figurines still suffer damage even with a successful save.



Figurine, Crystal

Diminutive Construct

Hit Dice:	1d10 (5 hp)
Initiative:	+3
Speed:	10 ft. (2 squares)
Armor Class:	18 (+4 size, +3 Dex, +1 natural), touch 17, flat-footed 15
Base Attack/Grapple:	+0/-13
Attack:	Rake +3 melee (1d2-1)
Full Attack:	Rake +3 melee (1d2-1)
Space/Reach:	1 ft./ 0 ft.
Special Attacks:	Spell-like abilities
Special Qualities:	Construct traits, damage reduction 5/—, half damage from edged weapons, immunity to light-related spells, vulnerability to sonic attacks
Saves:	Fort +0, Ref +2, Will +0
Abilities:	Str 9, Dex 17, Con —, Int 6, Wis 11, Cha 1
Skills:	Hide +7
Environment:	Any land (Sri Raji)
Organization:	Solitary
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	7-10 HD (Tiny); 11-14 HD (Small)
Level Adjustment:	—

The delicate crystal spider's many-faceted eyes sparkle with apparent sentience as it parades its beauty up and down the lengthy corridor.

Crystal figurines are beautiful objects carved from a single piece of crystal or gemstone. Materials used typically include rock crystal, emerald, garnet, and amethyst. The figurines are usually carved in the form of an insect, such as a spider, scorpion, or beetle.

Crystal figurines are used as guardians or distractions. Their low intelligence allows them to understand relatively detailed commands from their masters and to use basic tactics (such as hiding) when carrying out these commands.

Combat

Crystal figurines can make a single rake, bite, or sting attack per round (depending on the form), though they will only use this attack form on orders from their master. More often, they attack their targets with their spells.

Immunities (Ex): Immune to all light-related spells (e.g. *color spray*, *sunbeam*). Furthermore, any of these spells cast on the figurine will rebound against the caster.

Spell-Like Abilities: 1/day — *color spray*, *hypnotic pattern*, *rainbow pattern*. These abilities are as the spells cast by an 8th-level sorcerer. Save DC equals 5 + spell level.

Vulnerability to Sonic Attacks (Ex): Crystal figurines are especially susceptible to damaging sonic attacks, such as *shatter* and *shout* spells, which destroy them unless they make a successful Fortitude save (DC 10 + spell level + caster's Intelligence bonus). The figurines still suffer damage even with a successful save.

Figurine, Ivory

Diminutive Construct

Hit Dice:	2d10 (11 hp)
Initiative:	+3
Speed:	10 ft. (2 squares)
Armor Class:	20 (+4 size, +3 Dex, +3 natural), touch 17, flat-footed 17
Base Attack/Grapple:	+1/-11
Attack:	Gore +1 melee (1d2)
Full Attack:	Gore +1 melee (1d2)
Space/Reach:	1 ft./ 0 ft.
Special Attacks:	Enlarge, trumpet
Special Qualities:	Construct traits, damage reduction 5/—, immunity to cold and electricity
Saves:	Fort +1, Ref +4, Will +1
Abilities:	Str 10, Dex 16, Con —, Int —, Wis 11, Cha 1
Environment:	Any land (Sri Raji)
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	3-4 HD (Tiny); 5-8 HD (Small)
Level Adjustment:	—

The ivory statuette of an elephant, its sides decorated in elegant scrimshaw details, seems to maintain an endless vigil in the abandoned temple.

Ivory figurines are carved from elephant tusks into the shape of tiny elephants. Ivory figurines are usually used as guardians. They are not intelligent and can only follow direct, simple commands from their master.

Combat

Ivory figurines can make a single gore attack per round. They are far more dangerous, however, when they use their capabilities of enlargement or their trumpeting attack.

Enlarge (Su): 3/day — An ivory figurine can enlarge itself to 11 feet tall. In this form, the



figurine is now Huge size and attacks as an elephant (see animals in the *Monster Manual*), except that it is still a non-intelligent construct, has 55 hit points, and its saves are Fort +3 Ref +3 Will +3. Each use of this ability lasts 1 minute.

Trumpet (Su): 3/day — In either its normal or enlarged form, an ivory figurine can trumpet in a 30 foot cone. This has the same effect as a *shout* spell as cast by an 8th-level sorcerer. A DC 10 Fortitude save in the figure's normal form, or a DC 15 Fortitude save in its enlarged form resists this ability.

Special Attacks:	Spikes, shards
Special Qualities:	Construct traits, damage reduction 5/—
Saves:	Fort +1, Ref +3, Will +1
Abilities:	Str 9, Dex 17, Con —, Int 3, Wis 11, Cha 1
Skills:	Hide +7
Environment:	Any land (Sri Raji)
Organization:	Solitary
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	5–8 HD (Small); 9–12 HD (Medium)
Level Adjustment:	—

Figurine, Obsidian

Diminutive Construct

Hit Dice:	1d10 (5 hp)
Initiative:	+3
Speed:	10 ft.
Armor Class:	17 (+4 size, +3 Dex), touch 17, flat-footed 14
Base Attack/Grapple:	+1/–12
Attack:	Claw +0 melee (1d2–1)
Full Attack:	Claw +0 melee (1d2–1)
Space/Reach:	1 ft./0 ft.

A short object, looking like a human carved from obsidian, thrusts itself into the melee, slamming against the combatants' legs to upset their balance.

Obsidian figurines are constructed in humanoid shapes, such as people, monkeys, or apes. Obsidian figurines appear more primitive than other types of figurines; they usually have many rough and sharp edges.

Obsidian figurines are used as guardians or assassins. Obsidian figurines are less intelligent than most other figurines; they are able to only





follow the simplest commands and use no tactics of their own.

Combat

Obsidian figurines can make a single melee attack per round, cutting with their sharp limbs. Obsidian figurines can be coated with poison so that successful attacks will poison their targets as any poisoned weapon.

Shards (Ex): Physical attacks that damage an obsidian figurine cause microscopic shards of obsidian to shoot into the air. Anyone in the same square as the figurine must make a DC 10 Reflex save or suffer 1 hit point of damage and be permanently blinded by shards of obsidian. *Remove blindness* can cure this, of course.

Spikes (Ex): These figurines have a natural habit of getting under the feet of those they attack. Taking advantage of this fact, figurine creators sometimes carve up to six spikes on the figurine, which act like caltrops. When an obsidian figurine attacks by getting “underfoot,” the target’s shield, armor and deflection bonus do not count toward its AC. On a critical hit, one of these spikes breaks off in the foot of its target. This wound has the same effect as a caltrop wound and must be treated in an identical manner. Broken spikes cannot be replaced.

Figurine, Porcelain

Diminutive Construct

Hit Dice:	2d10 (11 hp)
Initiative:	+2
Speed:	10 ft. (2 squares)
Armor Class:	19 (+4 size, +2Dex, +3 natural), touch 16, flat-footed 17
Base Attack/Grapple:	+1/-12
Attack:	Claw +1 melee (1d2-1) or ray +7 ranged
Full Attack:	Claw +1 melee (1d2-1) or ray +7 ranged
Space/Reach:	1 ft./ 0 ft.
Special Attacks:	Enervation ray, enlarge
Special Qualities:	Construct traits, damage reduction 5/—, immunity to fire, <i>see invisibility</i>

Saves:	Fort +2, Ref +4, Will +2
Abilities:	Str 9, Dex 15, Con —, Int 6, Wis 11, Cha 1
Skills:	Hide +16
Environment:	Any land (Sri Raji)
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral
Advancement:	7–10 HD (Tiny); 11–14 HD (Small)
Level Adjustment:	—

Atop the pile of gemstones sits a marvelous statue of a tiger, fashioned of delicate porcelain and painted in brilliant colors.

The most powerful of all figurines, porcelain figurines are created in the form of a tiger. They are also the most difficult to make. They are made from fine porcelain and painted realistically in meticulous detail.

Porcelain figurines are usually used as guardians. Their low intelligence allows them to understand relatively detailed commands from their masters and to use basic tactics (such as hiding) when carrying out these commands.

Combat

Porcelain figurines can make a single claw attack per round. When ordered, they can use their capabilities of enlargement and their enervation rays to terrorize their prey.

Enervation Ray (Su): 3/day — An ivory figurine can fire an *enervation* ray from its eyes as an *enervation* spell (caster level 8th) though it only bestows 1 negative level rather than 1d4. A DC 6 Fortitude save removes a negative level.

Enlarge (Su): At will — An ivory figurine can enlarge itself to 9 feet long. In this form, the figurine is now Large, has AC 14, Strength 23 and can attack with 2 claws +9 melee (1d8+6) and its bite +4 melee (2d6+3).

See Invisibility (Su): Porcelain figurines continuously *see invisibility* (caster level 8th).



Furies

The dark swirling cloud dips lower and lower until it touches the earth. Three elderly women step from it, the years etched on their faces and hanging heavy on their stooped old bodies. They pause for a moment as if sniffing the wind before proceeding down the path.

The Furies are three malicious sisters — Alecto, Tisiphone and Megarea — who exist to prevent the redemption of Ravenloft's evil demizens. The trio descends upon any who turn from evil, seeking to make him continue down the path of depravity (see the **Ravenloft Player's Handbook**) by tempting him to commit increasingly heinous crimes. Their methods are subtle at first, but grow violent when faced with resistance.

The Furies always appear together. They let their victim hear tales of their scrying abilities, tempting him to learn the future. Using guile and wit they convince him to continue down his dark path. They make three such attempts. If the victim resists temptation each time, they seek to destroy him. Selecting a public place for his demise, they make the death as torturous as possible as a lesson to other evildoers who might wish to renounce their ways. The Furies thrive on the flesh of intelligent creatures, consuming a Medium creature each day between them.

Similar to harpies, the Furies' upper bodies resemble those of beautiful women with ink-black skin and hair, needlelike teeth and talons, and eyes that glow a dusky red. The lower half of a Fury's body resembles that of a foul vulture, and black, leathery bat wings rise from her shoulders. When swooping after someone on the path to atonement, the Furies take the shape of ancient crones.



The Furies speak all humanoid languages, taunting victims in their own native tongues.

Combat

Although the Furies use their natural weaponry to torment and kill victims, if corruption fails, each of them has a unique set of evil talents she uses, both in battle and in subtle trickery. In addition to their natural attacks and supernatural abilities, each Fury wields a +3 *scourge* in combat (treat as a whip that deals 1d4 hit points of damage rather than nonlethal damage). A Fury can attack with her scourge in lieu of making claw attacks.

Each of the three Furies has the following abilities:

Alter Self (Sp): At will as a standard action, a Fury can *alter self* (caster level 10th), taking the form of a wizened human crone. She can remain in human form indefinitely.

Breath Weapon (Su): A Fury can exhale a breath of putrid air 3/day similar to a *stinking cloud* spell cast by an 8th-level sorcerer. This putrid air fills a single adjacent square (save DC 16 Fortitude).

Find Penitent (Su): Furies are drawn to those in the third and fourth

levels of corruption — the invitation and the embrace — who wish to seek redemption. If the Furies target such a creature, it cannot hide from them even by magical means.

Gaseous Death (Su): If a Fury is reduced to 0 hit points, she dissipates along with her *scourge* into a fetid black cloud. Remaining Furies continue to fight, though a lone Fury will attempt to flee if both her sisters are slain. As long as a single sister



survives, slain Furies reform at full health 24 hours after their apparent death. To destroy the Furies permanently, all three must be destroyed in a single 24-hour period, and an Innocent (see "Powers Checks" in Chapter Three of the *Ravenloft Player's Handbook*) must land the killing blows. If the Furies are slain permanently, they dissolve into smoke, but their *scourges* remain.

Rake (Ex): Attack bonus +9 melee, damage 1d4+1.

Weaknesses: Furies can be turned (but not destroyed, rebuked or commanded) by a paladin or good-aligned cleric as if they were undead. A separate attempt must be made to turn each Fury, and her true name must be invoked. The Furies cannot purposefully harm creatures of good alignment, although they may direct their fetid breath weapon on them.

Alecto

Medium Outsider (Evil, Mists)

Hit Dice:	10d8+20 (65 hp)
Initiative:	+3
Speed:	20 ft. (4 squares), fly 80 ft. (average)
Armor Class:	15 (+3 Dex, +2 natural), touch 13, flat-footed 12
Base Attack/Grapple:	+10/+11
Attack:	Claw +11 melee (1d4+1) or +3 <i>scourge of fools</i> +16 ranged (1d4+4 plus Wisdom drain)-
Full Attack:	2 claws +11 melee or +3 <i>scourge of fools</i> +16 ranged (1d4+4 plus Wisdom drain)
Space/Reach:	5 ft./ 5 ft.
Special Attacks:	Rake, breath weapon
Special Qualities:	<i>Alter self</i> , damage reduction 15/good, immunity to paralysis, immunity to polymorph, immunity to mind-affecting effects, gaseous death, find penitent, weaknesses
Saves:	Fort +8, Ref +9, Will +10
Abilities:	Str 12, Dex 15, Con 13, Int 15, Wis 16, Cha 14
Skills:	Bluff +12, Diplomacy +12, Gather Information +12, Intimidate +15, Knowledge (Ravenloft) +12, Listen +14, Search +15, Sense Motive +15, Spot +12
Feats:	Alertness, Exotic Weapon Proficiency, Flyby Attack, Multiattack
Environment:	Any land or underground
Organization:	Triune (with Tisiphone and Megarea)
Challenge Rating:	11
Treasure:	None

Alignment:	Always lawful evil
Advancement:	By character class (cleric)
Level Adjustment:	—

The Vistani call Alecto "the Implacable" and "She Who Must Not Be Named." She wields divine magic in the pursuit of her goal.

Combat

Alecto wields the +3 *scourge of foolishness*, a magic weapon that deals 1d3 points of Wisdom damage with each strike. A DC 13 Will save negates.

Spells: Alecto has the spellcasting abilities of a 10th-level cleric, and her spells save at DC 13 + spell level. She has access to the Death, Destruction, Evil, Fire, Knowledge, Trickery and War Domains. Her preferred spells include *burning hands*, *cause light wounds*, *charm person*, *clairaudience*, *death knell*, *dispel good*, *dispel magic*, *divination*, *divine power* and *protection from good*.

Tisiphone

Medium Outsider (Evil, Mists)

Hit Dice:	10d10+10 (65 hp)
Initiative:	+7
Speed:	20 ft. (4 squares), fly 80 ft. (average)
Armor Class:	15 (+3 Dex, +2 natural), touch 13, flat-footed 12
Base Attack/Grapple:	+10/+11
Attack:	Claw +13 melee (1d4+3) or bite +11 melee (1d4+3) or +3 <i>scourge of weakness</i> +16 ranged (1d4+8 plus Strength drain)
Full Attack:	2 claws +13 melee (1d4+3) or bite +11 melee (1d4+3) or +3 <i>scourge of weakness</i> +16 ranged (1d4+8 plus Strength drain)
Space/Reach:	5 ft./ 5 ft.
Special Attacks:	Rake, breath weapon
Special Qualities:	<i>Alter self</i> , damage reduction 15/good, immunity to paralysis, immunity to polymorph, immunity to mind-affecting effects, gaseous death, find penitent, weaknesses
Saves:	Fort +8, Ref +5, Will +4
Abilities:	Str 16, Dex 16, Con 13, Int 10, Wis 12, Cha 14
Skills:	Bluff +13, Diplomacy +12, Gather Information +13, Intimidate +14, Listen +13, Sense Motive +13, Spot +13
Feats:	Combat Reflexes, Dodge, Exotic Weapon Proficiency, Flyby Attack
Environment:	Any land or underground
Organization:	Triune (with Alecto and Megarea)
Challenge Rating:	11





Treasure: None
Alignment: Always lawful evil
Advancement: By character class (fighter)
Level Adjustment: —

Known as "the Avenger" by the Vistani, Tisiphone has the combat prowess of a 10th-level fighter.

Combat

Swifter than her sisters, Tisiphone can attack with both her *scourge* and her claws in the same round. She wields the +3 *scourge of weakness*, a magical weapon that deals 1d3 points of Strength damage with each strike. A DC 15 Fortitude save negates.

Megarea

Medium Outsider (Evil, Mists)

Hit Dice: 10d8+10 (55 hp)
Initiative: +3
Speed: 20 ft. (4 squares), fly 80 ft. (average)
Armor Class: 15 (+3 Dex, +2 natural), touch 13, flat-footed 12
Base Attack/Grapple: +3/+3
Attack: Claw +10 melee (1d4) or +3 *scourge of idiocy* +11 melee (1d4+3 plus Intelligence drain)
Full Attack: 2 claws +10 melee (1d4) or +3 *scourge of idiocy* +11 melee (1d4+3 plus Intelligence drain)
Space/Reach: 5 ft./ 5 ft.
Special Attacks: Rake, breath weapon, spells
Special Qualities: *Alter self*, damage reduction 15/good, immunity to paralysis, immunity to polymorph, immunity to mind-affecting effects, gaseous death, find pentitent, weaknesses

Saves: Fort +8, Ref +9, Will +9
Abilities: Str 10, Dex 15, Con 12, Int 16, Wis 14, Cha 15
Skills: Bluff +18, Concentration +15, Diplomacy +19, Gather Information +17, Intimidation +15, Knowledge (arcana) +16, Listen +15, Move Silently +12, Spellcraft +15, Spot +15
Feats: Alertness, Exotic Weapon Proficiency, Flyby Attack, Multiattack
Environment: Any land or underground
Organization: Triune (with Alecto and Tisiphone)
Challenge Rating: 11
Treasure: None
Alignment: Always lawful evil
Advancement: By character class (sorcerer)
Level Adjustment: —

Megarea

The Vistani call Megarea "the Disputatious."

Combat

Megarea's +3 *scourge of idiocy* is a magical weapon that deals 1d3 points of Intelligence damage per strike. A DC 15 Will save negates

Spells: Megarea has the spellcasting ability of a 10th-level sorcerer; saves against her spells have a DC 12 + spell level. Her spells are drawn from the schools of Abjuration, Conjunction, Divination, Evocation, and Necromancy.

Known Spells: (6/7/7/6/5/3) 0 — *daze, dancing lights, detect magic, detect poison, disrupt undead, flare, light, ray of frost, resistance*; 1st — *cause fear, chill touch, color spray, hold portal, magic missile*; 2nd — *darkness, flaming sphere, protection from arrows, web*; 3rd — *dispel magic, lightning bolt, stinking cloud*; 4th — *lesser globe of invulnerability, polymorph any object*; 5th — *cone of cold*.

Geist

Geists are the undead spirits of creatures that died a traumatic death with either a task uncompleted or an evil deed unpunished. Using the terms presented in Chapter Five of the **Ravenloft Player's Handbook**, a geist is a rank one ghost that lacks the manifestation special attack.

Geists typically possess only one or two special abilities. Unable to manifest, these powers are often the spirit's sole means of interacting with the Material Plane. Geists are seldom dangerous in and

of themselves, but their presence often indicates the presence of greater evils.

Geists remain in the Near Ethereal at all times, and are intangible and invisible to creatures on the Material Plane. To those who can see ethereal creatures, a geist appears as a transparent image of its former self at the moment of its death.

Most geists are bound to a particular area, usually the location of their death. These geists cannot stray far from the area to which they are bound. A few wandering geists roam the world,





however, each seeking to complete a task left undone in life.

Sample Geist

This example uses a 2nd-level human commoner as the base creature.

Geist, 2nd-Level Human Commoner

Medium Undead (Augmented Humanoid) (Incorporeal)

Hit Dice:	2d12 (13 hp)
Initiative:	+2
Speed:	Fly 30 ft. (perfect) (6 squares)
Armor Class:	12 (+2 Dex) touch 12, flat-footed 10
Base Attack/Grapple:	+1/+1
Attack:	None
Full Attack:	None
Space/Reach:	5 ft./5 ft.
Special Attacks:	Mind games, phantom shift
Special Qualities:	Undead traits, incorporeal traits, +4 turn resistance, rejuvenation
Saves:	Fort +0, Ref +2, Will +0
Abilities:	Str —, Dex 14, Con —, Int 10, Wis 10, Cha 9
Skills:	Hide+10, Listen +10, Profession +7, Search +8, Spot +11
Feats:	Lightning Reflexes, Skill Focus (Profession)
Environment:	Any
Organization:	Solitary, gang (2–4), or mob (7–12)
Challenge Rating:	1/2
Treasure:	None
Alignment:	Any
Level Adjustment:	—

The Will save DC is 10 against this geist's mind games and phantom shift.

Creating a Geist

"Geist" is a template that can be added to any aberration, animal, dragon, giant, humanoid, magical beast, monstrous humanoid, or shapechanger. The creature (hereafter referred to as the "base creature") must have a Charisma score of at least 6. The creature's type changes to "undead."

The geist uses the base creature's statistics except as noted here. Geists lose all special abilities of the base creature.

Size and Type: The creature's type changes to undead. It gains the incorporeal subtype. Size is unchanged.

Hit Dice: Increase to d12.

Speed: Geists have a fly speed of 30 feet, unless the base creature has a higher fly speed, with perfect maneuverability.

Armor Class: Natural armor is the same as the base creature but applies only to ethereal encounters.

Attacks: None.

Damage: None.

Special Attacks: A geist gains 1d2 special attacks from the list below. Geists are classified by the powers they manifest; the bussengeist and poltergeist subtypes are included as examples. The common geist has the mind games and phantom shift attacks. The bussengeist has aura of despair and mind games. The poltergeist has the telekinesis special attack. The save DC is equal to 10 + 1/2 geist's HD + geist's Charisma modifier unless otherwise indicated.

Aura of Despair (Sp): A bussengeist continually radiates an aura of despair in a 120 foot radius. Creatures within this radius must make a Will save or suffer a –2 morale penalty on saving throws, attack rolls, ability checks, skill checks and weapon damage rolls. This penalty lasts until the victim leaves the area of effect. Those who succeed at their saving throw cannot be affected by that particular bussengeist's aura of despair for 24 hours.

Mind Games (Su): Although geists cannot manifest, as a free action they can appear to the living by creating a phantasmal image of themselves. This illusion is as powerful as the *major image* spell, except it is a phantasm, not a figment. The geist can create only an image of itself, and the image can appear only to creatures within 30 feet of the geist. If the creature died a particularly gruesome death, the sight of a geist may require a Horror save. Creatures that succeed at a Will save cannot perceive the geist.

Phantom Shift (Su): The geist can make ethereal resonance (see the **Ravenloft Player's Handbook**) visible and tangible to the living. A living creature targeted by the geist ceases to see or feel the Material Plane as it is, but instead experiences the ethereal resonance of the area (Will save negates). The geist often uses this ability to plunge witnesses into a recreation of its own death.

Telekinesis (Su): The poltergeist can use telekinesis once per round as a free action, as cast by a sorcerer whose level equals the geist's HD or 12, whichever is higher. Poltergeists can manipulate only objects with a weight equal to or less than their Charisma score.

Special Qualities: A geist retains none of the special qualities of the base creature, but gains the abilities listed below, as well as the undead type and



incorporeal subtype. Geists also gain the rejuvenation quality (see Ghosts in the *Monster Manual*). Even if “destroyed,” a geist always returns to its haunting grounds until its spirit can rest in peace.

Immunities (Ex): Because they cannot manifest, geists ignore any damage from a corporeal source.

Turn Resistance (Ex): A bound geist has +4 turn resistance and cannot leave the area to which it is bound. Instead, they cower if turned.

Saves: Same as the base creature.

Abilities: Same as the base creature, except that geists have no Strength or Constitution score. A geist’s Charisma score increases by +2.

Skills: Geists receive a +8 racial bonus on Hide, Listen, Search, and Spot checks. Otherwise same as the base creature.

Feats: Same as the base creature.

Environment: Any land and underground.

Organization: Solitary.

Challenge Rating: 1/2

Treasure: None.

Alignment: Any.

Level Adjustment: —

Bussengeist

The young man’s transparent image beckons. His face is wracked with pain; a garish red stain marks the front of his white shirt.

A bussengeist is a special form of wandering geist. Bussengeists are the spirits of people whose actions or inaction caused a great tragedy in which they were killed. Bussengeists wander the world, visiting locations of impending similar tragedies to lament for 1d6 days before the tragedy actually occurs.

Poltergeist

The standing candelabra flies through the air as if hurled by an unseen hand. Chairs overturn of their own accord and dishes spin from one side of the room to the other, crashing to the floor after colliding against the wall.

A poltergeist is a special form of bound geist. Beings that become poltergeists often died in scenes of great violence and emotional turmoil. They hate living creatures and attempt to frighten them by hurling objects at them telekinetically.





Ghost

The image flickers before forming into the figure of a man in fine clothes. His hair is streaked with sweat as if from sudden exertion and but a few strands of ligaments connect his sword arm to his shoulder. His face displays an expression of surprise and pain.

Ghosts are similar to — though more powerful than — geists, spirits of intelligent creatures who have died with unfinished business and who remain close to the physical world in the hopes of completing some goal. In Ravenloft, most ghosts have some malevolent purpose that holds them to the Realm of Dread. A few rare individuals remained tied to the mortal realm for some altruistic purpose.

Like the ancient dead, ghosts can be divided into “ranks” according to the amount of ethereal resonance they embody. Rank one ghosts have little emotion invested in their deaths, while rank five ghosts are individuals whose deaths were surrounded by great import, passion or torment, generating an abundance of emotion. Any information contained here or in the *Ravenloft Player’s Handbook* supersedes that in the *Monster Manual*.

Ghosts in the Realm of Dread resemble the form they possessed when living, except that their countenance usually reflects the manner of their deaths and they often bear the wounds or other signs of the cause of their death. Their ethereal nature, in addition, mirrors their inner self. Thus, a ghost who was greedy in life bears an expression of greed in death.

Combat

A ghost is usually bound to the location of its death or, sometimes, to the site that meant most to them in life. The ghost of a nobleman murdered while traveling to his home might haunt either the site of his death or the castle that protected his treasures or his love ones. Most ghosts are malevolent in nature, since few pure-hearted individuals possess the self-directed passions required for creating a ghost. There are, of course, always exceptions.

Ghosts may appear in any of the realms of Ravenloft. Special attacks and qualities listed in each sample’s statistics are described under “Creating a Ghost,” below.

Sample Rank One Ghost

This example uses a 4th-level human fighter as the base creature.

Ghost, 4th-Level Human Fighter

Medium Undead (Augmented Humanoid) (Incorporeal)

Hit Dice:	4d12 (26 hp)
Initiative:	+2
Speed:	Fly 30 ft. (perfect) 6 squares
Armor Class:	14 (+2 Dex, +2 deflection), touch 12, flat-footed 12, or 20 (+2 Dex, +8 full plate), touch 12, flat-footed 18
Base Attack/Grapple:	+4/+7
Attack:	Incorporeal touch +8 melee or +6 ranged against ethereal foes (1d6+3 or 1d6 against ethereal foes) or longsword + 8 (1d8+3/19–20) or short bow +6 (1d6/x3)
Full Attack:	Incorporeal touch +8 melee or +6 ranged against ethereal foes (1d6+3 or 1d6 against ethereal foes) or longsword + 8 (1d8+3/19–20) or short bow +6 (1d6/x3)
Space/Reach:	5 ft./ 5 ft.
Special Attacks:	Commanding appearance, manifestation
Special Qualities:	Darkvision 60 ft., incorporeal traits, rejuvenation, +4 turn resistance, undead traits
Saves:	Fort +3, Ref +1, Will +1
Abilities:	Str 17, Dex 15, Con —, Int 10, Wis 13, Cha 16
Skills:	Climb +9, Hide +10, Listen +9, Move Silently +10, Ride +6, Search +8, Spot +9
Feats:	Improved Sunder, Martial Weapon Proficiency, Power Attack, Weapon Focus (longsword),
Environment:	Any
Organization:	Solitary, gang (2–4), or mob (7–12)
Challenge Rating:	5
Treasure:	None
Alignment:	Any
Advancement:	—
Level Adjustment:	+5

Combat

This ghost uses its incorporeal touch or weapon before resorting to its special abilities.

Sample Rank Two Ghost

This example uses a 6th-level dwarven cleric.

Ghost, 6th-Level Dwarven Cleric

Medium Undead (Augmented Humanoid) (Incorporeal)

Hit Dice:	6d12 (39 hp)
Initiative:	+2





Speed: Fly 30 ft. (perfect) 6 squares
Armor Class: 13 (+2 Dex, +1 deflection), touch 12, flat-footed 11, or 20 (+2 Dex, +4 scale mail), touch 12, flat-footed 14
Base Attack/Grapple: +4/+5
Attack: Incorporeal touch +5 melee or +6 ranged against ethereal foes (1d6+1 or 1d6 against ethereal foes) or warhammer + 6 (1d8+1)
Full Attack: Incorporeal touch +5 melee or +6 ranged against ethereal foes (1d6+1 or 1d6 against ethereal foes) or warhammer + 6 (1d8+1)
Space/Reach: 5 ft./ 5 ft.
Special Attacks: Aura of despair, ghost writing, manifestation, paralyzing touch, spells
Special Qualities: Dwarf traits, incorporeal traits, rejuvenation, +4 turn resistance, undead traits
Saves: Fort +5, Ref +2, Will +5
Abilities: Str 12, Dex 14, Con —, Int 12, Wis 18, Cha 16
Skills: Concentration +3, Diplomacy +8, Heal +8, Knowledge (religion) +5, Hide +10, Listen +12, Move Silently +10, Profession (mining) +5, Profession (weaponsmith) +5, Search +12, Spellcraft +5, Spot +9
Feats: Brew Potion, Combat Casting, Weapon Focus (warhammer)
Environment: Any
Organization: Solitary, gang (2–4), or mob (7–12)
Challenge Rating: 7
Treasure: None
Alignment: Any (according to deity)
Advancement: —
Level Adjustment: +5

Combat

This ghost uses its incorporeal touch or weapon on ethereal creatures. When facing creatures on the material plane, it uses its spells as well as its special abilities.

Typical Cleric Spells Prepared (5/5/5/4; save DC 14 + spell level); 0 — detect magic, detect poison, guidance, resistance, virtue; 1st — bless, cure light wounds, divine favor, endure elements, magic stone; 2nd — bull's strength, hold person, silence, soften earth and stone*, zone of truth; 3rd — glyph of warding, invisibility purge, protection from energy,* stone shape.*

*Domain Spell. Domains: Earth and Protection.

Sample Rank Three Ghost

This example uses a 8th-level half-elven rogue

Ghost, 8th-Level Half-Elven Rogue
Medium Undead (Augmented Humanoid) (Incorporeal)
Hit Dice: 6d12 (39 hp)
Initiative: +2
Speed: Fly 30 ft. (perfect) 6 squares
Armor Class: 15 (+2 Dex, +3 deflection), touch 12, flat-footed 13, or 14 (+2 Dex, +2 leather), touch 12, flat-footed 12
Base Attack/Grapple: +6/+8
Attack: Incorporeal touch +8 melee (1d6+3 or 1d6 against ethereal foes) or +8 ranged (1d6+3 or 1d6 against ethereal foes) or short sword + 8 (1d6+2/19–20/x2) or crossbow +8 (1d8/19–20/x2)
Full Attack: Incorporeal touch +8 melee (1d6+3 or 1d6 against ethereal foes) or +8 ranged (1d6+3 or 1d6 against ethereal foes) or short sword + 8 (1d6+2/19–20/x2) or crossbow +8 (1d8/19–20/x2)
Space/Reach: 5 ft./ 5 ft.
Special Attacks: Command undead, dream walk, entrancing appearance, manifestation
Special Qualities: Darkvision 60 ft., incorporeal traits, rejuvenation, +4 turn resistance, undead traits
Saves: Fort +2, Ref +6, Will +2
Abilities: Str 15, Dex 15, Con —, Int 12, Wis 10, Cha 22
Skills: Bluff +15, Climb +11, Hide +21, Intimidate +15, Listen +17, Move Silently +15, Search +17, Spot +20
Feats: Improved Initiative, Martial Weapon Proficiency, Mobility, Stealthy, Weapon Focus (short sword)
Environment: Any
Organization: Solitary, gang (2–4), or mob (7–12)
Challenge Rating: 11
Treasure: None
Alignment: Any
Advancement: —
Level Adjustment: +8

Combat
This ghost uses its incorporeal touch or weapon before resorting to its special abilities. It prefers to use its knowledge of thief skills to place opponents at a disadvantage through the use of stealth.

Combat

This ghost uses its incorporeal touch or weapon before resorting to its special abilities. It prefers to use its knowledge of thief skills to place opponents at a disadvantage through the use of stealth.

Rogue Skills: This ghost retains the skills and abilities of his former profession as a thief.



Sample Rank four Ghost

Ghost, 10th-Level Human Wizard

Medium Undead (Augmented Humanoid) (Incorporeal)

Hit Dice:	10d12 (65 hp)
Initiative:	+6
Speed:	Fly 30 ft. (perfect) 6 squares
Armor Class:	15 (+3 Dex, +2 deflection), touch 13, flat-footed 12, or 16 (+3 Dex, +3 ring of protection), touch 13, flat-footed 13
Base Attack/Grapple:	+5/+6
Attack:	Incorporeal touch +6 melee or +8 ranged against ethereal foes (1d6+1 or 1d6 against ethereal foes) or dagger + 6 (1d4+1/19–20) or darts +8 (1d4/x2)
Full Attack:	Incorporeal touch +6 melee or +8 ranged against ethereal foes (1d6+1 or 1d6 against ethereal foes) or dagger + 6 (1d4+1/19–20) or darts +8 (1d4/x2)
Space/Reach:	5 ft./ 5 ft.
Special Attacks:	Aura of despair, ebon shroud, manifestation, mind games, phantasmal killer
Special Qualities:	Darkvision 60 ft., incorporeal traits, rejuvenation, +4 turn resistance, undead traits
Saves:	Fort +3, Ref +3, Will +7
Abilities:	Str 13, Dex 17, Con —, Int 15, Wis 18, Cha 18
Skills:	Concentration +12, Decipher Script +12, Hide +13, Knowledge (arcana) +12, Knowledge (history) +12, Listen +12, Search +12, Spellcraft +12, Spot +10
Feats:	Combat Casting, Extend Spell, Improved Initiative, Iron Will, Scribe Scroll,
Environment:	Any
Organization:	Solitary, gang (2–4), or mob (7–12)
Challenge Rating:	14
Treasure:	None
Alignment:	Any
Advancement:	—
Level Adjustment:	+10

Combat

This ghost uses its incorporeal touch or weapon before resorting to its special abilities.

Typical Wizard Spells Prepared: (4/5/5/3/3/2; save DC 12 + spell level): 0 — *detect magic* (x2), *light*, *ray of enfeeblement*; 1st — *animate rope*, *charm person*, *magic missile*, *shield*, *web*; 2nd — *fog cloud*, *glitterdust*, *gust of wind*, *scare*, *shatter*; 3rd — *dispel magic*, *hold person*, *vampiric touch*; 4th — *fear*, *lesser*

globe of invulnerability, *rainbow pattern*; 5th — *cloudkill*, *waves of fatigue*

Sample Rank five Ghost

This example uses a 12th-level human fighter.

Ghost, 12th-Level Human Fighter

Medium Undead (Augmented Humanoid) (Incorporeal)

Hit Dice:	12d12 (78 hp)
Initiative:	+6
Speed:	Fly 30 ft. (perfect) 6 squares
Armor Class:	16(+3 Dex, +3 deflection), touch 13, flat-footed 13, or 19 (+3 Dex, +6 splint mail), touch 13, flat-footed 16
Base Attack/Grapple:	+6/+10
Attack:	Incorporeal touch +10 melee or +9 ranged against ethereal foes (1d6+4 or 1d6 against ethereal foes) or longsword + 10 (1d8+4/19–20) or short bow +9 (1d6/x3)
Full Attack:	Incorporeal touch +10 melee or +9 ranged against ethereal foes (1d6+4 or 1d6 against ethereal foes) or longsword + 10 (1d8+4/19–20) or short bow +9 (1d6/x3)
Space/Reach:	5 ft./ 5 ft.
Special Attacks:	Commanding appearance, entrancing appearance, manifestation, phantasmal killer, phantom shift, unquiet dead
Special Qualities:	Darkvision 60 ft., incorporeal traits, rejuvenation, +4 turn resistance, undead traits
Saves:	Fort +8, Ref +4, Will +4
Abilities:	Str 18, Dex 16, Con —, Int 12, Wis 10, Cha 26
Skills:	Climb +19, Hide +18, Jump +19, Listen +15, Move Silently +18, Ride + 18, Search+15, Spot +16, Swim +19
Feats:	Alertness, Combat Reflexes, Improved Initiative, Improved Sunder, Improved Unarmed Strike, Leadership, Martial Weapon Proficiency, Power Attack, Weapon Focus (longsword)
Environment:	Any
Organization:	Solitary, gang (2–4), or mob (7–12)
Challenge Rating:	14
Treasure:	None
Alignment:	Any
Advancement:	—
Level Adjustment:	+12

Combat

This ghost uses its incorporeal touch or weapon before resorting to its special abilities.



Creating a Ghost

“Ghost” is an acquired template that can be applied to any living creature (referred to hereafter as the “base character”). The ghost must have at least Charisma 6. Ghosts retain all the statistics of the base character except where noted.

Size and Type: The creature’s type changes to undead. Do not recalculate base attack bonus, saves or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12.

Speed: Ghosts have a fly speed of 30 feet unless the base creature possesses a higher fly speed, with perfect maneuverability.

Armor Class: The base creature retains its natural armor against ethereal encounters only. When in material form, the ghost’s natural armor bonus equal 0 but it gains a deflection bonus equal to its Charisma modifier but never less than +1.

Attack: The ghost retains all the base creature’s attacks although attacks relying on physical contact only affect creatures that are also ethereal.

Full Attack: The ghost retains all the base creature’s attacks although attacks relying on physical contact only affect creatures that are also ethereal.

Damage: Against ethereal creatures, a ghost uses the base creature’s damage. Against nonethereal creatures, a ghost usually does no physical damage but employs its special attacks, if any, when it manifests.

Special Attacks: The ghost retains all the base creature’s special attacks, although those relying on physical contact only affect creatures that are also ethereal. The ghost gains a number of special attacks chosen from the following list or from those listed in the *Monster Manual*, according to its rank in the Ghost Ranks table (see sidebar).

All saving throws are made against a DC of 10 + 1/2 the ghost’s Hit Dice + ghost’s Charisma modifier unless otherwise noted.

Aura of Despair (Su): Those near the ghost are afflicted with a deep apathy and melancholy that makes action difficult. All those within (25 x ghost’s rank) feet of the ghost must make a Will save. Those who fail suffer a morale penalty, equal to the ghost’s rank, to all attack rolls, skill checks and saves. The negative modifier lasts until the victim leaves the radius of this power.

Commanding Appearance (Su): The ghost can conquer the wills of those who look upon it. This ability is treated as a gaze attack with a range of 30

Ghost Ranks

Rank	Min Cha	Cha Mod	Free Manifest?	Special Abilities	CR
One	6	+2	No	0–2	+1
Two	8	+4	Yes	1–3	+2
Three	10	+6	Yes	2–4	+3
Four	12	+8	Yes	3–5	+4
Five	14	+10	Yes	4–6	+5

Rank: The ghost’s rank.

Minimum Charisma: The minimum Charisma the base character must have had in life to become a ghost of this rank.

Charisma Modifier: The modification made to the base character’s Charisma after becoming a ghost.

Free Manifestation: Rank one ghosts can have the manifestation ability only by selecting it as one of their special abilities. Higher ranked ghosts receive the manifestation ability automatically, and it does not count toward their number of special abilities. Rank one ghosts without the manifestation ability can interact with the Material Plane only by using their other special abilities, such as telekinesis or figments.

Special Abilities: The number of special abilities the ghost can have. The exact number can either be selected or determined randomly by rolling 1d3, adding the ghost’s rank, and subtracting 2.

CR: Modification made to the base character’s Challenge Rating.



feet. Targets must make a Will save or suffer the effects of the *dominate person* spell (caster level equals the ghost's rank + Hit Dice).

Command Undead (Su): The ghost can rebuke or command undead as if it were a cleric of level equal to its Hit Dice. Ghosts that can already rebuke undead may add 4 to their effective level when rebuking.

Dream Walk (Su): The ghost can enter the dreams of the living once per night. The number of living creatures the ghost can affect at once is equal to the ghost's rank. All those affected must be within a (100 x ghost's rank) foot radius of the ghost. The ghost can send the targets either a dream or a nightmare; all targets must receive the same effect. If the ghost sends a dream, it can send the targets a message as if they were the targets of a *dream* spell. If it sends a nightmare, all the targets are affected as if a *nightmare* spell had been cast on them.

Ebon Shroud (Su): The ghost can cast a *darkness* spell at will (caster level equals the ghost's rank + Hit Dice).

Entrancing Appearance (Su): The ghost taps into the fascination living creatures have with death, and any who look at it risk falling victim to it. This ability is treated as a gaze attack with a range of 30 feet. Targets must make a Will save or be unable to take any action while the ghost remains in view. Victims can make subsequent Will saves to throw off the effects. The number of rounds a victim must wait before making another save is equal to the ghost's rank.

Ghost Writing (Su): The ghost can cause words to appear on any touched surface. These words may take the form of flowing script, haphazard scrawl, dripping blood or some other effect according to the ghost's desires. The words are illusory and can be seen only by those the ghost wishes and last a number of days equal to the ghost's rank, though





the ghost can make them vanish earlier if it wants. There is no limit to the amount of ghost writing the ghost can have in existence at one time.

Manifestation (Su): The ghost can appear by partly entering the Material Plane, where it becomes visible but incorporeal. A manifested ghost can only be harmed by other incorporeal creatures, magic weapons or spells, with a 50% chance of ignoring any damage from a corporeal source. The ghost can pass through solid objects at will, and its own attacks pass through armor. It can attack with its touch attack or with a ghost touch weapon (see the *Monster Manual*). Opponents on either the Material or the Ethereal Plane can attack a manifested ghost. A spellcasting ghost cannot cast spells from one plane to another in the Ethereal Plane; when manifest, a ghost may affect both planes with its spells unless they involve touch attacks, which fail on corporeal creatures.

Mind Games (Su): At will, the ghost can create illusions in the minds of the living. The ability takes effect as one of the following spells, dependent on the rank of the ghost:

Rank One: *silent image*

Rank Two: *minor image*

Rank Three: *major image*

Rank Four: *illusory wall*

Rank Five: *persistent image*

The spells occur only in the minds of the targets. In all other respects, they behave identically to the spell descriptions. A ghost can choose to use a lower ranked spell if it wishes. The spell takes effect as if cast by a sorcerer of level equal to the ghost's rank + Hit Dice.

Paralyzing Touch (Su): The ghost's touch deals a bone-chilling cold that can paralyze its victims. Those hit must make a Fortitude save or be paralyzed for a number of minutes equal to $2d6 \times$ ghost's rank. *Dispel magic* or a similar spell lifts the paralysis.

Phantasmal Killer (Su): The ghost can cast a *phantasmal killer* spell a number of times a day equal to its rank. The spell takes effect as if cast by a sorcerer of level equal to the ghost's rank + Hit Dice.

Phantom Shift (Su): The ghost can make ethereal resonance visible and tangible to the living.

Every living creature within a 60-foot radius of the ghost ceases to see or feel the Material Plane as it is, but instead experiences the ethereal resonance of the area, thus easing communication and interaction between the ghost and the living.

Unquiet Dead (Su): The ghost can cast the *animate dead* spell a number of times a day equal to its rank (caster level equals to the ghost's rank + Hit Dice).

Special Qualities: A ghost has all the special qualities of the base creature as well as the following:

Rejuvenation (Su): Ghosts are difficult to destroy under most circumstances, since the "destroyed" spirit may restore itself after 2d4 days, even if struck with the most powerful spells. A ghost may avoid destruction by making a successful level check ($1d20 +$ ghost's HD against DC 16). The only sure way to destroy a ghost is to discover what keeps it held to the material plane and set things right.

Turn Resistance (Ex): A ghost has +4 turn resistance.

Saves: All saving throws are made against a DC of $10 + 1/2$ the ghost's Hit Dice + ghost's Charisma modifier unless otherwise noted.

Abilities: Same as the base creature except for Charisma, which varies according to the ghost's rank (see above) and Constitution. As an undead creature, the base character no longer has a Constitution score.

Skills: Ghosts receive a +8 racial bonus on the skills Hide, Listen, Search and Spot. Otherwise, same as the base creature.

Feats: Same as base creature.

Environment: Any (usually as base creature).

Organization: Solitary, gang (2–4) or mob (7–17).

Challenge Rating: As base creature +1 for each rank possessed.

Treasure: None.

Alignment: Any.

Advancement: —

Level Adjustment: —



Ghoul Lord

Ghoul lords are the cursed souls of humanoids who dared to taste the flesh of their own race. These individuals gain the dire attention of the Dark Powers and are corrupted by their cannibalistic sins. They become twisted creatures, eventually dying and rising again in the form of ghouls, masters of the ravenous dead.

Ghoul lords are solitary creatures, maintaining dominion over a specific territory. They prefer places where the dead are found in plenty, such as graveyards or battlefields. Ghoul lords usually command large hives of ghouls and ghosts. They use these hives to spread their influence, create spawn, and to collect living flesh to sate their burning hunger.

Ghoul lords are easily mistaken for their lesser kin, with tightly drawn skin and flesh, sharp fangs and talons, and long, rasping tongues. Some ghouls distinguish themselves from their minions by wearing old, tattered clothing, a remnant of who they were in life.

Ghoul lords speak the languages they spoke in life. They can communicate telepathically with any ghouls or ghosts within 100 feet.

Sample Ghoul Lord

Presiding over the foul creatures feasting on the corpse, a humanoid figure clad in a tattered frock coat and worn trousers watched the repast from a dead, twisted face. Lifting a long-taloned hand to his face, the creature regards you out of cold, hungry eyes.

This example uses a 6th-level human fighter as the base creature.

Ghoul Lord, 6th-Level Human Fighter

Medium Undead (Augmented Humanoid)

Hit Dice:	6d12 (39 hp)
Initiative:	+7
Speed:	30 ft. (6 squares)
Armor Class:	21 (+3 Dex, +4 natural, +4 masterwork chain shirt), touch 13, flat-footed 18
Base Attack/Grapple:	+6/+10
Attack:	Bite +8 melee (1d6+2 plus paralysis)
Full Attack:	Bite +8 melee (1d6+2 plus paralysis) and 2 claws +10 melee (1d4+4 plus paralysis) or masterwork bastard sword +14 melee (1d10+8) or masterwork shortbow +10 ranged (1d6)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Miasma, paralysis, ravenous fever, create spawn
Special Qualities:	Undead traits, +2 turn resistance
Saves:	Fort +5 Ref +5 Will +4
Abilities:	Str 18, Dex 17, Con —, Int 12, Wis 15, Cha 13

Skills:	Climb +10, Hide +12, Jump +10, Listen +11, Move Silently +12, Ride +7, Search +10, Spot +11, Swim +10
Feats:	Cleave, Dodge ^B , Exotic Weapon Proficiency (bastard sword), Great Cleave, Improved Initiative ^B , Multiattack, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword)
Environment:	Any land and underground
Organization:	Solitary or troop (1 plus 2–4 ghosts and 7–12 ghouls)
Challenge Rating:	8
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	By character class
Level Adjustment:	+2

The Will save DC is 14 against this ghouls' miasma.

Creating a Ghoul Lord

"Ghoul lord" is an acquired template that can be added to any humanoid or monstrous humanoid creature (referred to hereafter as the "base creature").

Size and Type: The creature's type changes to "undead." It uses all the base creature's statistics and special abilities except as noted here. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12.

Speed: Same as the base creature. If the base creature has a swim speed, the ghouls lord retains the ability to swim and becomes a lacedon lord.

Armor Class: The base creature's natural armor improves by +4.

Attacks: A ghouls lord retains all the attacks of the base creature and also gains two claw attacks and a bite attack if it didn't already have them.

Damage: Ghouls lords have claw and bite attacks. If the base creature does not have these attack forms, use the damage values in the table below. Creatures with natural attacks retain their old damage ratings or use the values below, whichever is better.

Size	Bite Damage	Claw Damage	Ravenous
Fine	1	—	1/8
Diminutive	1d2	1	1/4
Tiny	1d3	1d2	1/2
Small	1d4	1d3	1
Medium	1d6	1d4	2
Large	1d8	1d6	4
Huge	2d6	2d4	8
Gargantuan	2d8	2d6	16
Colossal	4d6	2d8	32



Special Attacks: A ghoul lord retains all the attacks of the base creature and also gains those below. The save DC is equal to 10 + 1/2 ghoul lord's HD + ghoul lord's Charisma modifier unless noted otherwise.

Miasma (Su): The air around a ghoul lord is so heavy with the stench of evil that as one nears the ghoul lord, the miasma actually begins to resemble a sickly green mist. Any good-aligned creature within 60 feet of a ghoul lord must make a Will save or suffer a -4 morale penalty on all attack rolls, checks and saving throws. This penalty persists until the creature leaves the radius of effect. This is a supernatural fear effect.

Paralysis (Su): Those hit by a ghoul lord's bite or claw attack must succeed at a Fortitude save (DC equals 10 + 1/2 ghoul lord's HD + ghoul lord's Charisma modifier) or be paralyzed for 1d6+6 minutes.

Ravenous Fever (Su): Supernatural disease — bite, Fortitude save DC 20, incubation period 1d4 days; damage 1d4 Constitution and special. A ghoul lord's bite can infect its victims with the same feverish hunger that damned it. An infected victim must consume a number of pounds of flesh each day, as determined by the victim's size (see table above). At first, any kind of raw meat will suffice. If the disease claims more than 2 points of Constitution damage, however, the victim can sate the hunger only with the flesh of humanoids. If the victim loses more than 5 points of Constitution, the hunger can be sated only with the flesh of living humanoids.

On any day an infected victim does not sate this hunger, she suffers 1d4 temporary Constitution damage and must make a Madness save (DC 10 + 1 per point of Constitution damage suffered). Failure indicates that the victim goes temporarily mad and must attempt to feed on flesh. This disease can be cured only by a *heal* spell; less powerful spells will not suffice.

Create Spawn (Su): A humanoid or monstrous humanoid reduced to 0 Constitution or less by a ghoul lord's ravenous fever dies and rises as a ghoul lord in 24 hours if the body is not destroyed. If a ghoul lord instead slays its victim with its claws or bite, the victim returns as a ghast in 1d4 days. Spawn are under the command of the ghoul lord that created them and remain enslaved until its death.

Special Qualities: A ghoul lord retains all the special qualities of the base creature and those listed below, and also gains the undead type.

Turn Resistance (Ex): Ghoul lords gain +2 turn resistance.

Saves: Same as the base creature.

Abilities: Increase from base creature as follows: Str: +2, Dex: +4, Int +2, Wis +2, Cha +4. As an undead creature, a ghoul lord has no Constitution score.

Skills: Ghoul lords receive a +8 racial bonus on Hide, Listen, Move Silently, Search, and Spot checks. Otherwise same as the base creature.

Feats: Ghoul lords gain the Multiattack feat, assuming the base creature doesn't already have these feats.

Environment: Any land and underground.

Organization: Solitary or troop (1 plus 2-4 ghosts and 7-12 ghouls).

Challenge Rating: Same as the base creature +2.

Treasure: Standard.

Alignment: Always chaotic evil.

Advancement: By character class.

Level Adjustment: +2





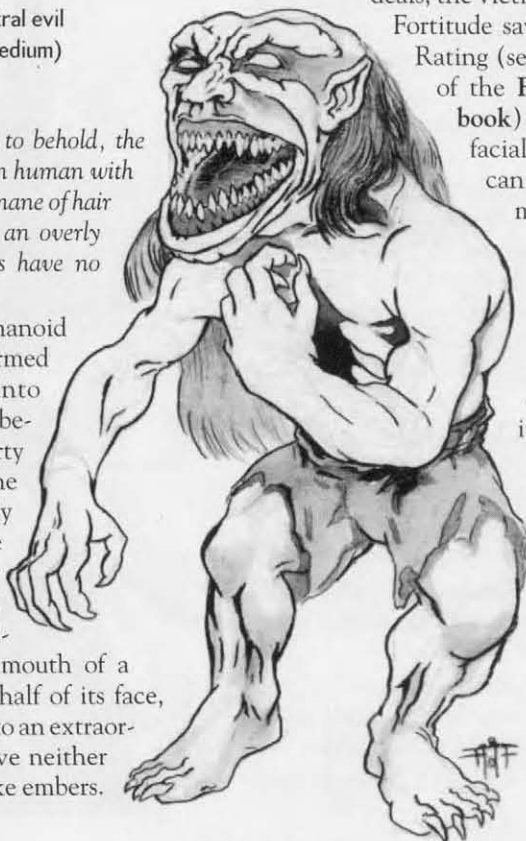
Goblyn

Medium Monstrous Humanoid

Hit Dice:	4d8+8 (26 hp)
Initiative:	+3
Speed:	30 ft. (6 squares)
Armor Class:	15 (+3 Dex, +2 natural), touch 13, flat-footed 12
Base Attack/Grapple:	+3/+5
Attack:	Claw +5 melee (1d4+2)
Full Attack:	2 claws +5 melee (1d4+2) and bite +3 melee (1d6+2)
Space/Reach:	5 ft./ 5 ft.
Special Attacks:	Feasting, improved grab, startle
Special Qualities:	Controlled, darkvision 90 ft., immunity to sleep and mind-affecting effects, spell resistance 10
Saves:	Fort +3, Ref +7, Will +4
Abilities:	Str 14, Dex 16, Con 14, Int 8, Wis 10, Cha 13
Skills:	Climb +10, Hide +8, Listen +3, Move Silently +10, Spot +3
Feats:	Endurance, Multiattack
Environment:	Any land and underground
Organization:	Solitary, gang (2–5), or pack (7–12)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral evil
Advancement:	5–6 HD (Medium)
Level Adjustment:	—

Both terrible and piteous to behold, the creature resembles a misshapen human with greenish brown skin, a shaggy mane of hair surrounding a bald skull and an overly large mouth. Its glowing eyes have no pupils or irises.

Goblyns were once humanoid creatures, but were transformed by powerful evil magic into twisted beings. Their skin becomes a greenish-brown, warty hide and the hair falls from the top of their heads, leaving only a shaggy mane around the base of their skulls. Their heads grow in odd shapes with bulges and depressions in various locations. The fanged mouth of a goblyn expands to take up half of its face, allowing the mouth to open to an extraordinary size. Goblyn eyes have neither irises nor pupils, and glow like embers.



Goblyns live under the total control of their master. They never instigate combat on their own, but will attack whatever they are ordered to attack without mercy or fear. Goblyns can eat almost anything to sustain themselves. Their only real desire is to obey their master's whims. They never sleep nor grow bored. Many spellcasters consider them the perfect choice for guards and sentries.

Combat

Goblyns utilize their natural weaponry in combat, using teeth and claws to rend opponents.

Controlled (Su): When goblyns are created, they form a telepathic bond with their creator. Through this bond, they have a telepathic link with every other goblyn he controls and often act in a very coordinated manner when attacking. Goblyns attack by surprise when possible.

Feasting (Ex): If a goblyn gets a hold on a foe, starting with the following round it may use its bite attack to rend and gnaw the flesh of its victim's face. In any round a goblyn successfully "feasts" on a foe, it gains a +4 circumstance bonus on any opposed grapple checks to maintain its hold. For each 10 hit points of damage a goblyn's feasting deals, the victim must succeed at a DC 12 Fortitude save or increase his Outcast Rating (see "Races" in Chapter Two of the *Ravenloft Player's Handbook*) by 1 point due to extensive facial scarring. A regenerate spell can remove all Outcast Rating modifiers incurred by scarring.

Improved Grab (Ex): To use this ability, the goblyn must hit a Huge or smaller creature with both claw attacks. If it gets a hold, it can feast.

Startle (Ex): Goblyns attack with sudden and surprising ferocity. The first time a foe encounters a goblyn in combat, he must make a DC 13 Fear save or be stunned for one round.



Golem, Dread

Golems are constructs created from various materials. Unlike golems created in other settings, Dread golems do not cost exorbitant sums and require untold magic to construct. Instead, they are brought to life through the crafting and dark desires of their masters.

The crafter of the golem must still create the physical body, acquiring the appropriate materials for their construct. This may require the expenditure of considerable time as well as an outlay of gold pieces, provided the materials have not been acquired through other means. Since complex magic are seldom required to animate a dread golem, the creature does not form as close a bond with its creator as do golems created through binding rituals or infused with the magical essence of their creator (as represented by the usual cost in XP for golems in other planes).

Combat

As described in the *Monster Manual*, golems are fearsome and unsubtle combatants that obey the direct commands of their creators. Dread golems, on the other hand, typically develop strange and unique personalities, making their tactics less predictable.

A dread golem's creator may command it as long as the golem is within 60 feet and can both see and hear its "master." Until given a new command, a dread golem tries to obey the last command of its creator. Most commands are simple, consisting of phrases such as: "Attack those intruders" or "Remain here and attack anyone except me who enters." The golem also responds to attacks upon its person, whether or not it has received a command.

Because of the nature of the Dread Realm and the circumstances surrounding the creation of dread golems, these creatures often harbor a resentment toward their creators and, over time, may develop a personality independent of their masters. Some golems manage to kill their creators, while others run away and roam the Land of the Mists as renegades or simple wanderers. Such free-willed golems present unique challenges for those who encounter them.

Dread golems of various substances exist, each of which has its own unique powers. All golems, however, possess the following:

Construct Traits: Immune to mind-affecting effects, poison, disease, and similar effects. Not subject to critical hits, nonlethal damage, ability damage, energy drain, or death from massive damage.

Immunity to Magic (Ex): Besides those specifically referenced, no spells of any sort can affect a golem.

The *Ravenloft Player's Handbook* provides information on dread golems in general and offers a template for their creation. Some of the many types of golems found in Ravenloft are described below.

Bone Golem

Medium Construct

Hit Dice:	13d10 (71 hp)
Initiative:	+3
Speed:	30 ft. (6 squares)
Armor Class:	23 (+3 Dex, +10 natural), touch 13, flat-footed 20
Base Attack/Grapple:	+10/+14
Attack:	Claw +14 melee (2d4+4)
Full Attack:	2 claws +13 melee (2d4+4)
Space/Reach:	5 ft./ 5 ft.
Special Attacks:	Dread roar
Special Qualities:	Construct traits, damage reduction 10/magic and slashing or piercing weapons, immunity to cold, immunity to magic (see below), Fort +4 Ref +4, Will +4
Saves:	Str 18, Dex 15, Con —, Int 7, Wis 11, Cha 5
Abilities:	Climb +5, Hide +9, Jump +4, Listen +8, Spot +3
Skills:	Cleave, Power Attack, Combat Reflexes
Feats:	Any land and underground
Environment:	Solitary
Organization:	10
Challenge Rating:	None
Treasure:	Always neutral
Alignment:	14–20 HD (Large); 21–40 HD (Huge)
Advancement:	—
Level Adjustment:	—

The tall, skeletal figure resembles more a random collection of mismatched bones than an actual corpse. Odd fragments of bone jut out at impossible angles, forming legs with too many joints and arms that bend where they should not be able to.

Constructed from the foul remains of previously animated skeletal undead, bone golems stand roughly 6 feet tall and weigh a scant 60 pounds or



so. Unfortunately for adventurers, they are often mistaken for simple skeletons. A bone golem often appears as a horrifically mismatched collection of random remains, with bones and bone fragments jutting out at nightmarish angles and joints often appear where none should be.

These horrors were first invented by the lich Azalin during the decades he spent experimenting in Barovia.

Combat

Bone golems attack with two razor-sharp claws backed with surprising strength. They do not employ advanced tactics and never use weapons of any sort.

Dread Roar (Su): Once every 1d4 rounds, the bone golem may throw back its head and issue a burst of soul-wrenching laughter. Living creatures within 100 feet of the golem must make both a DC 16 Fear and a DC 16 Horror save. Failure on either causes the character to become paralyzed with fear for 2–12 rounds. A creature that fails both saves is instantly slain. This is a supernatural fear effect and a death effect.

Magic Immunity (Ex): A bone golem is immune to all spells, spell-like abilities and supernatural effects, except as follows. A *dispel magic* (DC 18) cast directly on the golem causes the monster to collapse, seemingly dead, for a number of rounds equal to (dispel check – 10). A *detect magic* cast on the suppressed creature will reveal an aura of power slowly increasing as the golem “recharges.” If the caster’s dispel check beats the DC by 10 or more, the golem is destroyed. Casting *animate dead* on a bone golem restores it to full hit points.

Weapon Immunities (Ex): Bone golems have cold immunity. Due to its lack of flesh, a bone golem takes only half damage from slashing and piercing weapons. If *shatter* is successfully cast on a bone golem, then all physical attacks that hit the golem inflict double damage for a number of rounds equal to the spell’s caster level. Slashing and piercing weapons would thus inflict normal damage, while bludgeoning weapons would deal double damage.





Doll Golem

Tiny Construct	
Hit Dice:	7d10 (38 hp)
Initiative:	+2
Speed:	20 ft. (4 squares)
Armor Class:	18 (+2 size, +4 Dex, +2 natural), touch 16, flat-footed 14
Base Attack/Grapple:	+5
Attack:	Bite +3 melee (1d6–2 and laughter)
Full Attack:	Bite +3 melee (1d6–2 and laughter)
Space/Reach:	2-1/2 ft./ 0 ft.
Special Attacks:	Biting laughter
Special Qualities:	Construct, damage reduction 10/magic, immunity to magic (see below)
Saves:	Fort +2 Ref +4, Will +2
Abilities:	Str 6, Dex 19, Con —, Int 9, Wis 11, Cha 5
Skills:	Hide +9, Listen +6, Move Silently +9
Feats:	Stealthy
Environment:	Any land and underground
Organization:	Solitary
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	8–10 HD (Small); 11–14 HD (Medium)
Level Adjustment:	—

Its delicately painted face contorted into a grimace of cruelty, the elegantly dressed doll advances, malice in its every move.

Modeled on a child's toy, these foot-tall creations can be put to good use as defenders of the young, but are often corrupted into destroying them instead. It is impossible to distinguish a doll golem from an ordinary toy until they move to attack. Then their eyes glow with an unearthly malice and their features become twisted and cruel.

Combat

Doll golems attack with a wicked bite. However, the physical damage is the least threatening part of the golem's attack.

Biting Laughter (Su): Those hit by a doll golem's bite attack must make a DC 13 Will save or begin laughing hysterically as per *Tasha's hideous laughter*, except that the laughter continues until dispelled (DC 17) or the creature dies. The affected creature receives one negative level for each round of laughter. One negative level is removed each round once the laughter is dispelled.

Magic Immunity (Ex): A doll golem is immune to all spells, spell-like abilities and

supernatural effects, except as follows. Fire-based effects inflict only half damage (none on a successful save) and a *warp wood* spell affects doll golems as if it was a *slow* spell. A *dispel magic* (DC 15) cast directly on the golem causes the monster to collapse, seemingly dead, for a number of rounds equal to (dispel check – 10). A *detect magic* cast on the suppressed creature will reveal an aura of power slowly increasing as the golem "recharges." If the caster's dispel check beats the DC by 10 or more, the golem is destroyed. A *mending* spell restores the golem to full hit points.

Flesh Golem

Large Construct	
Hit Dice:	12d10 (49 hp)
Initiative:	+2
Speed:	30 ft. (6 squares)
Armor Class:	23 (–1 size, +2 Dex, +12 natural), touch 11, flat-footed 21
Base Attack/Grapple:	+9/+14
Attack:	Slam +14 melee (2d8+5)
Full Attack:	2 slams +14 melee (2d8+5)
Space/Reach:	10 ft./ 10 ft.
Special Attacks:	berserk, constrict
Special Qualities:	Construct traits, damage reduction 5/adamantine or magic, darkvision 60 ft., immunity to disease, immunity to magic, low-light vision, regeneration, vulnerability to fire and acid, vulnerability to poison, level drains and gases
Saves:	Fort +3, Ref +2, Will +3
Abilities:	Str 21, Dex 14, Con —, Int 12, Wis 11, Cha 16
Skills:	Climb +12, Hide +7, Jump +11, Listen +5, Move Silently +7, Spot +6, Survival +6, Swim +10
Feats:	Alertness, Blind-Fight, Dodge
Environment:	Any (Lamordia)
Organization:	Solitary or gang (2–4)
Challenge Rating:	11
Treasure:	None
Alignment:	Usually neutral
Advancement:	13–18 HD (Large); 19–27 HD (Huge)
Level Adjustment:	—

The hulking creature bears a multitude of stitches across its body, evidence of its assembly from pieced together parts of human bodies. An odor of death and decay emanates from its flesh as it approaches.

The desire to create life has given rise to the monstrous creation known as the flesh golem. The experiments of Dr. Mordenheim of Lamordia have



resulted in the creation of several of these creatures, but many more of them exist than the doctor has produced in his laboratories. Indeed, flesh golems occasionally appear in distant parts of Ravenloft, as information concerning their creation spreads throughout the Realm of Dread.

Flesh golems tend to wear only the clothes given them at the time of their creation, usually cast-off rags. Many do not speak, though some have attained command of the local language, usually speaking in simple sentences that still demonstrate an intelligent mind at work — albeit somewhat slowly.



Combat

While most flesh golems are not known for their swiftness and efficiency in battle, a few do possess some expertise at physical fighting. The strength of a flesh golem is its best weapon, causing damage from sheer mauling power. Their immunity to most weapons except for magic ones makes them difficult to harm, while their tendency to go berserk in battle transforms them into deadly opponents.

Flesh golems are afraid of fire and make every effort to remain at least 10 feet away from small fires and 25 feet or more from larger fires. When fire is involved, flesh golems make any Fear save at a -4 to their roll.

Berserk (Ex): A flesh golem has a 1% chance (cumulative) each round that it will succumb to its primal spirit and go berserk in battle, attacking the nearest creature or object first, then moving on to the next. If within 60 feet of the rampaging golem, the creature's master may try to wrest control back through persuasion and force of personality, requiring a DC 29 Charisma check. Once the golem is under control, its chance to go berserk returns to 0% and the process starts over.

Constrict (Ex): With a successful grapple check, flesh golems can deal 2d8+5 constriction damage.

Magic Immunity (Ex): Flesh golems are immune to spells or spell-like effects that allow spell-resistance. Magical cold or fire slows a flesh golem for 2d6 rounds (as the *slow* spell). Magic that uses electricity negates the *slow* effect and heals 1 hit point of damage for every 3 hit points of damage that the spell would normally cause. This process can result in the gaining of temporary hit points for the flesh golem. Because of this effect, flesh golems do not save against electricity. Acid and fire are the only attacks that can permanently destroy a flesh golem.

Regeneration (Ex): Flesh golems regain 1 hit point per hour regardless of whether or not they are resting. If brought below 0 hit points, a flesh golem ceases to heal; instead it falls into a dormant state. If its flesh is repaired, a powerful jolt of electricity or lightning can reawaken it.



Gargoyle Golem

Medium Construct

Hit Dice:	11d10 (61 hp)
Initiative:	+5
Speed:	20 ft. (4 squares), climb 10 ft.
Armor Class:	22 (+1 Dex, +11 natural), touch 11, flat-footed 21
Base Attack/Grapple:	+8/+16
Attack:	Slam +8 melee (2d6+8)
Full Attack:	2 slams +8 melee (2d6+8)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Petrify, pounce
Special Qualities:	Construct traits, damage reduction 10/magic, immunity to falling damage, immunity to magic (see below)
Saves:	Fort +3 Ref +2, Will +3
Abilities:	Str 26, Dex 13, Con —, Int 9, Wis 11, Cha 5
Skills:	Climb +13, Hide +6, Jump +13, Listen +5
Feats:	Improved Initiative, Power Attack
Environment:	Any land and underground
Organization:	Solitary
Challenge Rating:	10
Treasure:	None
Alignment:	Always neutral
Advancement:	11–15 HD (Medium); 16–25 HD (Large)
Level Adjustment:	—

The sound of stone scraping stone heralds the approach of a huge stone figure, its grotesque face fixed on its target, its powerful body an airborne weapon of deadly precision.

Experienced adventurers fear the sound of stone scraping on stone for it often signals the attack of a gargoyle golem. Carved from designs only seen in a madman's nightmare, the massive creatures (6 feet tall, but often over 500 pounds) are created with the express purpose of protecting a specific building or other structure such as a bridge.

Combat

A gargoyle golem often begins combat with a horizontal or vertical pounce. Following that, the creature uses its mighty stone fists to pulverize any opposition.

Magic Immunity (Ex): A gargoyle golem is immune to all spells, spell-like abilities and supernatural effects, except as follows. Soften earth and stone deals 2d8 hit points of damage to it, with no saving throw. An *earthquake* spell targeted directly on the golem slays it instantly with no further effect. A *dispel magic* (DC 16) cast directly on the golem causes the monster to collapse, seemingly

dead, for a number of rounds equal to (dispel check – 10). A *detect magic* cast on the suppressed creature will reveal an aura of power slowly increasing as the golem “recharges.” If the caster's dispel check beats the DC by 10 or more, the golem is destroyed.

Pounce (Ex): In the first round of combat, a gargoyle golem can pounce on any creature within 100 feet, making a single slam attack. Gargoyle golems are immune to falling damage, but if a golem leaps downward (perhaps from the eaves of a cathedral) to attack a foe and its slam attack hits, any falling damage it would have suffered is dealt to its victim. (Thus, a golem that drops 40 feet to pounce on a victim adds 4d6 damage if it hits.) This extra falling damage is divided between the character and her armor, shield, or weapon (in that order).

Petrify (Su): If a gargoyle golem hits a foe with both slam attacks in a single round, the target must make a DC 15 Fortitude or be turned to stone. If the golem petrifies its foe, it attempts a coup de grace against the stone opponent in the next round. If this results in the creature's death, the statue shatters and the foe can be restored to life only with a *true resurrection*, *wish*, or *miracle*.

Glass Golem

Medium Construct

Hit Dice:	7d10 (38 hp)
Initiative:	+3
Speed:	30 ft. (6 squares)
Armor Class:	19 (+2 Dex, +7 natural)
Base Attack/Grapple:	+5/+9
Attack:	Sword +9 melee (2d10+4)
Full Attack:	Sword +9 melee (2d10+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Prismatic burst
Special Qualities:	Construct traits, damage reduction 10/magic, fast healing 2, immunity to magic, vulnerability to bludgeoning attacks
Saves:	Fort +2 Ref +1, Will +2
Abilities:	Str 18 Dex 14, Con —, Int 9, Wis 11, Cha 5
Skills:	Climb +10, Listen +7, Spot +7
Feats:	Improved Initiative
Environment:	Any land and underground
Organization:	Solitary
Challenge Rating:	8
Treasure:	None
Alignment:	Always neutral
Advancement:	8–12 HD (Medium); 13–18 HD (Large)
Level Adjustment:	—





The figure is exquisitely beautiful, made entirely of stained-glass. A soft tinkling, as of wind chimes, accompanies its movement, and sunlight refracts a kaleidoscope through the creature's colored glass form.

These creations (often crafted in the form of knights) guard shrines and churches in the Dread Domains.

Combat

The glass golem hides in stained glass windows until it is ready to strike. When it does attack (usually from surprise), it strikes repeatedly with the razor edges of its glass sword to devastating effect.

Fast Healing (Su): This ability only works when the golem is in direct sunlight or within the radius of a *daylight* or similar spell.

Immunity to Magic (Ex): A glass golem is immune to all spells, spell-like abilities and supernatural effects, except as follows. If a glass golem is successfully targeted with a shatter spell and then struck by subsequent physical attacks, the golem must make a Fortitude save (DC 5 + damage dealt) or be destroyed. This effect's duration is equal to the *shatter* spell's caster level. A *dispel magic* (DC 14) cast directly on the golem causes the monster to collapse, seemingly dead, for a number of rounds equal to (dispel check - 10). A *detect magic* cast on the suppressed creature will reveal an aura of power slowly increasing as the golem "recharges." If the caster's dispel check beats the DC by 10 or more, the golem is destroyed. A *mending* spell instantly restores the golem to full hit points.

Prismatic Burst (Su): A glass golem can unleash this burst of light once every 1d4 rounds. It affects all creatures within 30 feet as if by a *prismatic spray*. (Caster level 7th; save DC (if applicable) 13.

Vulnerability to Bludgeoning Attacks (Ex): Due to their fragile materials, any damage dealt by a bludgeoning weapon that exceeds the glass golem's damage resistance is doubled.

Mechanical Golem

Large Construct

Hit Dice:	14d10 (77 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	21 (-1 size, +12 natural), touch 9, flat-footed 21
Base Attack/Grapple:	+10/+15
Attack:	Weapon (varies) +17/+12 melee (<i>keen</i> greatsword 2d6+7) (see text)

Full Attack:	Weapon (varies) +17/+12 melee (<i>keen</i> greatsword 2d6+7) (see text)
Space/Reach:	5 ft./ 10 ft.
Special Attacks:	Lightning burst, shocking strike,
Special Qualities:	Construct traits, damage reduction 10/magic, immunity to magic (see below)
Saves:	Fort +4 Ref +4, Will +4
Abilities:	Str 20, Dex 10, Con —, Int 9, Wis 11, Cha 1
Skills:	Climb +14, Listen +7, Spot +7
Feats:	Cleave, Combat Reflexes, Power Attack
Environment:	Any land and underground
Organization:	Solitary
Challenge Rating:	11
Treasure:	None
Alignment:	Usually chaotic evil
Advancement:	15–22 HD (Large); 23–35 HD (Huge)
Level Adjustment:	—

A creature made of metal approaches, its body clanking from its metallic "skin" and crackling with jagged flashes of electricity sparking around it. The metal man holds a large sword, its keen blade glistening in the dim light.

The hiss of steam and the crackle of barely controlled electricity announce the presence of this technological nightmare. Generally manlike in shape, these creations always have a bladed melee weapon built into at least one limb. The mechanical golem never looks like it should work, yet somehow it does — and often with deadly efficiency.

Combat

A mechanical golem attacks with whatever weapon has been built into it. The bladed weapon is always *keen*.

Lightning Burst (Ex): Once every 1d4 rounds, a mechanical golem can release a burst of pent-up electricity with a radius of 20 feet. All creatures caught within this aura suffer 3d6 electricity damage, or half damage with a successful DC 17 Reflex save.

Magic Immunity (Ex): A mechanical golem is immune to all spells, spell-like abilities and supernatural effects, except as follows. Rust effects, such as that caused by a *rusting grasp* spell affect the golem normally. A *dispel magic* (DC 14) cast directly on the golem causes the monster to collapse, seemingly dead, for a number of rounds equal to (dispel check - 10). A *detect magic* cast on the suppressed creature will reveal an aura of power slowly increasing as the golem "recharges." If the





caster's dispel check beats the DC by 10 or more, the golem is destroyed.

Shocking Strike (Ex): Any critical hit the golem lands deals an additional 3d6 points of electricity damage. The victim must make a DC 17 Fortitude save or be stunned for 2d4 rounds. Any melee attack against a mechanical golem that would normally result in a critical (even though the golem is immune) also deals this damage to the attacker, as the weapon penetrates to the electrical workings inside the creature.

Mist Golem

Large Construct

Hit Dice:	18d10 (99 hp)
Initiative:	+8
Speed:	20 ft. (4 squares)
Armor Class:	20 (–1 size, +2 Dex, +9 natural), touch 11, flat-footed 18
Base Attack:	+13/+21
Attack:	Slam +21 melee (3d6+8)
Full Attack:	2 slams +21 melee (3d6+8)
Space/Reach:	10 ft./ 10 ft.
Special Attacks:	Infuse essence, mist door, mournful howl, ram, spellshroud
Special Qualities:	Construct traits, damage reduction 10/magic, immunity to magic (see below), Mists subtype, specific focus (see below)
Saves:	Fort +11, Ref +8, Will +11
Abilities:	Str 26, Dex 14, Con —, Int 9, Wis 11, Cha 8
Skills:	Climb +11, Hide +6, Jump +12, Listen +4, Move Silently +6, Spot +4, Survival +4
Feats:	Alertness, Blind-Fight, Improved Initiative, Iron Will, Power Attack
Environment:	Any (Mists)
Organization:	Solitary
Challenge Rating:	14
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	19–23 HD (Huge); 24–30 HD (Gargantuan)
Level Adjustment:	—

A strange figure arises from the Mists — its body seems made from the very fabric of the Mists, yet his face looks somehow familiar. A feral look on its face indicates that it has not come to talk.

Unlike other golems, mist golems arise from the mistakes of spellcasters who, in their haste to build the construct of their desires, fall prey to usually tragic circumstances that send their efforts

awry and produce this construction born of the essence of the Mists. Often resembling the person whose misplaced efforts created it, the mist golem appears as a swirling, humanoid shaped mist or vapor, nearly invisible when moving through the fog. A mist golem may be clearly seen when it so desires.

Though unable to speak, mist golems produce a mournfully chilling howl that resounds as far as a mile from it.

Combat

Mist golems use the Mists or natural fog to their advantage, often surprising their opponents. Targets of a mist golem's attack suffer a –2 initiative penalty when surrounded by foggy conditions.



Pozas'03





Infuse Essence (Su): If a mist golem scores a critical hit on a target, the victim of the attack is infused with the golem's ethereal essence. If the damage inflicted by the physical attack kills the victim, the body dissipates into mist and apparently vanishes into nothingness. In fact, the slain individual or creature has become a mist horror (see listing). The new form of the transformed individual must first be located and captured before any attempts to restore life to the mist golem's victim can succeed.

If the attack does not generate enough damage to kill the target, the victim becomes ethereal for the next 10 rounds. Though unable to act, the ethereal form instead receives any damage meted out to the mist golem. This effect is visible to anyone who can see ethereal or incorporeal creatures. The victim cannot suffer damage from attacks directed against it unless a magical weapon is used. If the victim dies while still in transformed into ethereal mist, the individual becomes a mist horror (as above).

Magic Immunity (Ex): A mist golem is immune to all spells, spell-like abilities and supernatural effects, except as follows. If the golem is injured, any spells cast upon it restore lost hit points at the rate of 1 hit point per two points of "damage." A *dispel magic* has no effect on the mist golem.

Mist Door (Su): A mist golem may use its powers over the Mists to effect an emergency retreat from a battle in which it is faring badly. The golem may take no other action during the round and all attacks made against it have a +2 bonus. On the next round, the golem fades into the Mists, leaving no trace of its presence except for a dense fog bank that takes an hour to dissipate.

Mournful Howl (Su): The howl of the mist golem is so desolate and terrible that anyone within 50 feet of the creature must make a DC 15 Will save or flee in terror.

Ram (Ex): A mist golem's blows can be used against structures with the same effect as a battering ram (see Chapter 3 of the *D&D Dungeon Master's Guide*).

Spellshroud (Sp): At will, the mist golem may envelope itself in a shroud-like mist that extends 15 feet beyond the creature. This cloud may manifest one of ten different spell-like effects. Each effect may be used only once, so the cloud may not be summoned more than 10 times a day. No property of the cloud repeats until all have been used

once. If the golem is surprised, it releases this cloud and one of its effects instinctively (the DM may roll 1d10 to determine which effect is used). Anyone caught within the effect of the spell may attempt to save when appropriate, but all save DCs are at -4. The possible effects are as follows:

d10	Effect
1	<i>cloudkill</i>
2	<i>confusion</i>
3	<i>blindness</i>
4	<i>hold person</i>
5	<i>Tasha's hideous laughter</i>
6	<i>Otto's irresistible dance</i>
7	<i>stinking cloud</i>
8	<i>silence</i>
9	<i>vampiric touch</i>
10	<i>slow</i>

Specific Focus (Ex): The creation of a mist golem results in the appearance of a unique focus object that seems to channel the power of the mist into the golem even as the golem's host body fades away. The focus object is always something within 50 feet of the golem and its creator at the time of the accidental transformation. The object is of great value (not less than 10,000 gold pieces) and weighs no more than 5 pounds. Finally, the focus object must be bathed in moonlight at the time of the mist golem's creation; therefore, mist golems are always created at the height of the moon on a cloudless night.

Anyone who holds the focus item in his hand may command the mist golem to perform five tasks. As long as the individual keeps the focus item on his person, either held in hand or worn as an amulet or secured in a pouch, the mist golem may cause no harm to its "master," obeying instructions to the letter. Usually the first command is carried out precisely as worded; succeeding commands become increasingly warped by the mist golem. After the completion of the fifth task, the focus item vanishes completely, reappearing elsewhere in Ravenloft. The mist golem then becomes consumed by the desire to destroy the former holder of the focus item.

Snow Golem

Large Construct

Hit Dice:	12d10 (66 hp)
Initiative:	+3
Speed:	20 ft. (4 squares)
Armor Class:	19 (-1 size, +3 Dex, +7 natural), touch 12, flat-footed 16
Base Attack:	+9/+13





Attack: Slam +13 melee (2d12+4)
Full Attack: 2 slams +13 melee (2d12+4)
Space/Reach: 10 ft./ 10 ft.
Special Attacks: Conduction, spell-like abilities
Special Qualities: Construct traits, damage reduction 10/magic, immunity to magic (see below), immunity to water and cold based attacks, regeneration, vulnerable to fire and steam
Saves: Fort +8, Ref +4, Will +8
Abilities: Str 19, Dex 16, Con —, Int 9, Wis 10, Cha 6
Skills: Climb +9, Hide +9, Jump +8, Listen +5, Move Silently +9, Spot +4, Survival +5
Feats: Alertness, Blind-Fight, Power Attack
Environment: Arctic lands and mountains (Todstein)
Organization: Solitary
Challenge Rating: 10
Treasure: None
Alignment: Always chaotic evil
Advancement: 13–20 HD (Huge); 20–26 HD Gargantuan
Level Adjustment: —

Magic Immunity (Ex): A snow golem is immune to all spells, spell-like abilities and supernatural effects, except as follows. Fire-based spells damage snow golems but also emit a cloud of steam that extends 20 feet beyond the creature. Any caught in this cloud must make a DC 15 save or receive half the damage meted out to the golem.

Spell-Like Abilities: Snow golems may breathe a *cone of cold* once every 5 rounds (caster level 10).

A gigantic, gleaming white statue of an ornately armored figure strides forward. The figure's helmet bears intricate carvings of a fierce bird of prey. Closer observation reveals that the creature is composed not of white marble but of solid snow.

Created to serve as guardians and protectors in Ravenloft's icier realms, snow golems usually appear in humanoid form, though they may also take the form of other creatures native to the region, such as snow tigers, polar bears and the like. Most often, snow golems appear as armor-clad humanoids. They carry no weapons and use no shield.

Snow golems do not speak, though a haunting sound like the mournful wind surrounds them when they move.

Combat

Snow golems prefer to use their slam attack in melee, but they also occasionally seek to grapple their opponents.

Conduction (Ex): If a snow golem is in contact with another creature when the golem is hit with an electrical attack, the golem takes no damage but instead transfers the damage that would have been done to it to his opponent. If no one is near the golem, it appears to be unaffected. In truth, its body stores up the energy of an electrical blow and dissipates it on the next person to touch it.



POZAS'03



Wax Golem

Medium Construct

- Hit Dice:** 8d10 (44 hp)
- Initiative:** +6
- Speed:** 20 ft. (4 squares)
- Armor Class:** 18 (+2 Dex, +6 natural), touch 12, flat-footed 16
- Base Attack:** +6/+10
- Attack:** Slam +10 melee (2d6+4 plus energy drain)
- Full Attack** 2 slams +10 melee (2d6+4 plus energy drain) or by weapon type +10 melee (damage by weapon type +4) (see below)
- Space/Reach:** 5 ft./ 5 ft.
- Special Attacks:** Memory drain, spell-like abilities
- Special Qualities:** Construct traits, damage reduction 10/magic, immunity to magic (see below), immunity to electricity and cold based attacks, regeneration, vulnerable to fire
- Saves:** Fort +6, Ref +4, Wis +4
- Abilities:** Str 18, Dex 15, Con —, Int 10, Wis 10, Cha 10
- Skills:** Climb +7, Hide +6, Jump +7, Listen +4, Move Silently +5, Spot +3, Survival +3, Swim +7
- Feats:** Improved Initiative, Power Attack
- Environment:** Any
- Organization:** Solitary
- Challenge Rating:** 6
- Treasure:** None
- Alignment:** Always chaotic evil
- Advancement:** 9–12 HD (Large); 13–16 (Huge)
- Level Adjustment:** —

Rising from the table is a creature formed completely of wax; its meticulously carved features seem somehow dangerous and appallingly familiar.

Wax golems are created to resemble a specific person, so that they can serve as spies and infiltrators. Their ability to absorb memories of those they resemble makes them valuable as special agents. They can speak any languages known to their living counterpart.

Combat

Less suited to combat than other golems, wax golems fight when forced to do so. If possible, they use the weapons favored by the person they resemble. Otherwise, they revert to their natural weaponry, their powerful fists.

Memory Drain (Su): From the moment of its creation, the wax golem is aware of its living counterpart. Its first order of business is locating its fleshly double in order to acquire its memories. Every successful blow upon its target causes the victim to make a DC 15 Will save. On a failed save, the victim gains one negative level but suffers no physical damage. In turn, the golem gains all the



LOSTZ.09



memories and abilities associated with the victim's most recently gained level. The wax golem attacks in this manner until it has gained the victim's full levels' worth of memories. The golem uses the memories and abilities it drains to replace the victim in society, where it serves its master's wishes.

If the victim escapes before being drained of all memory, he nonetheless has large gaps in his memory and must make a DC 16 Madness check every week until the golem is destroyed. Otherwise, the victim is left with negative levels equal to his current level. This does not slay him as normal (as described in the Glossary of the *D&D Dungeon Master's Guide*). Instead, the victim remains alive as a comatose shell of his former self. The golem or its creator takes care that the source body does not die after being drained of memory — for, if it does, the golem's animating force is freed and golem melts into a pool of wax.

Magic Immunity (Ex): Wax golems share the same magical immunities as other golems. Magical fire melts their features, revealing them for what they are rather than as the persons they appear to be.

Zombie Golem

Large Construct

Hit Dice:	18d10 (99 hp)
Initiative:	-1 (Dex)
Speed:	20 ft. (4 squares)
Armor Class:	17 (-1 size, -1 Dex, +9 natural)
Base Attack/Grapple:	+12/+16
Attack:	Slam +16 melee (2d8+4)
Full Attack:	2 slams +16 melee (2d8+4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Stench
Special Qualities:	Construct traits, damage reduction 10/magic, immunity to magic (see below), single actions only
Saves:	Fort +6 Ref +5, Will +6
Abilities:	Str 18 Dex 8, Con —, Int —, Wis 11, Cha 1
Environment:	Any land and underground
Organization:	Solitary
Challenge Rating:	12
Treasure:	None
Alignment:	Always neutral
Advancement:	19–24 HD (Large); 25–44 HD (Huge)
Level Adjustment:	—

The horrid thing's body parts are fused together at perverted angles and places with a variety of faces and limbs. It reeks of an odor fouler than the grave.

Only the most blasphemous of intellects could dream of creating a zombie golem. Sewn together from the hacked apart bodies of fallen zombies, this walking obscenity should not be described save in a safe haven during broad daylight. Those adventurers who have seen them claim that no two look alike. Only these creatures' slow movement rate allows any hope of defeating them.

Like the bone golem, Azalin invented these monsters as he studied the planar fabric of his prison.

Combat

A zombie golem attacks with its powerful forelimbs, looking to beat its opponent into submission.

Magic Immunity (Ex): A zombie golem is immune to all spells, spell-like abilities and supernatural effects, except as follows. A *dispel magic* (DC 16) cast directly on the golem causes the monster to collapse, seemingly dead, for a number of rounds equal to (dispel check - 10). A *detect magic* cast on the suppressed creature will reveal an aura of power slowly increasing as the golem "recharges." If the caster's dispel check beats the DC by 10 or more, the golem is destroyed. A *true resurrection* spell slays the creature instantly while *animate dead* restores it to full hit points.

Stench (Ex): The foul necromantic odor that exudes from the golem causes all who come within 30 feet to make a Fortitude save (DC 19) or suffer a -2 circumstance penalty on all attack rolls, saving throws and skill checks for 1d6+4 minutes. Anyone who succeeds at the save is immune to that zombie golem's stench for one day.

Standard Actions Only (Ex): Zombie golems have poor reflexes and can only perform standard actions. Thus, they can move or attack, but not both unless they charge their target.



Grave Ooze

Large Ooze

Hit Dice:	6d10+27 (60 hp)
Initiative:	-5
Speed:	10 ft. (2 squares), burrow 5 ft.
Armor Class:	4 (-1 size, -5 Dex) touch 4, flat-footed 4
Base Attack/Grapple:	+4/+10
Attack:	Slam +5 melee (2d4+3 plus 1d4 acid)
Full Attack:	Slam +5 melee (2d4+3 plus 1d4 acid)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Acid, engulf, improved grab, poison
Special Qualities:	Blindsight, immunity to necromantic effects and piercing damage, ooze traits
Saves:	Fort +4, Ref -3, Will -3
Abilities:	Str 15, Dex 1, Con 15, Int —, Wis 1, Cha 1
Skills:	—
Feats:	—
Environment:	Any land and underground (graves)
Organization:	Solitary
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always neutral
Advancement:	7-9 HD (Large); 10-18 HD (Huge)
Level Adjustment:	—

An oily mass of rotting flesh mixed with broken bones crawls across the floor of the crypt, absorbing everything it touches in its implacable progress.



The grave ooze is not an undead abomination as its appearance might suggest. While its oily surface bubbles with rotting flesh and broken bones protrude from its membranes, this horror is all too alive. This amorphous mass of flesh roils and seeps through loose earth to feed on the flesh of the dead — and occasionally the living. Although nonintelligent, the grave ooze is naturally drawn to places of death, carnage or mass burials by the scent of abundant rotting flesh beneath the surface. Burrowing its way through the earth, the ooze consumes the flesh of the dead and buried, growing in size until there is nothing left to consume. Few grave robbers have encountered a grave ooze and survived to tell the tale. Breaking into a mausoleum or unearthing a casket only to find a voracious inhabitant spells certain doom for the unwary.

Combat

Grave oozes remain hidden beneath the surface, preferring dead flesh to that of the living. If disturbed, however, a grave ooze will attack any creature it encounters. It seeks to engulf its opponent, crushing it and allowing its poisons to take effect. Once the victim is subdued, the ooze consumes its victim over time, adding the new flesh to its mass.

Acid (Ex): The ooze's entire body is a giant digestive organ. As such, every pore secretes digestive acids and every melee hit deals acid damage. Grave ooze acid dissolves only organic material. Items made of metal or stone interred in the graves upon which the ooze feeds are left intact.

Blindsight (Ex): An ooze's entire body is a sensory organ. It needs no light to see its prey. A grave ooze can smell rotting flesh through the earth for miles, and can detect heat and motion within 60 feet.

Engulf (Ex): A grave ooze can engulf a Medium or smaller creature with a successful grapple check, either flowing over the victim's body or dragging the victim down into its grave. A grave ooze deals automatic acid damage to engulfed victims each round. Engulfed victims are considered trapped and are exposed to the grave ooze's poison. Attacks that hit an engulfing grave ooze deal half their damage to the monster and half to the trapped victim.

Improved Grab (Ex): To use this ability, the grave ooze must hit with its slam attack. If it hits, it can attempt to grapple without incurring an attack of opportunity.

Poison (Ex): Contact, Fortitude DC 15, initial and secondary damage 1d4 Str and 1d4 Con. The save DC is Constitution-based.

Gremishka

Tiny Magical Beast

Hit Dice:	1d10 (5 hp)
Initiative:	+10
Speed:	50 ft. (10 squares), climb 30 ft.
Armor Class:	18 (+2 size, +6 Dexterity), touch 18, flat-footed 12
Base Attack/Grapple:	+1/-10
Attack:	Claw +8 melee (1d2-3)
Full Attack:	2 claws +8 melee (1d2-3) and bite +3 melee (1d3-3)
Space/Reach:	2-1/2 ft./ 0 ft.
Special Attacks:	Swarm
Special Qualities:	Darkvision 60 ft., low-light vision
Saves:	Fort +2, Ref +8, Will -1
Abilities:	Str 5, Dex 23, Con 10, Int 13, Wis 9, Cha 7
Skills:	Hide +18, Listen +4, Move Silently +8, Sleight of Hand +12, Spot +4, Tumble +10
Feats:	Dodge, Improved Initiative, Weapon Finesse ^B
Environment:	Any land
Organization:	Swarm (20-40)
Challenge Rating:	1/3
Treasure:	Double standard
Alignment:	Usually chaotic evil
Advancement:	2-3 HD (Small)
Level Adjustment:	—

An odd-looking creature resembling a cat or perhaps a monkey skitters across the cavern floor. It turns its head, revealing snakelike eyes, before it vanishes into a long crevice in the wall of the cave.

Gremshins are known in folktales throughout the land as mischievous little creatures that like to sabotage things and pull pranks on people. The gremishkas are twice as bad and twice as deadly. From a distance, gremishkas have been mistaken for alley cats, monkeys and rats. Seen up close, their bodies seem to combine traits of all three. They have slitted, reptilian eyes, and their needle-toothed mouths appear slightly too large for their faces. Gremishka fur can grow in any pattern.

Gremishkas abhor bright light, living in dark or underground places like caves, basements, or city sewers. Gremishka derive petty pleasure from others' suffering, pulling violent and sometimes lethal practical jokes. They are perfect thieves, with their hoarded treasure a collection of shiny baubles ranging from random junk to true valuables.



Gremishkas are surprisingly intelligent and speak their own language. It is not unusual for them to understand several human languages as well, though they cannot speak them.

Combat

Gremishkas are always found in large numbers. They like to wait in dark places and ambush their prey, and have been known to construct traps from found materials. They flee from superior opponents. When they do fight, gremishkas use their claws and teeth to rip into their opponents. They are unusually quick and nimble, which makes them difficult to hit.

Improved Grab (Ex): To use this ability, a gremishka must hit with both claw attacks. If it gets a hold, it latches onto its foe and automatically deals bite damage each round the hold is maintained. The target is not considered grappled, but must include the gremishka's weight (4 lb.) in its encumbrance. If another character attacks a gremishkas while it is latched onto a victim, any excess damage beyond the gremishka's hit points is applied to the victim.

Swarm (Ex): These creatures attack targets in droves. They attempt to pile on as many as they physically can atop one person. Up to 20 gremishkas can attack (and latch onto) a Medium target in a single round. Double this maximum for each size category larger than Medium, and halve it for each size category smaller. For every four gremishkas latched onto a target, add +1 to the total damage inflicted by their bite attacks.

Skitterish (Ex): A gremishka must make a DC 15 Fear save if suddenly exposed to bright light, such as that created by a *daylight* spell.



Grim

Medium Magical Beast

Hit Dice:	4d10+16 (38 hp)
Initiative:	+10
Speed:	60 ft. (dog) (12 squares); 10 ft. (2 squares), fly 90 ft. (average) (owl)
Armor Class:	18 (+6 Dex, +2 natural)
Base Attack/Grapple:	+4/+6
Attack:	Bite +7 melee (2d6+3) (dog) or claws +6 melee (1d4+2) (owl)
Full Attack:	Bite +7 melee (2d6+3) (dog) or bite +4 melee (1d6+2) plus claws +6 melee (1d4+2) (owl)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Frightful presence, turning
Special Qualities:	Circle of protection against evil, detect corruption, damage reduction 15/magic, spell resistance 16, immunity to necromantic effects, intangible essence
Saves:	Fort +4, Ref +4, Will +3
Abilities:	Str 14, Dex 22, Con 18, Int 12, Wis 14, Cha 16
Skills:	Listen +12, Sense Motive +14, Spot +15
Feats:	Extra Turning, Improved Initiative, Multiattack
Environment:	Any land
Organization:	Solitary
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral good
Advancement:	5–8 HD (Medium), 9–15 HD (Large)
Level Adjustment:	—

A horned owl with sleek black feathers perches atop the wayside shrine, its unblinking eyes regarding all who approach.

A grim is a guardian creature bound to a particular spot and charged with protecting it from all evil creatures. A grim never abandons its assigned area, even if the site becomes dilapidated and desolate. A grim attacks any evil creature that enters its territory and fights to the death.

Grim appear in one of two different forms: a great black dog or a black horned owl. The grim determines each sunset which form it will take and it must retain that form until the following sunrise. A grim fades away at dawn and waits until sunset to choose its new form for the night.

Nobles and powerful clerics with the desire to guard sacred tombs or other highly precious areas most frequently call upon grim. Grim serve only those of good

alignment. They have no need to eat or sleep. The grim exists only to fulfill its mission of ceaseless vigilance.

Combat

A grim tirelessly stands guard waiting for evil to arrive, immediately taking action against any evil trespassing its boundaries. Unless noted otherwise, grim retain the same statistics in either dog or owl form.

Detect Corruption (Su): Grim continuously detect the presence of evil undead and outsiders within a 60 foot radius. A grim has a 20% chance per failed power check of detecting evil in other creatures; rather than truly detecting evil, it detects spiritual corruption.

Frightful Presence (Ex): At first detection of evil within its territory, the grim lets out a ghostly howl (or screech) that can strike fear into the heart of evil beings. An evil creature within 30 feet of a howling grim must make a successful DC 15 Fear save. An evil opponent who succeeds at the saving throw is immune to the grim's frightful presence for one day. A grim can howl at will as a standard action.

Immunities (Su): A grim is immune to all necromantic effects.

Intangible Essence (Ex): During daylight hours a grim fades from existence, becoming invisible and intangible. Grim rematerialize the following sunset with any damage suffered the night before completely healed.

Magic Circle against Evil (Su): This ability duplicates continuously the effects of the spell (caster level 12th). The grim cannot suppress this ability.

Turning (Su): Grim can turn and destroy evil undead and outsiders as a 9th-level cleric.

Skills: Grim receive a +4 racial bonus on Sense Motive and Spot checks.





Grim Reaper (Death Spirit)

Medium Outsider (Incorporeal, Mists)

Hit Dice:	5d8 (22 hp)
Initiative:	+2
Speed:	Fly 30 ft. (perfect) (6 squares)
Armor Class:	20 (+2 Dex, +8 deflection)
Base Attack/Grapple:	+5/+7
Attack:	+2 scythe +9 melee (2d4+5 nonlethal and destruction (blade) or 1d6+5 nonlethal and feign death (pole))
Full Attack:	+2 scythe +9 melee (2d4+5 nonlethal and destruction (blade) or 1d6+5 nonlethal and feign death (pole))
Space/Reach:	5 ft./ 5 ft.
Special Attacks:	Destruction, feign death, gaze of fear
Special Qualities:	Damage reduction 5/bludgeoning, immunity to cold, mind-affecting and necromantic effects, invisibility, incorporeal subtype, Mists subtype, resistance to electricity 10 and fire 10
Saves:	Fort +4, Ref +6, Will +6
Abilities:	Str 14, Dex 15, Con 10, Int 14, Wis 14, Cha 18.
Skills:	Hide +12, Knowledge (the afterlife) +17, Listen +13, Search +13, Sense Motive +12, Spot +14, Spellcraft +11
Feats:	Weapon Focus (scythe), Weapon Specialization (scythe)
Environment:	Any
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	5–10 HD (Medium)
Level Adjustment:	—

The black-robed figure moves forward, scythe held in its skeletal hand. Its hood drops back to reveal the face of a skeleton as it raises its scythe over the dying man's body.

Grim reapers are spirits found only in Ravenloft that are drawn to creatures slipping toward death. Some scholars believe these entities come from the Negative Energy Plane, while others believe they serve a power closer to home. Grim reapers are normally invisible to the living, but when seen, a grim reaper appears as a bleached humanoid skeleton,

shrouded in tattered black robes and a hood. A grim reaper always wields a wicked scythe in its hands. Despite appearances, they are not undead.

Whenever a character in Ravenloft is dying, there is a chance that a grim reaper will appear to collect its soul. This chance is equal to 5% plus a cumulative 5% for each prior brush with death that character has had. A "brush with death" includes being reduced to –8 hit points or less or dying and then being restored to life.

These enigmatic beings have never been known to speak to the living, though they may communicate with the caster of a *speak with dead* spell.

Combat

A grim reaper appears in the world to collect a specific soul and engages in combat only if prevented from obtaining its prize. A grim reaper alternates each round between attacking with its scythe and using its gaze attack. A grim reaper can choose to attack with either the scythe's blade or its pole and usually alternates between the two. A reaper's scythe deals only nonlethal damage — the wounds it deals are spiritual, not physical. Both blade and pole inflict a secondary type of damage (explained below).

A grim reaper cannot affect a creature warded by the spell *death ward*. If healing magic of any kind is used on the target character, the reaper will depart, fading back into oblivion. If a grim reaper is slain, the target creature it came to collect immediately stabilizes and is healed for 10% of its maximum hit points.

Destruction (Su):

Any living creature hit by the blade of a reaper's scythe must succeed at a DC 16 Fortitude save or be instantly slain. Those who can see the real creatures can actually see a slain victim's life force





drawn out of its body and into the reaper's scythe. Creatures slain by a reaper can only be restored to life through a *true resurrection* or *miracle*. In any encounter, the grim reaper's ultimate goal is to drive the blade of its scythe into its target's heart.

Feign Death (Su): Any creature struck by the pole end of a reaper's scythe must make a DC 16 Will save or instantly fall into a deathlike trance. Although applicable spells can reveal that the creature is still alive, to all nonmagic examination the creature appears dead. This effect has a duration of 5 minutes.

Gaze of Fear (Su): The eyeless gaze of a grim reaper is enough to send any hero fleeing. This is similar to a gaze attack, except that the reaper must take a standard action, and those merely looking at it are not affected. A foe targeted by the reaper's gaze must make a DC 16 Fear save.

Invisibility (Ex): Grim reapers can be seen only by the dying and those able to see ethereal or invisible beings. They remain invisible even after attacking.

Hag, Spectral

A spectral hag arises when a hag dies during an evil ceremony. This undead monstrosity retains many of the powers she had as a living hag and gains additional powers as a spectre.

Spectral hags appear as translucent images of their once-living forms, with withered faces, stringy, unkempt hair, pockmarked flesh covered in warts and hairy moles and bad, blackened teeth.

Though usually solitary, spectral hags who were part of a covey often remain in contact with their old covey members. If all died in the same evil ceremony, they sometimes form an undead covey

and combine their powers as they did when living. If a spectral hag slays her former covey members, her victims become spectral hags under her control.

Spectral hags speak Common and one or two additional domain or racial languages.

Combat

Hating everything that lives, spectral hags exist with one purpose in mind: to destroy anyone they encounter.

Some special attacks and qualities listed in each creature's statistics are described under "Creating a Spectral Hag," below.





	Spectral Annis Large Undead Monstrous Humanoid (Incorporeal)	Spectral Green Hag Medium Undead Monstrous Humanoid (Incorporeal)	Spectral Sea Hag Medium Monstrous Humanoid (Aquatic, Incorporeal)
Hit Dice:	7d12 (45 hp)	9d12 (58 hp)	3d12 (19 hp)
Initiative:	+1	+1	+1
Speed:	40 ft. (8 squares), fly 40 ft. (perfect)	30 ft. (6 squares), fly 40 ft. (perfect), swim 30 ft.	30 ft. (6 squares), fly 40 ft. (perfect), swim 40 ft.
Armor Class:	12 (-1 size, +1 Dex, +2 deflection), touch 12, flat-footed 12	13 (+1 Dex, +2 deflection) touch 13, flat-footed 12	13 (+1 Dex, +2 deflection), touch 13, flat-footed 12
Base Attack/Grapple:	+7/+18	+9/+13	+3/+7
Attack:	Incorporeal touch +14 melee (1d6+7 plus chilling touch)	Incorporeal touch +13 melee (1d6+4 plus chilling touch)	Incorporeal touch +7 melee (1d6+7)
Full Attack:	Incorporeal touch +14 melee (1d6+7 plus chilling touch)	Incorporeal touch +13 melee (1d6+4 plus chilling touch)	Incorporeal touch +7 melee (1d6+7)
Space/Reach:	10 ft./ 10 ft.	5 ft./ 5 ft.	5 ft./ 5 ft.
Special Attacks:	Chilling touch, create annis, create spectre, spell-like abilities, summon specters	Chilling touch, create green hag, create spectre, mimicry, spell-like abilities, summon specters	Chilling touch, create sea hag, create spectre, evil eye, horrific appearance, summon spectres
Special Qualities:	Damage reduction 10/magic, darkvision 60 ft., spell resistance 19, sunlight powerlessness, undead traits	Damage reduction 10/magic, darkvision 90 ft., spell resistance 18, sunlight powerlessness, undead traits	Damage reduction 10/magic, spell resistance 14, sunlight powerlessness, undead traits
Saves:	Fort +6, Ref +6, Will +6	Fort +6, Ref +7, Will +7	Fort +2, Ref +4, Will +4
Abilities:	Str 25, Dex 12, Con —, Int 13, Wis 13, Cha 10	Str 19, Dex 12, Con —, Int 13, Wis 13, Cha 14	Str 19, Dex 12, Con 12, Int 10, Wis 13, Cha 14
Skills:	Bluff +8, Diplomacy +2, Disguise +0 (+2 acting), Hide +13, Intimidate +10, Listen +18, Move Silently +8, Spot +18	Concentration +7, Craft or Knowledge (any one) +7, Hide +17, Intimidate +8, Listen +19, Move Silently +8, Spot +19, Swim +12	Craft or Knowledge (any one) +3, Hide +12, Intimidate +8, Listen +14, Move Silently +8, Spot +14, Swim +12
Feats:	Alertness, Blind Fight, Great Fortitude	Alertness, Blind-Fight, Combat Casting, Great Fortitude	Alertness, Toughness
Environment:	Cold marshes	Temperate marshes	Temperate aquatic
Organization:	Solitary or covey (3 spectral hags of any kind — as well as any spectres created by the hags)	Solitary or covey (3 spectral hags of any kind — as well as any spectres created by the hags)	Solitary or covey (3 spectral hags of any kind — as well as any spectres created by the hags)
Challenge Rating:	8	7	6
Treasure:	None	None	None
Alignment:	Usually chaotic evil	Usually chaotic evil	Usually chaotic evil
Advancement:	—	—	—
Level Adjustment:	—	—	—

Spectral Annis

The hideous, translucent figure approaches, her weathered, wrinkled face transfixed in an expression of perpetual malevolence as she reaches out her clawed hand.

The spectral annis enjoys targeting innocent, beautiful young human women as both the victims

of her physical attacks and the helpless subjects of a ceremony (described below) that creates another living annis.

Combat

In combat, a spectral annis uses her incorporeal touch to weaken her victims, hoping to create spectres for her personal entourage.





Create Hag (Annis) (Su): By means of a special ceremony held on the night of the new moon, a spectral annis may transform a captive human female into a living annis under her command.

Spell-Like Abilities: 3/day — *disguise self*, *fog cloud*. Caster level 8th.

Spectral Green Hag

This transparent figure looks like a hideous old woman, her hair a matted tangle, her skin the consistency of rotten bark. Her face gleams maliciously as she approaches.

The spectral green hag usually selects young elven women as the victims of her version of the ceremony that creates a living green hag.

Combat

The spectral green hag attempts to attack by surprise, using her spell-like abilities to distract her victims.

Create Hag (Green Hag) (Su): By means of a special ceremony held in the light of the full moon, a spectral green hag may transform a captive female elf into a living green hag under her command.

Mimicry (Ex): A spectral green hag can mimic the sound of almost any animal she has heard before. She uses this ability to lure victims to her.

Spell-Like Abilities: At will — *dancing lights*, *disguise self*, *ghost sound* (DC 12), *invisibility*, *pass without trace*, *tongues*, *water breathing*. Caster level 9th. The save DC is Charisma-based.

Spectral Sea Hag

The ghostly figure of an old woman rises from the water, her hair looking like rotten seaweed. She lunges forward, feral eyes gleaming with unsated hunger.

The spectral sea hag menaces travelers through the swamplands of Ravenloft as well as along the desolate shores of lakes and coastlines. They prefer to remain in the water except when attacking.

Combat

Spectral sea hags are not subtle opponents, tending toward direct assaults rather than distractions or entrapments.

Create Hag (Sea Hag) (Su): By means of a special ceremony held when the moon is in eclipse, a spectral sea hag may transform a captive female halfling, gnome or dwarf into a living sea hag under her command.

Evil Eye (Su): Three times per day, a sea hag can cast its gaze upon a creature within 10 feet. The victim must succeed on a DC 13 Will save or be dazed for three days. (*Remove curse* or *dispel evil* can negate this effect sooner.) The victim must also succeed on a DC 13 Fortitude save or die of fright. Those who die in this manner do not rise as spectres. Creatures immune to fear are not affected. The save DCs are Charisma based.

Horrific Appearance (Su): Anyone other than another hag who sees the sea hag must succeed on a DC 13 Fortitude save or take 2d6 points of Strength damage. This damage cannot reduce a victim's Strength below 0 but anyone whose Strength reaches 0 is helpless. A creature so affected or one who saves against the attack cannot be affected again by the same hag's appearance for 24 hours. The save DC is Charisma based.

Creating a Spectral Hag

"Spectral Hag" is an acquired template that can be added to any hag. The creature, hereafter referred to as the base creature must have perished during the performance of or participation in an evil ceremony.

A spectral hag uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to undead. Do not recalculate the creature's base attack bonus, saves or skill points. It gains the incorporeal subtype. Size is unchanged.

Hit Dice: All current and future Hit Dice become d12.

Movement: All spectral hags have a fly speed of 40 feet, with perfect maneuverability in addition to that of the base creature.

Armor Class: A spectral hag loses its natural armor but gains a deflection bonus equal to its Charisma modifier or +2, whichever is higher.

Attack: Instead of the base creature's physical attacks, a spectral hag gains an incorporeal touch attack that includes the hag's original Strength bonus. This attack may be used on ethereal as well as nonethereal creatures.

Full Attack: Instead of the base creature's physical attacks, a spectral hag gains an incorporeal touch attack that includes the hag's original Strength bonus. This attack may be used on ethereal as well as nonethereal creatures.

Damage: A spectral hag uses the base creature's damage values for its melee attacks.



Special Attacks: A spectral hag retains all the special attacks of the base creature except for any special melee attacks (such as improved grab or rake) plus the additional special attacks listed below:

Chilling Touch (Su): The touch of a spectral hag bestows 2 negative levels on its victim unless the target makes a DC 15 Fortitude save to negate the attack. (The target still takes any physical damage even if he makes his Fortitude save to avoid gaining negative levels.)

Create Hag (Su): By means of a special ceremony at a certain phase of the moon, a spectral hag may transform a creature of the appropriate humanoid race into a living hag of the same type as the spectral hag.

Create Spectre (Su): Anyone who dies from a spectral hag's chilling touch attack will, if brought to 0 levels, become a spectre (see the *Monster Manual*) under the spectral hag's control.

Summon Spectres (Su): Spectres created by the spectral hag accompany their master in her travels and do her bidding. She may summon them to assist her in fighting her enemies.

Special Qualities: A spectral hag has all the special qualities of the base creature as well as the ones described below:

Sensitivity to Daylight (Su): Exposure to daylight negates a spectral hag's special powers but does not actually cause them physical harm.

Abilities: Same as the base creature, except that the spectral hag has no Constitution score.

Skills: Spectral hags gain a +8 racial bonus on Hide, Intimidate, Listen, Move Silently and Spot. Otherwise, same as base creature.

Feats: As base creature.

Environment: Any, often as base creature.

Organization: Solitary or covey (3 spectral hags of any kind — as well as any spectres created by the hags).

Challenge Rating: Same as the base creature +2.

Treasure: None.

Alignment: Usually chaotic evil.

Advancement: —

Level Adjustment: —

Head Hunter

Tiny Aberration

Hit Dice:	1d8 (4 hp) [host body 1d10 HD (5 hp)]
Initiative:	+2
Speed:	20 ft. (4 squares), climb 10 ft.
Armor Class:	14 (+2 size, +2 Dex) or 12 (+2 Dex, Medium host body)
Base Attack/Grapple:	+1/−7
Attack:	Bite +4 melee (1d6−2 plus poison) or slam +0 melee (1d3) (host body)
Full Attack:	Bite +4 melee (1d6−2 plus poison) or slam +0 melee (1d3) (host body)
Space/Reach:	2-1/2 ft./ 2-1/2 ft. or 5 ft./ 5 ft. (host body)
Special Attacks:	Poison, razor web
Special Qualities:	Host body, immune to poison or webbing, tremorsense, vulnerability to fire
Saves:	Fort +0, Ref +2 [+0], Will +3
Abilities:	Str 6 [10], Dex 15 [10], Con 10, Int 10, Wis 12, Cha 13
Skills:	Bluff +5, Disguise +6, Hide +11 [+2], Listen +7, Move Silently +9 [+4], Spot +2
Feats:	Weapon Finesse

Environment:	Any land and underground
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral evil
Advancement:	—
Level Adjustment:	—

The oversized spider lurches forward, revealing a human head where its body should be. A cacophony of gibberish cascades from its gaping mouth.

The head hunter is a twisted mockery of life, resembling an unusually large spider with a human head for a body. The twisted face leers up at its foes, often gibbering at them in various tongues. The mere sight of a head hunter crawling across the floor is cause enough to require a DC 13 Horror save. A common belief holds that these loathsome creatures were created by the drow — or some more sinister underground race — to infiltrate surface communities.

Head hunters speak Elven, Drow and several domain languages. They may also have their own language, though it is indecipherable to human ears.





Combat

A head hunter feeds upon the headless corpses of its prey. It is cunning enough to make plans, develop schemes and carefully coerce its victims. A head hunter usually either sets a trap or tries to insinuate itself into a local community.

A head hunter usually spins a web and calls for help in the local tongue. As its would-be rescuers come running, they fall prey to its web. If preying on a community, it presents itself as a sickly, starving individual to account for the wasted appearance of its body. It attempts to evoke people's compassion to lure them away from safety.

Fire Vulnerability (Ex): Head hunters and their webs take double damage from fire. Fire spreads rapidly to inflict its damage to every square in a web.

Host Body (Ex): If a victim dies in a head hunter's web, the head hunter uses that victim's body as sustenance. First, the head hunter carefully separates the head of the victim from his neck, if it is still attached. The creature plants its own body in the empty stump, thereby becoming the "head" of the old corpse. Its crablike legs reach into the body cavity. This process takes a full minute to complete. Once inserted into a corpse, a head hunter can feed on its internal organs for ten days. At the end of this time, all it leaves behind from its host is a husk of skin, like a cast-aside wine-pouch.

While the head hunter is implanted in a body between Small and Large size, it can control its host like a puppet. The statistics in brackets above indicate the head hunter's statistics while implanted in a host body. All attacks damage the host body unless the attacker specifically targets the "head" itself. The creature falls if the host body is destroyed, seemingly dead. If unattended, it will later crawl out of its destroyed host and try to enter a new host body before it can be destroyed. Entering a new host body restores a head hunter to full hit points.

Head hunters are not limited to humanoid forms when seeking prey. They have been known to implant themselves into the carcasses of dogs, large birds, or even horses. The sight of a head hunter mounted upon a quadruped is cause for a DC 13 Horror save.

Immunity to Webs (Ex): They may also climb on any sort of webbing without impediment. Head hunters can climb on their own webbing without harm.

Poison (Ex): Three times per day, a head hunter can spit a 15 foot long stream of venom, hitting a foe with a successful ranged touch attack. Contact, Fortitude DC 13, initial and secondary damage 2d4 Constitution. The save DC is Constitution-based.

Razor Web (Ex): A head hunter can spin a web as a full-round action, filling one 5 foot by 5 foot by 5 foot area per minute. A head hunter can fill two such squares per day. Unlike the sticky and fragile webs of normal spider, the strands in a head hunter's web are extremely strong and razor sharp. A creature must make a DC 20 Spot check to notice the fine strands. The web makes an attack roll (+10 melee, 2d6 damage) for each web-filled 5 foot square a creature passes through. If the web lands a critical hit, it has severed an extremity. On a roll of 1-9, the creature loses a limb (determined randomly); it suffers nonlethal damage equal to the normal damage inflicted and begins to bleed as though struck by a weapon of wounding. On a roll of 10, the creature has been decapitated, as though struck by a vorpal weapon. If creatures attempt to clear a path through the webbing, each square is Armor Class 8 and has 10 hit points.

Tremorsense (Ex): Head hunters can automatically sense the location of anything with 60 feet that is in contact with the ground or their webbing. However, they have extremely poor vision and are considered blinded to any creatures beyond 20 feet that evade their tremorsense.

Skills: Head hunters have a +5 racial bonus on Bluff, Disguise, Hide, Listen and Move Silently.





Hearth Fiend

Small Elemental (Fire, Mists)

Hit Dice:	2d8 (9 hp)
Initiative:	+5
Speed:	50 ft. (10 squares)
Armor Class:	15 (+1 size, +1 Dex, +3 natural)
Base Attack/Grapple:	+1/-3
Attack:	Fire bolt +3 ranged (1d6 plus ignite flammables) or slam (1d4 plus 1d4 fire)
Full Attack:	Fire bolt +3 ranged (1d6 plus ignite flammables) or slam (1d4 plus 1d4 fire)
Space/Reach:	5 ft./ 5 ft.
Special Attacks:	Burn, fire charm
Special Qualities:	Damage reduction 10/magic, elemental traits, fire subtype, immunity to electricity, Mists subtype, vulnerable to water
Saves:	Fort +0, Ref +4, Will +0
Abilities:	Str 10, Dex 16, Con 10, Int 7, Wis 12, Cha 16
Skills:	Listen +6, Spot +6
Feats:	Blind Fight ^B , Improved Initiative
Environment:	Any land and underground (open fire)
Organization:	Solitary
Challenge Rating:	2
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	3–5 HD (Medium); 6–9 HD (Large); 10–18 HD (Huge)
Level Adjustment:	—

The campfire's flame flickers but refuses to die. Within its depths, a twisted, sneering face manifests.

A hearth fiend is a minor fire elemental attracted to the dark magic of Ravenloft. Every time a fire-based spell is cast in the Land of Mists, there is a 1% chance per spell level that a hearth fiend crosses over into Ravenloft, immediately taking up residence in the nearest open fire. Once the creature crosses over, it is then tainted by planar fabric of the Realm of Dread.

The flame a hearth fiend inhabits cannot be extinguished until the creature is slain or driven out. Hearth fiends are normally invisible, though they can be detected with spells such as *see invisibility* and can reveal themselves at will. When seen, a hearth fiend appears only as a malevolent face in the flames. It lives only to spread pain and chaos.

Hearth fiends speak Ignan and can communicate with any creature that has a language.

Combat

Hearth fiends attempt to lure people into committing evil acts with whispered promises. If this fails

or if it feels threatened, it strikes out with bolts of fire to cause as much destruction as possible. A hearth fiend can transfer itself from one open flame to another within 5 feet as a standard action.

Burn (Su): Hearth fiends shoot bolts of fire, up to 10 feet per HD, when they feel threatened or a servant defies their will. Those hit must make a successful DC 14 Reflex save or catch on fire (see Chapter 8 of the *D&D Dungeon Master's Guide*). The flames burn for 1d4 rounds.

Fire Charm (Su): A hearth fiend can whisper to any individual that comes near its flame. These whispers are so subtle that the creature must make a DC 15 Listen check to separate them from the crackling of the fire. An individual who detects the whispers must make a DC 14 Will save or be charmed by the fiend, as the *charm person* spell (caster level 8th). The hearth fiend gradually tries to turn the charmed one to evil with lies and promises of power. If the target succeeds at the saving throw, the fiend continues its promises (such as "I will keep you warm" or "I will burn your foes") until the target succumbs or leaves the area. All it requests in return are small sacrifices, usually involving escalating acts of arson so the fiend can transfer itself to larger flames, preferably those fueled by living flesh. A hearth fiend can charm only one creature at a time and often waits patiently for a weak-willed victim, such as a young child.

Water Vulnerability (Ex): Magically created water can douse a hearth fiend's flames, inflicting 1d4 hit points of damage per gallon.





Hebi-no-onna (Snake Woman)

Medium Monstrous Humanoid

Hit Dice:	14d8+42 (105 hp)
Initiative:	+6
Speed:	30 ft. (6 squares)
Armor Class:	12 (+2 Dex)
Base Attack/Grapple:	+14/+14
Attack:	Bite +14 melee (snakes) (1d3 and poison) or bite +9 melee (1d2 and poison)
Full Attack:	2 bites +14 melee (snakes) (1d3 and poison) or bite +9 melee (1d2 and poison)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Hypnotic gaze, poison, spells
Special Qualities:	Immunity to gaze attacks, immunity to poison, snake control
Saves:	Fort +7, Reflex +11, Will +10,
Abilities:	Str 10, Dex 15, Con 16, Int 19, Wis 12, Cha 16
Skills:	Appraise +12, Bluff +11, Concentration +13, Craft (alchemy) +10, Diplomacy +11, Disguise +10, Knowledge (arcana) +10, Sense Motive +10, Spellcraft +11
Feats:	Combat Casting, Dodge ^B , Improved Initiative ^B , Mobility, Scribe Scroll ^B , Spell Focus (Enchantment), Spell Penetration, Two-Weapon Fighting ^B
Environment:	Anyland (Rokushima Tāiyoo and Sri Raji)
Organization:	Solitary or pair (mother and daughter)
Challenge Rating:	16
Treasure:	Standard items; double art objects
Alignment:	Always lawful evil
Advancement:	—
Level Adjustment:	—

The lovely young woman walks across the garden, her kimono concealing her hands. Behind her, a pair of tiny snakes slither silently in the grass.

Hebi-no-onna, also called snake women, are powerful enchanters who control serpents of all sorts. They have the bodies of beautiful women with writhing, snakelike arms. They have the exotic complexion and features common to Eastern cultures, such as those in Rokushima Tāiyoo and Sri Raji. Hebi-no-onna often wear finely made kimonos to hide their snake arms within the voluminous sleeves.

Snake women often surround themselves with secretive snake-worshipping cults. The cultists commit foul crimes to serve the selfish whims of their revered mistress. Those who discover the cult's activities are either forced to join or are killed. Some sages believe that

hebi-no-onna may represent a strange offshoot of the yuan-ti, but this has never been proven.

Hebi-no-onna make their lairs in vast underground complexes, old ruins or stylish walled residences. All hebi-no-onna are vain and avaricious. They collect fine artwork, beautiful jewelry and high quality gemstones. Snake women refuse to accept anything but the most luxurious and comfortable décor in their private chambers. Mirrors are always scattered about the hebi-no-onna's lair as a tribute to her vanity.

No male hebi-no-onna exist. To produce offspring, they must mate with a human, elf or half-elf partner. The prospective mate often resists her charms, forcing the hebi-no-onna to capture him and break his spirit. Once his work is done, the mate is sacrificed in a grand ritual attended by all the cult members. The offspring of this union is always a hebi-no-onna. Hebi-no-onna speak several domain languages (often Rajian and/or Rokuma) and all reptilian tongues, including Draconic.

Combat

A hebi-no-onna makes sure her foes must fight past her guards while she casts spells or uses her gaze attack from inside a *lesser globe of invulnerability*. If she believes she is in real danger, she attempts to use spells such as *greater teleport* to save herself. However, unless she is seriously wounded, a snake woman is usually too proud to flee.

Hypnotic Gaze (Su): This is similar to a gaze attack, except that the hebi-no-onna must take a standard action, and those merely looking at her are not affected. Anyone the snake woman targets must





succeed at a DC 20 Will save or be hypnotized, as the spell *hypnotism* (caster level 14th). When a snake woman uses this attack, her eyes change to the yellow, slitted eyes of a reptile.

Immunities (Su): Hebi-no-onna are immune to all poisons. They are also immune to the gaze attacks of any reptilian creature (including other snake women).

Poison (Ex): A hebi-no-onna's arms can resemble any species of snake. Both snakes can bite each round. Bite, Fortitude DC 15, initial and secondary damage 1d6 Constitution.

The bite of a hebi-no-onna's human mouth injects its own terrible poison. The Vistani call this toxin *daigatu* (nightmare wine). Bite, Fortitude DC 20, initial and secondary damage vivid and horrifying hallucinations for 1d10+2 rounds. Characters caught in the grip of these nightmares are considered stunned for the duration. They howl in terror and thrash, tormented by their deepest fears. A snake woman can inject *daigatu* three times a day.

Hebi-no-onna offspring reach maturity at about age 12. Until then, a snake daughter's bite deals

only 1d2-1 hit points of damage. Those bitten must succeed at a DC 13 Fortitude save or suffer nausea (as the *stinking cloud* spell) for 2d4 rounds.

Spells: A hebi-no-onna casts spells as a 14th-level wizard specializing in the Enchantment school. Their preferred spells include *charm monster*, *charm person*, *confusion*, *dominate monster*, *dominate person*, *feeblemind*, *geas*, *globe of invulnerability*, *hold monster*, *hold person*, *minor globe of invulnerability*, *ray of enfeeblement*, *suggestion* and *greater teleport*. Saves against a snake woman's spells have a DC of 14 + spell level. Unless a spell's material component carries a cost in gp, a snake woman does not need to use material components when casting spells.

Snake Control (Su): All snakes automatically heed the commands of a snake woman. A hebi-no-onna cannot summon these allies (as a vampire could), but any snake that can hear the hebi-no-onna's commands will obey her without question, even fighting to the death if she demands it. A hebi-no-onna's lair often contains 20-40 snakes, many of them poisonous vipers.

Hounds, Dread

	Mastiff Medium Animal	Phantom Hound Medium Undead	Carcass Hound Medium Undead
Hit Dice:	2d8+4 (13 hp)	2d12 (13 hp)	1d12+3 (9 hp)
Initiative:	+2	+2	+1
Speed:	40 ft. (8 squares)	40 ft. (8 squares)	30 ft. (6 squares)
Armor Class:	16 (+2 Dex, +4 natural), touch 14, flat-footed 12	16 (+2 Dex, +4 natural), touch 14, flat-footed 12	13 (+1 Dex, +2 natural), touch 12, flat-footed 11
Base Attack/Grapple:	+1	+0	+0
Attack:	Bite +3 melee (1d6+3)	Bite +3 melee (1d6+3)	Bite +1 melee (1d6+1)
Full Attack:	Bite +3 melee (1d6+3)	Bite +3 melee (1d6+3)	Bite +1 melee (1d6+1)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	—	Bay, poison	Disease
Special Qualities:	Scent	Undead traits, immunity to nonmagic weapons	Undead traits
Saves:	Fort +5, Ref +5, Will +1	Fort +5, Ref +5, Will +1	Fort +0, Ref +1, Will +2
Abilities:	Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6	Str 15, Dex 15, Con —, Int 2, Wis 12, Cha 9	Str 12, Dex 12, Con —, Int —, Wis 10, Cha 7
Skills:	Listen +5, Spot +5, Swim +5, Survival +1*	Listen +5, Spot +5	Listen +5, Spot +5
Feats:	Toughness	—	—
Environment:	Any land	Any land	Any land
Organization:	Solitary or pack (2-5)	Solitary or pack (2-5)	Solitary or pack (2-5)
Challenge Rating:	1	2	1
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	—	3-4 HD (Medium)	—
Level Adjustment:	—	—	—



Mastiff

A large, heavy-jowled dog sits alongside the driver of the cart, his massive head turning from side to side as if keeping watch along the road.

This massive breed of dog is a common sight in many domains, where they are used to hunt large game or guard property. Many Vistani caravans protect themselves with a loyal mastiff. The Mordentish are particularly fond of dogs, and they are often seen in taverns and other gathering places. In less enlightened regions, mastiffs are often used in a cruel form of entertainment. These hounds are starved and forced to fight captured animals, such as wolves, bears — or even the occasional human. A pedigreed mastiff can cost as much as 150 gp (CL 1+).

Combat

If trained as an attack dog, a mastiff can make trip attacks just as wolves do (see the *Monster Manual*).

Skills: Mastiffs receive a +4 racial bonus on Survival checks when tracking by scent.

Phantom Hound

The black dog emerges from within the low-lying fog, its green eyes glowing. Luminescent foam surrounds its jaws and a low growl comes from its throat.

Phantom hounds are the restless spirits of loyal dogs who failed in their duty to their master. They appear as large, sleek, black furred dogs with glowing green eyes. Phantom hounds are always found guarding the holdings of their former master, even if that master is dead and gone. They go about their daily routine as if they were still alive.

Combat

These hounds are guardians and will not leave their territory unless they are chasing someone who has stolen their master's property. If that occurs, they will follow that person, attacking whenever possible, until they recover the item or are de-

stroyed. Occasionally, a pack of these creatures will be encountered. The pack leader is always the strongest hound and the pack works together.

Bay (Su): A phantom hound can howl as a standard action. Its howl causes all creatures within earshot to make a DC 10 Fear save or become panicked for 2d4 rounds. When the phantom hounds bay in a pack all bay together, their howls blending together, the DC increases to 13 and the duration increases to 4d4 rounds.

Poison (Ex): The foam dripping from a phantom hound's massive jaws carries a debilitating poison. Bite, Fortitude DC 16, initial damage 1d3 Str, secondary damage none. The save DC is Constitution-based.

Carcass Hound

The doglike mockery approaches, rotting flesh dropping from its decaying body as it slinks along on its belly.

Carcass hounds are zombielike, mindless animated corpses. They are able to follow simple commands but have no ability to reason. These hounds leave bits of rotting flesh behind them as they move and are easy to locate due to their fetid odor.

Combat

These hounds are normally placed in packs as guardians or early warning mechanisms. They attack the nearest foe until they are destroyed.

Disease (Ex): Nerve rot — bite, Fortitude save DC 13, incubation period 1d3 hours; damage 1d3 Int and 1d3 Con. The save DC is Constitution-based.



Human, Vistani

The following example uses a 1st-level Vistani expert.

Medium Humanoid (Human)

Hit Dice:	1d6 (3 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	13 (+3 studded leather), touch 10, flat-footed 13
Base Attack/Grapple:	+0/+0
Attack:	Dagger +0 melee (1d4) or light cross bow +0 ranged (1d8)
Full Attack:	Dagger +0 melee (1d4) or light cross bow +0 ranged (1d8)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Evil eye
Saves:	Fort +0, Ref +0, Will +4
Abilities:	Str 10, Dex 10, Con 11, Int 11, Wis 15, Cha 12
Skills:	Bluff +5, Diplomacy +5, Listen +6, Sense Motive +8, Spot +6, Survival +8, plus 4 ranks in either Craft, Perform (any), or Profession
Feats:	Skill Focus (any Craft, Perform, or Profession) ^B , Voice of Wrath
Environment:	Any land
Organization:	Gang (3–6) or caravan (20–40 plus 30% noncombatants plus 4 3rd-level caravan guards, 1 5th-level captain, and 1 7th-level <i>raunie</i>)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	By character class
Level Adjustment:	+3 (cohort)

The young man wears a brightly colored vest over a white shirt with flowing sleeves. His dark brown hair falls in unruly tangles over his face, partly obscuring dark, flashing eyes. His brilliant smile projects friendliness, yet his stance betrays a wary alertness.

Vistani are human gypsies that have wandered the breadth of Ravenloft since the dawn of time. Ever on the move in their wagon caravans, they are reticent and unfathomable folk.

Vistani stand out among the humans of most lands, with dark olive-tan skin, black hair, and dark brown to green eyes. Most favor loose-fitting, colorful garb.

Giorgios (non-Vistani) are repulsed and seduced in equal measure by the Vistani. The gypsies are feared for their prescience, curses, and ability to navigate the Mists. Yet, these same traits, along



with the masterful crafts and entertainments produced by some tribes, frequently spur *giorgios* to seek out Vistani caravans.

Vistani remain neutral in most conflicts, especially when the local darklord is involved. They act only when a confluence of fate and fortune dictates that they must.

Most Vistani encountered in *giorgio* settlements are experts (see Chapter 2 of the *D&D Dungeon Master's Guide*).

Vistani speak Patterna, and most also know several domain languages.

Combat

Vistani are not warriors by nature, but defend themselves viciously if attacked. Often, caravan guards attempt to capture opponents so that they might be properly punished or cursed by the *raunie*.

Evil Eye (Ex): The evil eye is treated as a gaze attack, save that the Vistani must take a standard action to employ it, and those merely looking at the Vistani are unaffected. The evil eye has one of the following effects, chosen by the Vistani. All Will saves against these



effects are against a DC of 10 + 1/2 Vistana's Hit Dice + Vistana's Charisma modifier if the Vistana is male, or 12 + 1/2 Vistana's Hit Dice + Vistana's Charisma modifier if the Vistana is female.

Paralyzation: The target must make a Will save. Those who fail are paralyzed for 1d4+1 rounds. Targets who fail their save by more than four are paralyzed for 2 rounds, then go into convulsions that last for 3 rounds. These convulsions cause 1d8 hit points of damage each round. After the convulsions stop, the target must make a DC 15 Fortitude save. Success means the target falls unconscious, though this state more closely resembles sleep; the target can be awakened easily. Failure means the target dies immediately.

Fear: The target must make a Will save. Failure means the target is treated as though under the effects of a *fear* spell. The effect lasts for 1d4+1 rounds.

Domination: The target must make a Will save. Failure means the target is treated as though under the effects of a *dominate person* spell. The effect lasts for 1d4+1 rounds.

Suggestion: The target must make a Will save. Failure means that the target is treated as though under the effects of a *suggestion* spell. The effect lasts one day, or until the suggested task is completed.

Skills: Vistani receive a +2 racial bonus on Sense Motive and Survival checks.

Vistani Characters

A Vistana's favored class depends on her tribe (see below). Regardless of tribe, *raunie* are often diviners or enchanters, while captains have at least a few fighter or ranger levels. Vistani clerics revere no deities, but have access to the domains of Healing, Protection, and Travel.

Canjar: Wizard
 Corvara: Rogue
 Equaar: Ranger
 Kamii: Rogue
 Naiat: Bard
 Vatraska: Cleric
 Zarovan: Sorcerer

Imp, Assassin

Tiny Outsider (Evil, Lawful)

Hit Dice:	3d8 (13 hp)
Initiative:	+3
Speed:	20 ft. (4 squares), fly 50 ft. (perfect)
Armor Class:	18 (+2 size, +3 Dex, +3 natural)
Base Attack/Grapple:	+3/-5
Attack:	Sting +8 melee (1d8 plus poison)
Full Attack:	Sting +8 melee (1d8 plus poison)
Space/Reach:	2-1/2 ft./ 0 ft.
Special Attacks:	Poison, spell-like abilities
Special Qualities:	Damage reduction 5/magic, darkvision 60 ft., immunity to poison, regeneration 1, resistance to energy (fire) 20, spell resistance 10
Saves:	Fort +3, Ref +6, Will +4
Abilities:	Str 10, Dex 17, Con 10, Int 12, Wis 12, Cha 10
Skills:	Hide +18, Listen +11, Move Silently +8, Search +7, Spellcraft +7, Spot +7
Feats:	Flyby Attack, Weapon Finesse
Environment:	Any land or underground
Organization:	Solitary
Challenge Rating:	4
Treasure:	None
Alignment:	Always lawful evil
Advancement:	4-6 HD (Tiny)
Level Adjustment:	—

The tiny creature is humanoid in shape with charcoal skin. A pair of leathery bat wings protrude from its back, while its head sports four shiny, black curved horns. Its tail has a wicked barb at the tip.

These imps appear as tiny devilish-looking humanoids standing 1 foot tall and weighing about 5 pounds.

Rumors speak of spellcasters who can summon unusually powerful creatures to serve as their familiar. If true, the assassin imp is one of the creatures that may answer this summons. The assassin imp will ruthlessly protect his master, killing anyone he perceives as a threat without seeking permission from his master. This often means that the master's





loved ones are slaughtered in an effort to “protect” him. Often the actions of the imp can bring unwanted attention to his master.

Combat

Assassin imps prefer to kill their victims by carefully arranging “accidents” that kill through ironic means, such as boiling a castle’s cook in his own soup cauldron. They are cowardly creatures, and use every advantage and dirty trick they can to overcome a foe. When pressed, they commonly use their poison stingers as their main combat tactic, preferring to attack on a flyby while invisible.

Poison (Ex): Sting — Fortitude DC 13, initial damage 1d4 Str, secondary damage 2d4 Str. A victim reduced to 0 Strength or below appears dead to all forms of examination short of magic. Assassin imps delight in watching their victims buried alive.

Regeneration (Ex): Assassin imps take normal damage from acid, holy and blessed weapons.

Spelllike Abilities: At will — *detect magic*, *find traps* and *invisibility* (self only); 3/day — *knock* and *inflict light wounds*; 1/day — *command*. (Caster level 6th; save DC 10 + spell level).

Impersonator

Small Aberration (Shapechanger)

Hit Dice:	5d8 (22 hp)
Initiative:	+1
Speed:	10 ft. (2 squares)
Armor Class:	12 (+1 size, +1 Dex), touch 11, flat-footed 11
Base Attack/Grapple:	+3/+3
Attack:	Slam +5 (1d4)
Full Attack:	Slam +5 (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Paralysis, blood drain
Special Qualities:	Immunity to paralysis, sleep, stunning, polymorphing and critical hits, replication
Saves:	Fort +4, Ref +5, Will +5
Abilities:	Str 10, Dex 12, Con 11, Int 4, Wis 12, Cha 10
Skills:	Disguise +10*, Listen +4, Spot +4
Feats:	Skill Focus (Disguise)
Environment:	Temperate and warm marsh and underground
Organization:	Solitary
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	6–8 HD (Medium); 9–10 HD (Large)
Level Adjustment:	—

A pool of what looks like dried blood lies in the center of the floor. A trail of footprints leads up to it.

Impersonators are amorphous creatures that sustain themselves through feeding off the blood of their victims. They typically inhabit dark, wet areas, leaving these areas only to seek out food.

In their natural form, impersonators appear as thick, ooze-like pools. Their coloring is that of dried

blood. Impersonators can change their form and coloring to match that of previous victims, which allows them to approach new targets more easily.

Impersonators are able to understand simple concepts in the languages known to their previous victims, but they are unable to speak any language themselves.

Combat

An impersonator assumes a form of similar type to its prey to allow it to approach. It waits for a moment when it can make an attack discretely,





such as when the prey is alone or asleep. The impersonator then assumes its natural form and attacks.

Blood Drain (Ex): An impersonator can envelop a paralyzed victim and siphon its blood. The blood drain causes 1d4 points of Constitution damage per round. The process is painless, and a sleeping victim can be drained completely without waking. Once the impersonator has drained the creature to a lifeless husk, it moves on to its next victim.

Paralysis (Ex): In its natural form, an impersonator can paralyze opponents with its touch. A target hit by an impersonator's slam attack must make a DC 16 Fortitude save or be paralyzed. The paralysis lasts for as long as the impersonator re-

mains in physical contact with the victim and for 1d4 rounds thereafter.

Replication (Ex): An impersonator can mold its body into the shape of any Small or Medium creature whose blood it has tasted. The impersonator uses the victim's own blood for this, and can maintain a given form for a total of 1 hour per Constitution point that the victim lost from blood drain. The impersonator gains no abilities from its impersonated form, and it can only deal 1d4 hit points of damage with its impersonated weapons. Impersonators can change forms as a standard action. An impersonator will typically have 3d4 forms available at a time. When using replication, the impersonator gains a +10 circumstance bonus on Disguise checks.

Jack Frost

Small Fey (Cold)

Hit Dice:	3d6 (10 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), fly 60 ft. (perfect)
Armor Class:	15 (+1 size, +4 Dex in humanoid form), touch 15, flat-footed 11
Base Attack/Grapple:	+1/+1
Attack:	Touch +2 melee (1d6 cold) or bite +2 melee (1d3 plus frostbite)
Full Attack:	Touch +2 melee (1d6 cold) or bite +2 melee (1d3 plus frostbite)
Space/Reach:	5 ft./ 5 ft. (humanoid form); 10 ft./ 0 ft. (alternate forms)
Special Attacks:	Freezing vapor, frostbite, sparkling snow
Special Qualities:	Alternate form, cold subtype
Saves:	Fort +1, Ref +7, Will +5
Abilities:	Str 11, Dex 18, Con 10, Int 7, Wis 14, Cha 16
Skills:	Bluff +6, Escape Artist +8, Hide +12, Listen +7, Move Silently +8, Spot +7
Feats:	Dodge
Environment:	Mountains and cold lands
Organization:	Flurry (10–30)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	4–6 HD (Small)
Level Adjustment:	—

The graceful creatures approach, their pale blue skin and silvery hair sparkling in the crisp mountain air. They speak in a language both tauntingly familiar and utterly alien.

These spiteful ice spirits inhabit arctic lands and mountain tops. They take cruel pleasure in tormenting helpless creatures and draw energy from their victim's body heat. Jack frosts travel in groups called flurries. Even though they are known by a masculine name, they can appear to be either male or female.

Jack frosts have three forms and can change between them at will. In their humanoid form, they are delicate, beautiful creatures. In their second form, they appear as a flurry of beautiful, perfectly formed snowflakes. Their third form, a cloud of freezing vapor 10 feet in diameter, allows them their most deadly attack.

Combat

Jack frosts often begin combat in one of their alternate forms, hoping to hypnotize or weaken their foes. After the first round, jack frosts normally shift to humanoid form and continue with their bite and chilling touch.

Alternate Form (Su): As a standard action, a jack frost can take the form of a vapor of freezing white vapor or a flurry of dancing, sparkling snowflakes. A jack frost can remain in either form indefinitely. A jack frost in either form has a space/reach of 10 feet by 0 feet and can fly at a speed of 60 feet (perfect maneuverability, but can't run). This effect is otherwise identical to the *gaseous form* spell.

Freezing Vapor (Su): A jack frost in freezing vapor form (see below) can sweep through squares occupied by a foe as a move action. Any creature the jack frost passes through suffers 3d6 points of cold damage, allowing a DC 14 Reflex save for half



damage. A foe can be harmed by only one jack frost's freezing vapor attack per round. Creatures killed by this attack are frozen solid.

Frostbite (Su): A creature bitten by a jack frost must succeed at a DC 15 Fortitude save or suffer from frostbite. A frostbitten foe suffers 1d6 points of additional nonlethal damage and is considered fatigued



until the nonlethal damage is removed. This is a cold-based effect.

Sparkling Snow (Su): The swirling patterns of a jack frost's snow flurry form (see below) are so beautiful that they can hypnotize onlookers. This is a gaze attack: *hypnotic pattern*, 30 feet, Will save DC 14.

POZAS'03

Jolly Roger

Medium Undead

Hit Dice:	5d12+3 (35 hp)
Initiative:	-1 (Dex)
Speed:	20 ft., (4 squares) swim 30 ft.
Armor Class:	11 (-1 Dex, +2 natural), touch 9, flat-footed 12
Base Attack/Grapple:	+2/+3
Attack:	Touch +3 melee (1d6 or cackle)
Full Attack:	Touch +3 melee (1d6 or cackle)
Space/Reach:	5 ft./ 5 ft.
Special Attacks:	Cackling touch, create spawn, grinning gaze,
Special Qualities:	Damage reduction 5/magic, fire resistance 20, immunity to water and cold-based spells, undead traits
Saves:	Fort +1, Ref+0, Will +4
Abilities:	Str 13, Dex 8, Con —, Int 10, Wis 10, Cha 14
Skills:	Balance +7, Climb +6, Listen +2, Profession (sailor) +5, Spot +2, Survival +6, Use Rope +7
Feats:	Improved Unarmed Strike, Toughness
Environment:	Aquatic (any sea)
Organization:	Solitary
Challenge Rating:	6
Treasure:	Double standard
Alignment:	Always chaotic evil
Advancement:	6-9 HD (Medium)
Level Adjustment:	—

At the helm stands a bloated corpselike figure with a permanent rictus across his face, as if something had eaten away the lips and cheek. A hoarse chuckling sound escapes its lipless mouth as the ship surges forward.





A jolly roger is the restless corpse of a pirate or ship's captain that died at sea. Jolly rogers resemble simple zombies, with bloated, waterlogged bodies, and wear tattered remnants of their pirate finery. Fish have gnawed away their lips and cheeks, leaving the unnaturally wide grin that gives them their name. Their toothy grins are made all the more hideous by their ceaseless, gurgling chuckling.

A jolly roger typically leads a zombie crew aboard a ghostly vessel, which they use to raid anchored ships and coastal communities. These ships are far from seaworthy, kept afloat by the their captains' will. If a jolly roger is destroyed, its ship sinks beneath the waves in 2d4 minutes.

Jolly rogers can communicate telepathically with the zombies they create. They do not communicate with the living.

Combat

The jolly roger has only two interrelated forms of attack. Even though a jolly roger may wear the

weapons of a swashbuckler, it does not use them. Instead, it uses its maddening chuckle to immobilize foes, then moves in to slay them with its touch.

Cackling Touch (Su): A living foe hit by a jolly roger's touch attack must make a DC 14 Fortitude save or be affected as if by *Tasha's hideous laughter* (caster level 7th), except that the victim suffers 1d4 points Constitution per round of laughter, and the effect lasts until dispelled or the victim dies. If the foe's Fortitude save is successful, the creature's chilling touch only deals 1d6 hit points of damage.

Create Spawn (Su): Humanoids slain by a jolly roger's cackling touch rise as waterlogged zombies in 24 hours unless the body is *blessed* and given a traditional burial at sea.

Grinning Gaze (Sp): The jolly roger's hideous grin and rasping, nerve-grating chuckle causes anyone within 30 feet to make a DC 14 Will save or be affected as if by *Tasha's hideous laughter* (caster level 7th.) This is a gaze attack, except that foes must also be able to hear the jolly roger's chuckling to be affected.

Kizoku

Medium Monstrous Humanoid

Hit Dice:	10d8+10 (50 hp)
Initiative:	+7
Speed:	30 ft. (6 squares), fly 90 ft. (good)
Armor Class:	17 (+3 Dex, +2 natural, +2 leather armor)
Base Attack/Grapple:	+7/+11
Attack:	Unarmed strike +11 melee (1d3+4 lethal or nonlethal) or katana +11 melee (1d10+4/19–20) or mighty longbow +10 ranged (1d8+3/x3)
Full Attack:	Unarmed strike +11 melee (1d3+4 lethal or nonlethal) or katana +11/+6 melee (1d10+4/19–20) or mighty longbow +10/+5 ranged (1d8+3/x3)
Space/Reach:	5 ft./ 5 ft.
Special Attacks:	Euphoria, spell-like abilities, willow heart
Special Qualities:	Damage reduction 10/magic, kizoku weakness, low-light vision, regeneration 1, spell resistance 13\
Saves:	Fort +4, Ref +10, Will +11
Abilities:	Str 18, Dex 16, Con 12, Int 16, Wis 14, Cha 20
Skills:	Bluff +10, Diplomacy +11, Disguise +8, Gather Information +10, Listen +6, Move Silently +8, Perform (sing) +13, Ride +9, Sense Motive +10, Spot +6
Feats:	Alertness ^B , Dodge ^B , Exotic Weapon Proficiency ^B (katana), Improved Initiative, Improved Unarmed Strike, Iron Will

Environment:	Any land (Rokushima Táiyoou)
Organization:	Solitary
Challenge Rating:	7
Treasure:	Double standard; 50% art objects
Alignment:	Always lawful evil
Advancement:	11–20 HD (Medium) (see text)
Level Adjustment:	—

The handsome young man wears elegant robes; his long black hair is arranged in a noble's knot, while his eyes project confidence and authority. A small black mole shaped like a crescent moon sits upon his left cheekbone.

Kizoku appear as irresistibly handsome human men, typically with the complexion and features found in oriental cultures such as Rokushima Táiyoou. All kizoku are marked by a small, black mole in the shape of a crescent moon, usually found on the face or hand. Kizoku appear to be noble, confident and trustworthy. They dress impeccably and charm everyone they meet.

Kizoku gain power through a cycle of seduction and betrayal. They court beautiful women, manipulating them into betraying and murdering their lovers or husbands. Urban predators, they choose their victims carefully, courting them in secret and tempting them with fine gifts, songs and loving words for as long as necessary to corrupt their innocent prey. Once the terrible deed is done,



the kizoku brings his chosen one to a grove of willow trees near his lair (usually within a garden at his luxurious estate) and passionately kisses her. This draws forth her life energy and transforms her into a weeping willow.

When a kizoku consumes a woman's life energy, he gains the ability to speak any languages she knew. Thus, Kizoku often speak half a dozen languages or more.

Combat

Although kizoku often carry the weapons of the most respected noble classes (the traditional weapons of the samurai), they prefer to avoid combat altogether. They flee before resorting to violence. If combat becomes inevitable, they utilize their spell-like abilities to facilitate escape.

Euphoria (Su):

If a kizoku spends at least one week courting the object of his desire and makes a successful Bluff (seduction) check, the woman must succeed at a DC 20 Will save or succumb to a euphoric, intoxicating sort of love. The woman gains a +2 morale bonus on all attack rolls, ability checks and skill checks when in the kizoku's presence. This changes to a -2 morale penalty when the kizoku is absent, as she lapses into depression and boredom. A euphoric victim is considered charmed (as *charm person* cast by a 10th-level sorcerer), offering the kizoku her trust and adoration without question. Euphoria lasts until the kizoku is destroyed or the effect is dispelled with a *break enchantment* spell.

Spell-Like Abilities: At will — fly; 1/day — alter self, calm emotions, charm person, color spray,

command, confusion, crushing despair, daze, detect scrying, dimension door, disguise self, displacement, enthrall, gaseous form, hold person, hypnotism, invisibility, mind fog, mislead, rage, slow, suggestion. These abilities are as if cast by a 10th-level sorcerer (save DC 15 + spell level).

Regeneration (Su): Kizoku do not suffer normal damage from any attack forms. A kizoku can be permanently destroyed only through a specific process. A foe who truly loved one of the kizoku's victims must find her willow among the grove by making a DC 20 Wisdom check. If that foe wields a weapon crafted from the heartwood of his beloved's tree, it deals normal damage to the kizoku. If that foe strikes the fatal blow, the kizoku is permanently slain and the souls it has stolen return to their owners in the grove.

Willow Heart

(Su): After courting a euphoric victim for at least a month and leading her to commit a major betrayal or murder, a kizoku offers his energy-draining kiss. Unless the victim succeeds at a DC 20 Will save, her life energy is drawn into the kizoku, and her body is transformed into a weeping willow tree (as *polymorph any object* cast by a 10th-level sorcerer). Innocents (see "Powers Checks" in the *Ravenloft Player's Handbook*) are immune to this death effect. If the kizoku still lives, a victim restored to human form merely becomes inert flesh and can be restored only with a *miracle*, *wish* or *true resurrection* spell. If the kizoku has been destroyed, the victim is restored as normal. A victim whose tree was used to craft the killing weapon can be restored only with the above spells, even if the kizoku is dead. The kizoku adds 1 Hit Die for every 4 levels it drains from a victim; this is the only way it can advance.





Lebenttod

Lebenttod are a dangerous form of undead first created by the necromancer Meredoth. Although these undead are commonly thought to be rare and contained to the islands of the Nocturnal Sea, their ability to mimic the living makes an accurate estimate of their true numbers impossible. In its true form, a lebenttod resembles a jaundiced and desiccated zombie.

Perhaps the most social of all the undead, lebenttod continue in their daily patterns as if still alive. Craftsman still craft, farmers still farm, and children lebenttod even play like normal children. Lebenttod abandon this social structure immediately, however, if called by their master. All lebenttod serve a master — a powerful wizard or necromancer — perhaps the actual darklord of the realm. If a lebenttod's master is slain, the undead servant looks for a new master. It seems that lebenttod exist to be henchmen.

Lebenttod speak any languages they knew in life.

Sample Lebenttod

The dignified gentleman proffers a greeting, bowing low and doffing his hat. Then, as if responding to a command, he grasps his head in his hands — and removes it, hurling it high in the air!

This example uses a 2nd-level human commoner as the base creature.

Lebenttod, 2nd-Level Human Commoner Medium Undead (Augmented Humanoid)

Hit Dice:	2d12 (13 hp)
Initiative:	—1
Speed:	30 ft. (6 squares)
Armor Class:	13 (—1 Dex, +2 natural, +2 leather armor), touch 9, flat-footed 14
Base Attack/Grapple:	+1/+2
Attack:	Claw +2 melee (1d4+1) or sickle +2 melee (1d6+1)
Attacks:	2 claws +2 melee (1d4+1) and bite —3 melee (1d3+1) or sickle +2 melee (1d6+1)
Space/Reach:	5 ft./ 5 ft.
Special Attacks:	Create spawn
Special Qualities:	Damage reduction 10/magic, detachable limbs, <i>disguise self</i> , undead traits
Saves:	Fort +0, Ref —1, Will +2
Abilities:	Str 13, Dex 9, Con —, Int 8, Wis 10, Cha 10
Skills:	Bluff +6, Disguise +8, Profession (farmer) +5, Sense Motive +4

Feats:	Iron Will ^B , Skill Focus (Disguise)
Environment:	Any land (Graben Island)
Organization:	Solitary, pair, family (5–8), or community (40–60)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	As character class
Level Adjustment:	—

Combat

Lebenttod only fight when commanded to do so. They use the weapon or weapons they used in life or their natural weaponry.

Creating a Lebenttod

“Lebenttod” is an acquired template that can be added to any humanoid creature (referred to hereafter as the “base creature”). It uses all the base creature's statistics and special abilities except as noted here.

Size and Type: The creature's type changes to “undead.” Do not recalculate the creature's base attack bonus, saves or skill points. Size is unchanged.

Hit Dice: Increase to d12.

Speed: Same as the base creature.

Armor Class: The base creature's natural armor improves by +2.

Attack: A lebenttod retains all the attacks of the base creature and also gains two claw attacks and a bite attack if it didn't already have them.

Full Attack: A lebenttod retains all the attacks of the base creature and also gains two claw attacks and a bite attack if it didn't already have them.

Damage: Lebenttod have claw and bite attacks. If the base creature does not have these attack forms, use the damage values in the table below. Creatures with natural attacks retain their old damage ratings or use the values below, whichever is better.

Size	Claw Damage	Bite Damage
Fine	—	—
Diminutive	1	—
Tiny	1d2	1
Small	1d3	1d2
Medium	1d4	1d3
Large	1d6	1d4
Huge	2d4	1d6
Gargantuan	2d6	1d8
Colossal	2d8	2d6



Special Attacks: A lebentod retains all the special attacks of the base creature and also gains that listed below.

Create Spawn (Su): Lebentod create more of their kind by breathing into the mouth of a dying humanoid (one below 0 hit points) as it draws its last breath. This requires a full-round action and provokes attacks of opportunity. The body must then be isolated for 72 hours. If the body is left completely undisturbed, the creature rises as a lebentod. If the body is disturbed in any way but left largely intact, it rises as a ghost. Ghosts retain none of the abilities they had in life. The spawn is under the command of the lebentod's master and remains enslaved until its master's death.

Special Qualities: A lebentod retains all the special qualities of the base creature and those listed below, and also gains the undead type.

Aging (Ex): Lebentod are not truly immortal, like liches and vampires, but their existence can stretch into centuries. A lebentod multiplies the base creature's lifespan by ten.

Detachable Limbs (Ex): A lebentod can detach or reattach any of its extremities as a standard action without harm. The sight of a lebentod removing its head or using its arm as a club provokes a DC 15 Horror save in all but the most callous individuals. A lebentod can still sense and control its extremities while they are detached. A lebentod master is said to have shipped his minions to a rival's home piece by piece, where they assembled themselves and attacked at his command.

Disguise Self (Sp): Twice per day, a lebentod can use this ability (as the spell cast by a 12th-level sorcerer) to make itself appear as it did on the day it died. The lebentod can maintain this illusion indefinitely as a free action, but it is immediately dispelled if the lebentod suffers damage from any magical or supernatural source.

Saves: Same as the base creature.

Abilities: Modify from the base creature as follows: Str +2, Dex -2, Int -2. As undead creatures, lebentod have no Constitution score.

Skills: Lebentod receive a +5 racial bonus on Bluff and Disguise checks. Otherwise same as the base creature.

Feats: Lebentod receive the Iron Will feat, assuming the base creature doesn't already have it.

Environment: Any land (Graben Island).

Organization: Solitary, pair, family (5-8), or community (40-60).

Challenge Rating: Same as the base creature +1.

Treasure: Standard.

Alignment: Always neutral evil.

Advancement: By character class.

Level Adjustment: —

Lebentod Characters

Lebentod are always neutral evil, which causes characters of certain classes to lose their class abilities, as noted in the *D&D Player's Handbook*. In addition, certain classes suffer additional penalties.

Clerics: Clerics lose the ability to turn undead but gain the ability to rebuke undead. This ability does not affect the lebentod's master or any of that master's other lebentod.





Leech, Witchbane

Fine Vermin	
Hit Dice:	1/8d8 (1 hp)
Initiative:	-2
Speed:	1 ft., (1/5 square), climb 1/2 ft., swim 2 ft.
Armor Class:	16 (+8 size, -2 Dex), touch 8, flat-footed 16
Base Attack/Grapple:	+0/-16
Attack:	Bite +0 melee (attach)
Full Attack:	Bite +0 melee (attach)
Space/Reach:	1/2 ft./ 0 ft.
Special Attacks:	Magical interference
Saves:	Fort -2, Ref -2, Will -4
Abilities:	Str 1, Dex 6, Con 6, Int 1, Wis 2, Cha 1
Skills:	Hide +14
Environment:	Any marsh
Organization:	None
Challenge Rating:	1/4
Treasure:	None
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

The purple slug-like creature clings to the mage's leg, refusing to release its grip despite repeated attempts to remove it.

Witchbane leeches are insidious pests that feed on the blood of living creatures and disrupt the flow of magical energies while doing so. They attach themselves to creatures in marshy areas, streams and rivers, working their way inside clothing and armor.

A witchbane leech can feed on any living creature that has a circulatory system, but instinct draws it to magical creatures and those with spell-like or supernatural abilities. As it feeds, the leech hinders the host creature's ability to use and recharge its magical energies.

The effects of some curses and supernatural diseases can be relieved, though not removed, by the application of witchbane leeches. Some folk, such as the inquisitors of Tepest, actually seek out and collect these parasites, hoping to use them to render supernatural foes helpless.

Combat

Witchbane leeches do not attack their hosts so much as infest them. A suitable host draws 1d10

attacks for each hour spent traveling through an infested area. If a leech hits with its bite, it attaches itself to its host, often hidden beneath layers of clothing or armor. Leeches secrete an anesthetic slime, so their host seldom notices the bite, and these parasites do not drain enough blood to cause any lasting harm. Their presence, therefore, is often first noticed when the host attempts to use magic.

Magical Interference (Su): For each leech a creature carries, the host's arcane spell failure chance is increased by 5%. Creatures that do not normally face the risk of arcane spell failure (including divine spellcasters) become subject to it when casting spells or using supernatural or spell-like abilities. Furthermore, while infested with witchbane leeches, creatures cannot recover the use of spells or supernatural or spell-like abilities that have a limited number of uses.

Removing a witchbane leech requires a DC 11 Heal check or a DC 13 Dexterity check for creatures with hands or suitable appendages, DC 23 for creatures without hands.





Lich, Elemental

Elemental lichs are different from other lichs in their strong connection to the land of Ravenloft. They are generally sorcerers or wizards, though a few were clerics in life. All were drawn to the elemental forces and the sinister current that runs through them.

Most elemental lichs are insane with power. They feel the pull of the elements flowing through them and they cannot remain idle for long. Most lichs prefer to remain in the background, sending minions to fight their battles. The elemental lich revels in combat, in his chance to test his powers and, perhaps, to return to the elements some of what it has given him.

Elemental lichs have wispy hair, reminiscent of the mists. Their skin is the ashen gray of the grave, while their clothing and hair crackles like fire in the wind. Their decaying skin constantly oozes thick droplets of dark crimson blood.

Sample Elemental Lich

An aura of unmistakable power issues from the desiccated, gray-skinned figure. The wind howls around it, as if ready to do the creature's bidding.

This example uses a 10th level human wizard as the base creature.

Elemental Lich, 10th-Level Human Wizard

Medium Undead (Augmented Humanoid)

Hit Dice:	10d12 +3
Initiative:	+6
Speed:	30 ft. (6 squares)
Armor Class:	22 (+2 Dex, +5 natural, +3 bracers of armor +3, +2 ring of protection), touch 17, flat-footed 10
Base Attack/Grapple:	+5/+5
Attack:	Touch +5 melee (1d8+5 plus special touch effects) or dagger +5 melee (1d4/19–20) or darts +3 ranged (1d4/x2)
Full Attack:	Touch +5 melee (1d8+5 plus special touch effects) or dagger +5 melee (1d4/19–20) or darts +3 ranged (1d4/x2)
Space/Reach:	5 ft./ 5 ft.
Special Attacks:	Fear aura, summon dread elemental, touch of blood, touch of the grave, touch of mist, touch of the pyre
Special Qualities:	Damage reduction 15/bludgeoning and magic, immunity to elemental attacks, immunity to involuntary polymorph, immune to mind-affecting effects, +3 turn resistance, undead traits

Saves:	Fort +3, Ref +5, Will +11
Abilities:	Str 11, Dex 15, Con —, Int 20, Wis 18, Cha 16
Skills:	Concentration +15, Decipher Script +10, Hide +18, Knowledge (arcana) +15, Knowledge (engineering) +10, Listen +18, Move Silently +26, Spellcraft +15, Spot +12
Feats:	Combat Casting, Craft Wondrous Item, Improved Initiative ⁸ , Scribe Scroll, Still Spell, Toughness
Environment:	Any Ravenloft
Organization:	Solitary
Challenge Rating:	12
Treasure:	Standard coins; double goods, double items
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+4

Combat

Unlike other lichs, elemental lichs enjoy physical combat and take every opportunity to avail themselves of the chance to use their varied and deadly touch attacks. An elemental lich's touch attacks and natural weaponry are treated as magical weapons for purposes of overcoming damage reduction.

The Will save of this elemental lich's fear aura and touch attacks have a DC of 18.

Wizard Spells Prepared (4/6/5/4/4/2; save DC 15 + spell level): 0 — *detect magic, flare, ray of frost, read magic*; 1st — *burning hands, chill touch, comprehend languages, expeditious retreat, magic missile, true strike*; 2nd — *continual flame, flaming sphere, fog cloud, gust of wind, whispering wind*; 3rd — *dispel magic, explosive runes, fireball, slow*; 4th — *fire trap, remove curse, wall of fire, wall of ice*; 5th — *cone of cold, passwall*.

Possessions: bracers of armor class +3, potion of invisibility, potion of gaseous form, brooch of shielding

Creating an Elemental Lich

"Elemental Lich" is an acquired template that can be added to any humanoid creature (hereafter referred to as the base creature), provided it can create the required phylactery. (See Chapter Five of the *Ravenloft Player's Handbook* and the appropriate entry in the *Monster Manual* for more information on the lich's phylactery).

An elemental lich has all the base creature's statistics and special abilities except as noted here.



Size and Type: The creature's type changes to undead. Do not recalculate base attack bonus, saves or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12.

Armor Class: An elemental lich has a +5 natural armor bonus or the base creature's natural armor bonus, whichever is higher.

Attack: An elemental lich has a touch attack that it can use once per round as well as any weapons used by the base creature. If the base creature has natural weapons, the lich retains those weapons. If fighting without weapons, an elemental lich uses either its touch attack or its natural weapons (if any). An elemental lich that has a weapon uses either the weapon or its touch attack as desired.

Full Attack: An elemental lich uses either its touch attack or natural weapons (if it has any) when fighting without weapons. If armed, the elemental lich usually uses the weapon as its primary attack; its touch becomes a natural secondary attack, provided it has a way to make that attack such as a free hand or a natural weapon that can be used for a secondary attack.

Damage: Unlike other liches, an elemental lich's touch attack uses the strange elemental energy of Ravenloft to effect a variety of types of damage described below. A lich that uses its natural weapons deals 1d8+5 points of extra damage on one natural weapon attack.

Special Attacks: An elemental lich retains all the base creature's special attacks and gains those attacks described below. Unless otherwise noted, the DCs for all saves referenced are equal to (10 + 1/2 lich's HD + lich's Cha modifier).

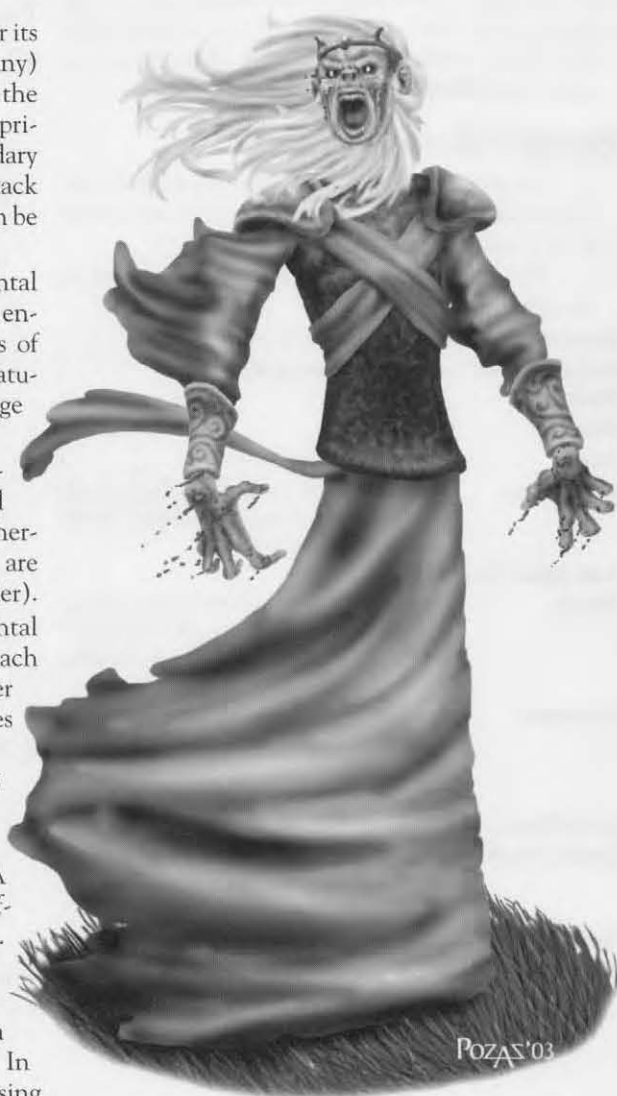
Conjure Dread Elemental (Su): An elemental lich may summon a single dread elemental of each of the four types (blood, grave, mist and pyre) per day. Each elemental has 8 Hit Dice and serves the elemental lich willingly.

Fear Aura (Su): Any creature of less than 5 HD within 60 feet of the lich must make a Will save if they look at the lich or be affected by a fear spell (caster level equals the lich's level). A creature that saves successfully cannot be affected by the same lich's fear aura for 24 hours.

Touch of Blood (Su): If the elemental lich succeeds in its touch attack, the victim takes 1d8+5 hit points of damage and must make a Fortitude save or be paralyzed permanently. In addition, the victim's pores ooze blood, causing

1d4 points of additional damage per round. Only remove paralysis or a spell that can remove a curse may free the victim from paralysis. Characters may make a DC20 Spot check or a DC 15 Heal check to notice that the paralyzed victim is not, in fact, dead.

Touch of the Grave (Su): If an elemental lich succeeds in its touch attack when employing this form of attack, the victim must make a Fortitude save. Success means that the victim takes 1d8+5 hit points of damage but can continue to fight. If the victim fails the save, agonizing pains wrack his body as his bones crack apart and attempt to burst through the skin. A heal spell must be administered within 1 round or the victim dies.



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Touch of the Pyre (Su): With a successful touch attack, the elemental lich delivers 1d10 hit points of damage as he deals a smoldering wound upon his victim, whose clothing and armor must make a saving throw or burst into flame. This magical flame causes 1d10 hit points of damage per round and can only be negated by magical means such as *dispel magic*. If it is not negated, the fire burns itself out once it has reduced the victim to ash (usually in 1d4 rounds).

Touch of Mist (Su): By using this touch attack, the elemental lich infuses its victim with the essence of evil. The touch does no physical damage, but victims hit by this attack must make a Will save or have his alignment changed to chaotic evil. Victims who succumb to this attack become pawns of the elemental lich, who can communicate with them telepathically over as many miles as the lich has Hit Dice. Infused characters may regain their former alignment and break free of the lich's control if someone of their former alignment casts *remove curse*.

Special Qualities: An elemental lich retains all the base creature's special qualities and gains those described below:

Damage Reduction (Su): An elemental lich receives damage reduction 15/bludgeoning. Its natural weapons are considered magical for purposes of overcoming damage reduction.

Immunities (Ex): Elemental liches are immune to elemental attacks, electricity, polymorph (unless they use such effects on themselves) and mind-affecting spells.

Turn Resistance (Ex): An elemental lich has +3 turn resistance. Unlike other liches, it cannot control undead.

Abilities: Increase from the base creature as follows: Int +2, Wis +2, Cha +2. The elemental lich has no Constitution score.

Skills: Elemental liches has a +8 racial bonus on Hide, Listen, Move Silently, Search, Sense Motive and Spot checks. Otherwise same as the base creature.

Organization: Solitary.

Challenge Rating: Same as the base creature +2.

Treasure: Standard coins, double goods, double items (usually including one or two elemental-related items).

Alignment: Always chaotic evil.

Advancement: By character class.

Level Adjustment: Same as the base creature +4.

The Elemental Lich's Phylactery

To receive its powers over the elements, an elemental lich must perform the following rituals using its phylactery. The lich must bury the phylactery in a grave near the lich's lair. Next, the lich must build a fire atop the site, then pour blood over the ashes so that it soaks into the ground. If this ritual is satisfactory to the elemental essences of Ravenloft, the mists roll in and obscure the site from the eyes of intruders. Adventurers who have knowledge of this may try to look for an elemental lich's phylactery near the ground in areas obscured by mist. Those who come too near the spot, however, must make a DC 18 Will save or wander off in confusion in some random direction.

If anyone penetrates the earth above the phylactery, the lich receives a mystical warning and usually arrives within 1d10 rounds, ready to fight.

Living Tattoo

Living tattoos are usually non-evil spirits summoned from the chaos of nightmares to bond with a living creature. Anyone can bond with a living tattoo, but only the Abber Nomads, a strange folk from an obscure domain, have mastered the process of bonding them to a host.

The tattoo grants the user abilities as long as it touches their skin, but the tattoo can separate from its host for a period of time and act independently. Tattoos come in a variety of forms and powers and are modeled on the life of the host. For example, a

solitary hunter who wants a guardian tattoo to watch over him at night might have one fashioned in the image of a panther.

Living tattoos understand any languages known by their host.

Combat

All living tattoos are considered to have construct traits.

Special attacks and qualities listed in each sample's statistics are described under "Creating a Living Tattoo," below.



Sample Living Tattoos

These tattoos are all bonded to a 5th-level human fighter with 40 hit points.

Dark Man

Medium Construct	
Hit Dice:	5d10 (30 hp)
Initiative:	+2
Speed:	30 ft. (6 squares), fly 40 ft. (good)
Armor Class:	13 (+2 Dex, +1 deflection), touch 12, flat-footed 11
Base Attack/Grapple:	+3/+3
Attack:	Incorporeal touch +3 melee (1d6 Strength)
Full Attack:	Incorporeal touch +3 melee (1d6 Strength)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Strength damage
Special Qualities:	Construct traits, cooperation (Hide), damage reduction 10/magic, empathic link, incorporeal subtype, life bond, merge, stealth
Saves:	Fort +1, Ref +3, Will +5
Abilities:	Str —, Dex 14, Con —, Int 6, Wis 14, Cha 13
Skills:	Hide +8*, Listen +8, Spot +8, Survival +8
Feats:	Dodge
Environment:	Any land
Organization:	Solitary
Challenge Rating:	Living tattoos are considered summoned creatures. Foes gain XP only for defeating the tattoo's host.
Treasure:	None
Alignment:	Same as the host. Roughly 5% of living tattoos are said to actually be evil spirits. These dread tattoos are dedicated to tormenting or destroying their hosts.
Advancement:	Same as the model
Level Adjustment:	—

Slinking along the wall of the house, a bodiless shadow pauses under the window, as if listening to the conversation inside.

This ebon tattoo uses a shadow as its model. It covers the host's entire back from head to heels. When separated from its host, it appears as a silhouette of the host. The dark man prefers to remain under the host's clothes during the day and normally separates only at night. This tattoo often serves as a spy, since it tends to shy from battle.

Combat

The dark man fights as a shadow (see the *Monster Manual*).

Living Spear

Medium Construct	
Hit Dice:	5d10 (30 hp)
Initiative:	—
Speed:	—
Armor Class:	—
Base Attack/Grapple:	As host
Attack:	As host (1d8+1)
Full Attack:	As host (1d8 +1)
Space/Reach:	—
Special Attacks:	Guile, swiftness
Special Qualities:	Construct traits, damage reduction 10/magic, empathic link, hardness 5, life bond, merge
Saves:	As host
Abilities:	Str —, Dex 14, Con —, Int 4, Wis 14, Cha —
Skills:	—
Feats:	—
Environment:	Any land
Organization:	Solitary
Challenge Rating:	Living tattoos are considered summoned creatures. Foes gain XP only for defeating the tattoo's host.
Treasure:	None
Alignment:	Same as the host. Roughly 5% of living tattoos are said to actually be evil spirits. These dread tattoos are dedicated to tormenting or destroying their hosts.
Advancement:	Same as the model
Level Adjustment:	—

The man stretches out his hand and the image of a spear inked across his chest detaches itself, forming a weapon in his hand.

This tattoo uses a halfspear as its model, and appears as a stylized version of that weapon. The living spear can be inked across the host's back or chest. This tattoo lives for the glory of battle.

Combat

The living spear manifests as an object, not a creature (see Chapter 9 of the *D&D Player's Handbook*). The tattoo's hardness and damage reduction do not stack.



Violet Panther

Medium Construct

Hit Dice:	5d10 (30 hp)
Initiative:	+4
Speed:	40 ft. (8 squares), climb 20 ft.
Armor Class:	15 (+4 Dex, +1 natural), touch 14, flat-footed 11
Base Attack/Grapple:	+3/+6
Attack:	Claw +6 melee (1d3+3)
Full Attack:	2 claws +6 melee (1d3+3) and bite +1 melee (1d6+3)
Space/Reach:	5 ft./ 5 ft.
Special Attacks:	Improved grab, pounce, rake (2d4+1)
Special Qualities:	Construct traits, damage reduction 10/magic, empathic link, life bond, merge, scent, stealth, vigilance
Saves:	Fort +3, Ref +7, Will +3
Abilities:	Str 16, Dex 19, Con —, Int 4, Wis 14, Cha 6
Skills:	Balance +12, Climb +11, Hide +9*, Listen +7, Move Silently +9, Spot +7
Feats:	Dodge, Weapon Finesse
Environment:	Any land
Organization:	Solitary
Challenge Rating:	Living tattoos are considered summoned creatures. Foes gain XP only for defeating the tattoo's host.
Treasure:	None
Alignment:	Same as the host. Roughly 5% of living tattoos are said to actually be evil spirits. These dread tattoos are dedicated to tormenting or destroying their hosts.
Advancement:	Same as the model
Level Adjustment:	—

The young woman raises her hands, exposing her midriff. Across her back, a meticulously inked image of a panther seems ready to leap off her skin.

This beautiful tattoo uses a leopard as its model. It runs across the back and shows a violet-tinted panther ready to pounce. The panther's tail curls around the host's waist. This is most commonly used as a guardian and, as such, frequently separates from its host.

Combat

The violet panther fights as a normal leopard. It does not need a special command to attack, though the host must actively command the panther to cease its attack.

Grandfather Raven

Tiny Construct

Hit Dice:	5d10 (30 hp)
Initiative:	+2 (Dex)
Speed:	10 ft. (2 squares), fly 40 ft. (average)
Armor Class:	14 (+2 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple:	+3/-10
Attack:	Claw +4 melee (1d2-5)
Full Attack:	2 claws +4 melee (1d2-5)
Space/Reach:	2-1/2 ft./ 0 ft.
Special Attacks:	Council, worldliness
Special Qualities:	Construct traits, damage reduction 10/magic, empathic link, life bond, merge
Saves:	Fort +2, Ref +4, Will +2
Abilities:	Str 1, Dex 15, Con —, Int 4, Wis 14, Cha 6
Skills:	Listen +6, Spot +6
Feats:	Weapon Finesse
Environment:	Any land
Organization:	Solitary
Challenge Rating:	Living tattoos are considered summoned creatures. Foes gain XP only for defeating the tattoo's host.
Treasure:	None
Alignment:	Same as the host. Roughly 5% of living tattoos are said to actually be evil spirits. These dread tattoos are dedicated to tormenting or destroying their hosts.
Advancement:	Same as the model
Level Adjustment:	—

The shaman lifts his eyes to the approaching storm. The raven etched upon his chest flexes as if ready to take flight.

This tattoo uses a raven as its model. Grandfather raven is often referred to as the harbinger of knowledge. It is normally placed across the chest with one wing swooping across the lower face. The tattoo often acts as an advisor to its host.

Combat

Grandfather raven fights like a normal raven.



Winged Snake

Small Construct	
Hit Dice:	5d10 (30 hp)
Initiative:	+4
Speed:	40 ft. (8 squares), fly 100 ft. (average), swim 40 ft.
Armor Class:	15 (+1 size, +4 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+3/+0
Attack:	Claw +7 melee (1d4)
Full Attack:	2 claws +7 melee (1d4) and bite +2 melee (1d6+1)
Space/Reach:	5 ft./ 5 ft.
Special Attacks:	Breath weapon (acid) 2d6 (DC 13), guile (bite)
Special Qualities:	Caution (electricity resistance 10), construct traits, damage reduction 10/magic, empathic link, immunity to acid, life bond, merge, water breathing
Saves:	Fort +4, Ref +4, Will +6
Abilities:	Str 13, Dex 10, Con —, Int 10, Wis 14, Cha 10
Skills:	Concentration +5, Diplomacy +5, Escape Artist +5, Listen +7, Search +5, Spot +7
Feats:	Improved Initiative
Environment:	Any land
Organization:	Solitary
Challenge Rating:	Living tattoos are considered summoned creatures. Foes gain XP only for defeating the tattoo's host.
Treasure:	None
Alignment:	Same as the host. Roughly 5% of living tattoos are said to actually be evil spirits. These dread tattoos are dedicated to tormenting or destroying their hosts.
Advancement:	Same as the model
Level Adjustment:	—

The tribal warrior shows off his painted chest, which depicts a green snake with brilliantly feathered wings.

This tattoo uses a wyrmling green dragon as its model. It is usually rendered as a highly stylized serpent with bright feathered wings. It is usually bonded only to strong warriors as a companion. The wings are drawn across the back of the host while the tail curls around the back of the leg.

Combat

The winged snake attacks as a wyrmling green dragon. This tattoo prefers to fight next to its host in battle and tries to intimidate all opponents with its bright plumage.

Silver Wolf

Medium Construct	
Hit Dice:	5d10 (30 hp)
Initiative:	+2
Speed:	50 ft. (10 squares)
Armor Class:	14 (+2 Dex, +2 natural), touch 12, flat-footed 12
Attack:	Bite +3 melee (1d6+1)
Full Attack:	Bite +3 melee (1d6+1)
Space/Reach:	5 ft./ 5 ft.
Special Attacks:	Trip
Special Qualities:	Construct traits, Cooperation (scent, Survival), damage reduction 10/magic, empathic link, life bond, merge, scent
Saves:	Fort +3, Ref +5, Will +2
Abilities:	Str 13, Dex 15, Con —, Int 4, Wis 13, Cha 6
Skills:	Hide +3, Listen +6, Move Silently +4, Spot +4, Survival +1*
Feats:	Weapon Finesse
Environment:	Any land
Organization:	Solitary
Challenge Rating:	Living tattoos are considered summoned creatures. Foes gain XP only for defeating the tattoo's host.
Treasure:	None
Alignment:	Same as the host. Roughly 5% of living tattoos are said to actually be evil spirits. These dread tattoos are dedicated to tormenting or destroying their hosts.
Advancement:	Same as the model
Level Adjustment:	—

A silver wolf pads softly into the tent, and the tracker emerges a moment later. A glint of silver ink is visible at his neck.

This tattoo uses a wolf as its model. It is commonly given to the best tracker of the tribe. It is placed on the back right shoulder of the host, with the wolf's raised snout running up to the host's jawline as if howling to the moon.

Combat

The silver wolf fights as a normal wolf.

Cooperation (Sp): While merged, the host can use one of the tattoo's skills (creature model only).

Creating a Living Tattoo

“Living tattoo” is an inherited template that can be added to any animal, dragon, object, plant, undead or vermin creature (referred to hereafter as the “model”). The tattoo is fashioned to resemble this model. Living tattoos are dream spirits that have been bonded to a living humanoid or creature (referred to hereafter as the “host”), though both the tattoo and the host retain their free will. For a host to be able to bond with a tattoo, its model must be the same size or smaller than the host and must have fewer Hit Dice than the host. A host can bond with only one living tattoo at any given time. The model’s type changes to “construct.” It uses all the model’s base creature’s statistics and special abilities except as noted here.

Hit Dice: Treat as the host’s character level for effects related to Hit Dice. A tattoo has three-fourths of the host’s hit point total, rounded down.

Speed: Same as the model. For example, if a tattoo represents a raven, it gains a speed of 10 feet, fly 40 feet (average). If a tattoo represents an object (such as a spear or shield) it cannot move on its own and acts in all respects like a normal object of that type.

Armor Class: Same as the model.

Attacks: Same as the model.

Damage: Same as the model.

Special Attacks: A living tattoo retains all the special attacks of the model. The tattoo also gains

two of the abilities below, which the bonding shaman selects appropriate to the tattoo’s type and purpose. A tattoo of knowledge may offer its host *counsel*, while a weapon tattoo might contain an electrical attack. Saves against spell-like abilities have a DC of (10 + tattoo’s Wisdom modifier + spell level).

Caution (Su): The tattoo gains resistance 10 against one form of energy, chosen when the tattoo is bonded (creature, worn object models only).

Cooperation (Sp): While merged, the host can use one of the tattoo’s skills (creature model only).

Counsel (Sp): 1/day — *discern lies* as 8th-level cleric (creature model only).

Excitement (Su): Three attacks per day add 1d6 electricity damage (creature, weapon models only).

Guile (Su): Three penetrating attacks per day deliver poison — Injury, Fortitude (DC 13), initial damage 1d4 Strength, secondary damage 1d4 Constitution. The save DC is Constitution-based.

Mystery (Sp): 1/day — *blindness/deafness* as 8th-level cleric (creature model only).

Piety (Sp): 1/day — *prayer* as 8th-level cleric (creature model only). Affects only tattoo and host.

Stealth (Su): +10 enhancement bonus on Hide checks made in shadowy areas (creature or worn object model only).

Swiftness (Su): The tattoo can separate as a free action. Tattoos with object models appear in the appropriate location on the host’s body. For





example, a spear appears in the host's hand, while a cloak appears draped over the host's shoulders.

Vigilance (Su): Darkvision 60 ft. (creature model only).

Worldliness (Sp): 1/day — *tongues* as 8th-level cleric (creature model only).

Special Qualities: A living tattoo retains all the model's special qualities and gains those listed below. It also gains the construct type. Tattoos with undead creature models cannot create spawn.

Empathic Link (Su): A tattoo and its host remain in continuous telepathic communication as long as they are touching or in each other's line of sight.

Merge (Su): A living tattoo can merge with or separate from its host at will as a standard action. It must touch its host to merge. While merged, the tattoo appears as a design on the host's skin. When separated, the tattoo appears as a three-dimensional creature or object. The tattoo resembles its model, but its specific appearance is limited only by the artistic creativity of the shaman who designed it. While the tattoo is separated, its outline is still marked on the host's body by faint scars.

A merged tattoo is not harmed by any damage inflicted to its host. If the host dies, the spirit is released back to its realm of origin. A merged tattoo must be specifically targeted by attacks to harm it.

Life Bond (Su): Living tattoo cannot heal naturally and are immune to all forms of curing magic. The only way a living tattoo can heal damage is for its host to grant the tattoo a portion of its own life force. A host can heal its tattoo once per round as a free action, and can choose how much damage to cure. The host suffers 1 hit point of damage for each hit point the tattoo recovers. The host can recover from this damage only through natural healing.

A tattoo is sustained by contact with its host. A tattoo suffers 1 hit point of damage for each full 24 hours it remains separated from its host.

If a tattoo is destroyed, the tattoo's outline on the host body immediately sears and blackens. The host must immediately succeed at a Fortitude save (DC = 10 + 1/2 tattoo's HD) or die with the tattoo. No magic tattoo may ever be placed in the same spot a living tattoo had once occupied.

Damage Reduction (Su): A living tattoo gains damage reduction 10/magic.

Saves: Same as the model. A tattoo merged with its host and/or with an object model makes saves as the host.

Abilities: Same as the model, but Intelligence is at least 4 and Wisdom is at least 14. As a construct, a tattoo has no Constitution score.

Skills: Same as the model. Tattoos with object models are aware of their surroundings and use the host's Listen and Spot skills.

Feats: Same as the model.

Environment: Any land.

Organization: Solitary.

Challenge Rating: Living tattoos are considered summoned creatures. Foes gain XP only for defeating the tattoo's host.

Treasure: None.

Alignment: Same as the host. Roughly 5% of living tattoos are said to actually be evil spirits. These dread tattoos are dedicated to tormenting or destroying their hosts.

Advancement: Same as the model.

Level Adjustment: —

Bonding with a Living Tattoo

Only tribal shamans of the Abber Nomads know how to perform the complex ritual that bonds a living tattoo with its host. Usually, the shaman only performs the rite to honor a tribe member for an act of great bravery. Occasionally, a shaman may be persuaded to give these tattoos to outlanders in return for services performed for the welfare of the tribe.

Once the shaman has chosen the design for the tattoo, he carefully cuts into the skin with a small ink-filled bone. This process is extremely painful, requiring 1d8+8 hours to complete, and inflicting 2d4 points of nonlethal damage per hour. When the design is complete, the shaman and host meditate to draw a dream spirit into the tattoo's pattern. If the host succeeds at a DC 14 Wisdom, a spirit responds. The host must then spend XP to bond with the tattoo. For tattoos with creature models, the cost is 200 XP per HD of the model. For object models, the cost is 1/25 the item's market price in XP (100 XP minimum).



Living Wall

Large Construct	
Hit Dice:	8d10 (44 hp)
Initiative:	+0
Speed:	0 ft.
Armor Class:	14 (-1 size, +5 natural), touch 7, flat-footed 14 (see text)
Base Attack/Grapple:	+6/+10
Attack:	Slam +10 melee (1d3+4) or short sword +10/+5 melee (1d6+4) (see text)
Full Attack:	8 slams +10 melee (1d3+4) or 8 short swords +10/+5 melee (1d6+4) (see text)
Space/Reach:	10 ft./ 5 ft. (see text)
Special Attacks:	Absorption, gestalt attacks, improved grab, spell-like abilities
Special Qualities:	Construct traits, insane, magic immunity, spell resistance 14
Saves:	Fort +2, Ref +2, Will +4
Abilities:	Str 19, Dex —, Con —, Int 10, Wis 15, Cha 7 (see text)
Feats:	Multidexterity
Environment:	Any land and underground
Organization:	Solitary
Challenge Rating:	8
Treasure:	Double standard
Alignment:	Always chaotic evil
Advancement:	9–15 HD (Large), 13–18 HD (Huge); 19–26 HD (Gargantuan)
Level Adjustment:	—

The stone wall appears unremarkable; as you draw near, you hear the muffled but unmistakable sound of agonized moans.

Living walls are the monstrous creations of evil spellcasters, constructed to protect their lairs. A living wall consists of the melded bodies of past victims and any creatures that have died within 300 feet of the wall, regardless of whether or not the wall is involved in the battle. They appear to be normal walls of stone or brick, shielded by a powerful illusion. Characters within 15 feet can hear low, muffled moans of agony and horror emanating from the wall. A *detect magic* spell reveals the construct's powerful magical aura, while a *true seeing* spell or similar magic can pierce the wall's illusion.

In its true form, a living wall is a creature fresh from a nightmare, appearing as a sinewy amalgam of grayish flesh with pitiful, gibbering faces and desperately groping limbs jutting out from its sur-

face. Witnessing a living wall's true form calls for a DC 20 Horror save.

A living wall speaks all languages known by its absorbed creatures.

Combat

Living walls despise their creators and will attempt to destroy them should they be foolish enough to come within reach. If any other creatures enter the wall's line of sight, its trapped creatures reach out, imploring the newcomers to set them free or show them mercy. If these creatures come within reach, the wall will attempt to grab and absorb them, begging for aid all the while. A living wall also fights to defend itself from harm. Any creature rendered unconscious or killed within the wall's reach is automatically absorbed on the wall's next turn.

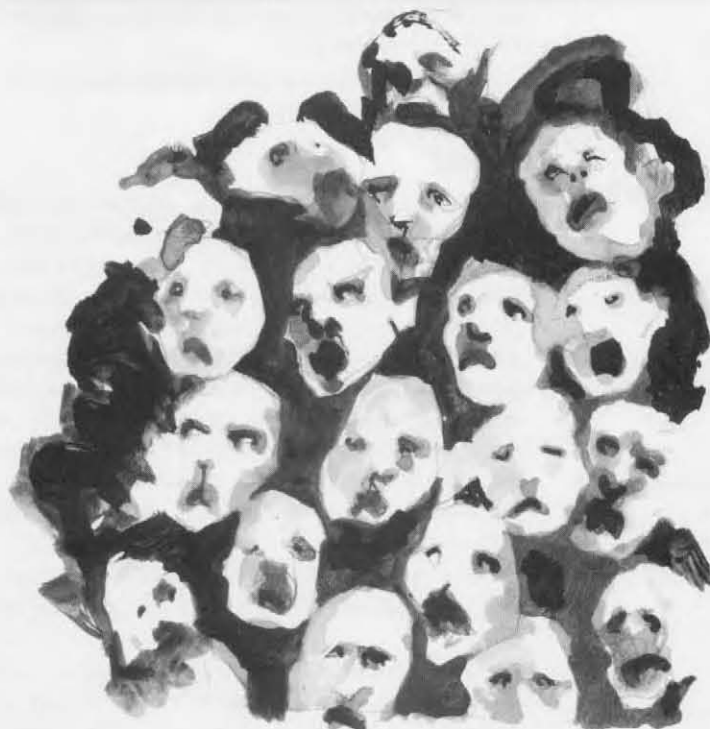
If a living wall absorbs its creator, it transmutes into a normal stone wall and its trapped souls are freed.

Absorption (Su): A living wall that succeeds in its grab attempt (see above) tries to pull its victim into the wall to be absorbed. The victim must make a successful Fortitude save (DC 10 + 1/2 wall's HD + wall's Strength modifier) to prevent being absorbed, but the victim must make another saving throw each round the grapple is maintained. If the victim fails the saving throw, any allies attempting to break the wall's pin must also succeed at a similar Fortitude save or suffer the same fate.

Once absorbed, a victim is lost. Only *true resurrection* can restore a victim absorbed by a living wall.

A living wall advances 1 HD for each Medium creature, two Small creatures, four Tiny creatures or eight Diminutive creatures it absorbs. The wall advances 2 HD if it absorbs a Large creature, 4 HD for a Huge creature, 8 HD for a Gargantuan creature and 16 HD for a Colossal creature. A living wall can absorb only living creatures at least one size category smaller than itself. A living wall expands to completely fill one 5 foot by 5 foot by 5 foot cube for every 3 HD it possesses (round down).

Animate Dead (Su): Any corpse allowed to lie within 300 feet of a living wall for a full month animates as a zombie, rises to its feet, and shambles forward to merge with the wall. These zombies will not fight even to defend themselves.



Gestalt Attacks (Ex): An absorbed victim immediately joins the wall's hellish gestalt. Each absorbed creature retains its primary attack form and base attack bonus; it uses its own Strength modifier or the wall's Strength modifier, whichever is higher. (The attack forms listed above are merely examples.) Absorbed creatures lose any Dexterity modifiers. A living wall gains either a +5 natural armor bonus or the highest natural armor bonus of its absorbed creatures, whichever is higher.

Magic items absorbed by the living wall continue to function, granting the wall their effects. Although a living wall can "wear" any number of magic items, bonuses of the same type (armor, enhancement, etc.) do not stack. Nonmagic objects are not absorbed and lie at the base of the wall to attract more victims.

Creatures absorbed while wielding a magic weapon can continue to attack with that weapon, but they have no way to replenish ammunition once used.

Improved Grab (Ex): To use this ability, the living wall must hit with an unarmed attack. If it succeeds, it can attempt to absorb.

Insane (Ex): The minds trapped within a living wall are quickly driven hopelessly insane by pain and suffering. Any creature that initiates mental contact with a living wall must make a Madness save (DC 10 + 1/2 wall's HD + wall's Wisdom modifier) or suffer a derangement as determined by the DM.

Magic Immunity (Su): Living walls are immune to *flesh to stone* spells and similar magic. Despite its appearance, a living wall is composed of accursed flesh, not stone, so spells such as *passwall* and *stone shape* have no effect. A spellcaster who attempts to use *meld into stone* to meld into a living wall is automatically absorbed.

Spell-Like Abilities: Spellcasters absorbed by a living wall retain the spells they had left when they were absorbed added to the available spells already present in the wall. These spells become spell-like abilities, each usable once per day. Note that any

creature absorbed by a living wall automatically assumes the wall's alignment, so some victims may lose class abilities.

Construction

A living wall's body is seeded by cementing the intact corpses of at least three Medium humanoids into a 5-foot cube of stone blocks. The living walls costs 50,000 gp to create, including 500 gp for the construction of the body. Assembling the wall requires a successful DC 12 Craft (stoneworking) or DC 12 Knowledge (engineering) check.

The creator must be 14th level and able to cast arcane spells. Completing the ritual drains 1,100 XP from the creator and requires *animate dead*, *flesh to stone*, *limited wish*, *meld into stone* and *stone to flesh*.

Tales are also told of living walls spontaneously created when one or more humanoids suffer lingering deaths after being walled in to a small stone niche. As the victims die, their terror and madness merges their departing life force with the surrounding stone.



Lycanthrope

Lycanthropes are some of the most varied and deadly types of living creatures that inhabit the Dread Realms.

Below are several common (and less common) varieties of lycanthropes found in the Land of Mist. These expand on the information provided in the *Monster Manual*. Any information contained here or in the *Ravenloft Player's Handbook* supersedes that in the *Monster Manual*.

Combat

Lycanthropes in humanoid form use the attacks and tactics favored by those of their class and culture, though they are often prone to anger. Lycanthropes in animal or hybrid form fight like the animals they resemble, but often betray signs of an unusual cunning.

Sample Lycanthropes

Several varieties of lycanthrope found in the Land of Mists are listed below. Each sample except the werbadger (see below) uses 1st-level human commoners as the base creature, with ability scores of Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10. The werbadger uses a 1st-level dwarf commoner as its base character, with ability scores of Str 11, Dex 11, Con 13, Int 10, Wis 10, Cha 8.

The following special abilities are common to all lycanthropes (except the werejaguar, which does not have alternate form): alternate form, curse of lycanthropy, damage reduction, lycanthropic empathy, low-light vision, scent. Each is described under "Creating a Lycanthrope," below, along with certain bonus skills. In addition, all sample lycanthropes in human form have either Craft or Profession (any one) +6 or Knowledge +4. Other special attacks or qualities are listed with each sample lycanthrope.





Lowland Loup-garou

	Human Form Medium Humanoid (Human Shapechanger)	Worg Form Medium Humanoid (Human Shapechanger)	Hybrid Form Medium Humanoid (Human Shapechanger)
Hit Dice:	1d4 + 4d10+8 (32 hp)	1d4 + 4d10+8 (32 hp)	1d4 + 4d10+8 (32 hp)
Initiative:	+4	+6	+6
Speed:	30 ft. (6 squares)	50 ft. (10 squares)	50 ft. (10 squares)
Armor Class:	12 (+2 natural), touch 10, flat-footed 12	16 (+2 Dex, +4 natural), touch 12, flat-footed 14	16 (+2 Dex, +4 natural), touch 12, flat-footed 14
Base Attack/Grapple:	+0/+0	+4/+7	+4/+7
Attack:	Unarmed strike +0 melee (1d3 nonlethal)	Bite +8 melee (1d6+4)	Claw +7 melee (1d4+4)
Full Attack:	Unarmed strike +0 melee (1d3 nonlethal)	Bite +8 melee (1d6+4)	2 claws +7 melee (1d4+4) and bite +3 melee (1d6+4)
Space/Reach:	5 ft./ 5 ft.	5 ft./ 5 ft.	5 ft./ 5 ft.
Special Attacks:	—	Curse of lycanthropy, trip	Curse of lycanthropy, trip
Special Qualities:	Alternate form, low-light vision, scent, wolf empathy	Alternate form, damage reduction 10/silver, low-light vision, scent, spell resistance 12, wolf empathy	Alternate form, damage reduction 10/silver, low-light vision, scent, spell resistance 12, wolf empathy
Saves:	Fort +6, Ref +6, Will +3	Fort +8, Ref +7, Will +5	Fort +8, Ref +7, Will +5
Abilities:	Str 11, Dex 11, Con 11, Int 10, Wis 12, Cha 10	Str 17, Dex 15, Con 15, Int 10, Wis 14, Cha 10	Str 17, Dex 15, Con 15, Int 10, Wis 14, Cha 10
Skills:	Craft (leatherworking) +6, Handle Animal +2, Listen +4, Move Silently +4, Search +4, Spot +4	Hide +7, Listen +18, Move Silently +8, Search +10, Spot +18, Survival +2/6*	Hide +7, Listen +18, Move Silently +8, Search +10, Spot +18, Survival +2/6*
Feats:	Alertness, Blind Fight, Control Shape ^B , Improved Initiative, Iron Will ^P , Stealthy, Track ^B	Alertness, Blind Fight, Control Shape ^B , Improved Initiative, Iron Will ^P , Stealthy, Track ^B , Weapon Focus ^B (bite)	Alertness, Blind Fight, Control Shape ^B , Improved Initiative, Iron Will ^P , Stealthy, Track ^B , Weapon Focus ^B (bite)
Environment:	Any forest, hill and plains	Any forest, hill and plains	Any forest, hill and plains
Organization:	Solitary, pair or pack (6–11)	Solitary, pair or pack (6–11)	Solitary, pair or pack (6–11)
Challenge Rating:	5	5	5
Treasure:	Standard	Standard	Standard
Alignment:	Always chaotic evil	Always chaotic evil	Always chaotic evil
Advancement:	By character class	By character class	By character class
Level Adjustment:	+3	+3	+3

The monstrous humanoid beast rears up on powerful hind legs, its torso twisted and hirsute, spittle spraying from its gnashing teeth, and razor claws slashing with deadly intent.

Lowland loup-garou are more powerful forms of the common werewolf. In their animal forms, they transform into fearsome worgs. The humanoid form of a lowland loup-garou has no distinguishing traits.

Combat

Lowland loup-garou use the same tactics as worgs.

Alternate Form (Su): A lowland loup-garou can shift between a bipedal hybrid form and an animal form as a standard action. The bipedal form is a 7-foot-tall slobbering monstrosity covered in

short hair and with a wolf-like head, canine legs and a short tail. The creature can speak in this form in a low, raspy voice. In animal form, the creature resembles an adult worg with no trace of humanity.

Trip (Ex): A lowland loup-garou that hits with a bite attack can attempt to trip the opponent (+3 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the loup-garou.

Skills: A lowland loup-garou in hybrid or worg form receives a +1 racial bonus on Listen, Move Silently and Spot checks, a +2 racial bonus on Hide checks. * It gains a +4 racial bonus on Survival checks when tracking by scent.





Mountain Loup-garou

	Human Form Medium Humanoid (Human, Shapechanger)	Dire Wolf Form Large Humanoid (Human, Shapechanger)	Hybrid Form Large Humanoid (Human, Shapechanger)
Hit Dice:	1d4 + 6d8+18 (47 hp)	1d4 + 6d8+18 (47 hp)	1d4 + 6d8+18 (47 hp)
Initiative:	+4	+6	+6
Speed:	30 ft. (6 squares)	50 ft. (10 squares)	50 ft. (10 squares)
Armor Class:	12 (+2 natural), touch 10, flat-footed 12	16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14	16 (-1 size, +2 Dex, +5 natural), touch 11, flat-footed 14
Base Attack/Grapple:	+4/+4	+4/+15	+4/+15
Attack:	Unarmed strike +0 melee (1d3 nonlethal)	Bite +11 melee (1d8+10)	Claw +11 melee (1d6+7)
Full Attack:	Unarmed strike +0 melee (1d3 nonlethal)	Bite +11 melee (1d8+10)	2 claws +11 melee (1d6+7) and bite +7 melee (1d8+7)
Space/Reach:	5 ft./ 5 ft.	10 ft./ 5 ft.	10 ft./ 5 ft.
Special Attacks:	—	Curse of lycanthropy, trip	Curse of lycanthropy, trip
Special Qualities:	Alternate form, low-light vision, scent, wolf empathy	Alternate form, damage reduction 10/gold, fast healing 1, scent, spell resistance 14, wolf empathy	Alternate form, damage reduction 10/gold, fast healing 1, scent, spell resistance 14, wolf empathy
Saves:	Fort +10, Ref +7, Will +8	Fort +10, Ref +7, Will +8	Fort +10, Ref +7, Will +8
Abilities:	Str 11, Dex 11, Con 11, Int 10, Wis 12, Cha 10	Str 25, Dex 15, Con 17, Int 10, Wis 12, Cha 10	Str 25, Dex 15, Con 17, Int 10, Wis 12, Cha 10
Skills:	Hide +5, Listen +14, Move Silently +5, Profession (tanner) +6, Spot +14, Survival +1	Hide +5, Listen +14, Move Silently +5, Spot +14, Survival +1/+5*	Hide +5, Listen +14, Move Silently +5, Spot +14, Survival +1/+5*
Feats:	Alertness, Blind-Fight ^B , Control Shape ^B , Improved Initiative ^B , Iron Will ^B , Run, Track ^B	Alertness, Blind-Fight ^B , Control Shape ^B , Improved Initiative ^B , Iron Will ^B , Run, Track ^B , Weapon Focus (bite)	Alertness, Blind-Fight ^B , Control Shape ^B , Improved Initiative ^B , Iron Will ^B , Run, Track ^B , Weapon Focus (bite)
Environment:	Any hill and mountains	Any hill and mountains	Any hill and mountains
Organization:	Solitary or pack (5–8)	Solitary or pack (5–8)	Solitary or pack (5–8)
Challenge Rating:	5	5	5
Treasure:	Standard	Standard	Standard
Alignment:	Always chaotic evil	Always chaotic evil	Always chaotic evil
Advancement:	By character class	By character class	By character class
Level Adjustment:	+3	+3	+3

A monstrous creature, looking like an oversized wolf with malevolent red eyes, charges into the clearing, regarding with hunger everyone it sees.

These mountain cousins of the lowland loup-garou represent pure hatred and ferocity, assuming the shape of a dreaded dire wolf. The humanoid form of a mountain loup-garou appears normal.

Combat

Mountain loup-garou fight with all the savagery of dire wolves.

Alternate Form (Su): A mountain loup-garou can shift between a bipedal hybrid form and an animal form as a standard action. The bipedal form is an 8-foot-tall creature covered in a thick pelt and

with a wolf-like head, canine legs and a short tail. The creature can speak in this form in a low, raspy voice. In animal form, the creature resembles an adult dire wolf with no trace of humanity.

Trip (Ex): A mountain loup-garou that hits with a bite attack can attempt to trip the opponent (+7 check modifier) as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the loup-garou.

Skills: In hybrid or dire wolf form, a mountain loup-garou receives a +1 racial bonus on Listen, Move Silently and Spot checks and a +2 racial bonus on Hide checks. * It gains a +4 racial bonus on Survival checks when tracking by scent.



Werebadger

	Dwarf Form Medium Humanoid (Dwarf, Shapechanger)	Dire Badger Form Medium Humanoid (Dwarf, Shapechanger)	Hybrid Form Medium Humanoid (Dwarf, Shapechanger)
Hit Dice:	1d4 + 3d8+15 (30 hp)	1d4 + 3d8+15 (30 hp)	1d4 + 3d8+15 (30 hp)
Initiative:	+3	+3	+3
Speed:	20 ft. (4 squares)	30 ft. (6 squares), burrow 10 ft.	30 ft. (6 squares)
Armor Class:	12 (+2 natural), touch 10, flat-footed 12	18 (+3 Dex, +5 natural), touch 13, flat-footed 15	18 (+3 Dex, +5 natural), touch 13, flat-footed 15
Base Attack/Grapple:	+3/+3	+2/+4	+2/+4
Attack:	Unarmed strike +0 melee (1d3+3 nonlethal)	Claw +4 melee (1d4+2)	Claw +4 melee (1d4+2)
Full Attack:	Unarmed strike +0 melee (1d3+3 nonlethal)	2 claws +4 melee (1d4+2) and bite -1 melee (1d6+1)	2 claws +4 melee (1d4+2) and bite -1 melee (1d6+1)
Space/Reach:	5 ft./ 5 ft.	5 ft./ 5 ft.	5 ft./ 5 ft.
Special Attacks:	—	Curse of lycanthropy, rage	Curse of lycanthropy, rage
Special Qualities:	Alternate form, badger empathy, low-light vision, scent	Alternate form, badger empathy, damage reduction 10/silver, low-light vision, scent	Alternate form, badger empathy, damage reduction 10/silver, low-light vision, scent
Saves:	Fort +7, Ref+6, Will +6	Fort +7, Ref+6, Will +6	Fort +7, Ref+6, Will +6
Abilities:	Str 11, Dex 11, Con 11, Int 10, Wis 12, Cha 10	Str 15, Dex 17, Con 17, Int 10, Wis 12, Cha 8	Str 15, Dex 17, Con 17, Int 10, Wis 12, Cha 8
Skills:	Handle Animal +4, Listen +8, Knowledge (mining) +4, Spot +8, Survival +1	Handle Animal +4, Listen +14, Spot +14, Survival +1	Handle Animal +4, Listen +14, Spot +14, Survival +1
Feats:	Alertness, Control Shape ^B , Iron Will ^F , Toughness, Track ^B	Alertness, Control Shape ^B , Iron Will ^F , Toughness, Track ^B	Alertness, Control Shape ^B , Iron Will ^F , Toughness, Track ^B
Environment:	Temperate forest, hill and underground	Temperate forest, hill and underground	Temperate forest, hill and underground
Organization:	Solitary or cete (2–5)	Solitary or cete (2–5)	Solitary or cete (2–5)
Challenge Rating:	4	4	4
Treasure:	Standard	Standard	Standard
Alignment:	Always chaotic evil	Always chaotic evil	Always chaotic evil
Advancement:	By character class	By character class	By character class
Level Adjustment:	+3	+3	+3

Hackles raised, black eyes consumed with hatred, the snarling, striped biped slashes with its thick claws.

Werebadgers inherit the ferocious tenacity of their animal kin. They tend to not let go once they have latched on, be it physically or mentally, and are very aggressive and territorial. Like many lycanthropes they have three forms: a humanoid form, a hybrid badger form, and a dire badger form. Werebadgers are almost always dwarven in humanoid form; other races seem to be resistant to this strain of lycanthropy. These dwarves often have a silver stripe in their hair, though this is not an uncommon trait among dwarves.

Combat

When provoked into a fight, werebadgers attack without mercy and normally will not back down until

their foes are dead or have fled. In hybrid form they tend to rely on their claws and their terrible rage.

Alternate Form (Su): A werebadger can assume a bipedal hybrid form or the form of a dire badger. The stocky bipedal form is about 4 feet tall, with a striped pelt, bestial face and long, thick claws. Its animal form is that of an adult dire badger with no trace of humanity.

Curse of Lycanthropy (Su): Non-dwarves receive a +4 racial bonus on their Fortitude saves to avoid affliction.

Rage (Ex): A werebadger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution, and -2 AC. The creature cannot end its rage voluntarily.





Werejackal

	Human Form Medium Humanoid (Human, Shapechanger)	Jackal (Dog) Form Small Humanoid (Human, Shapechanger)	Hybrid Form Small Humanoid (Human, Shapechanger)
Hit Dice:	1d4 + 1d8+2 (8 hp)	1d4 + 1d8+2 (8 hp)	1d4 + 1d8+2 (8 hp)
Initiative:	+4	+7	+7
Speed:	30 ft. (6 squares)	40 ft. (8 squares)	40 ft. (8 squares)
Armor Class:	12 (+2 natural), touch 10, flat-footed 12	17 (+1size, +3 Dex, +3 natural), touch 14, flat-footed 14	17 (+1size, +3 Dex, +3 natural), touch 14, flat-footed 14
Base Attack/Grapple:	+0/+0	+0/-3	+0/-3
Attack:	Unarmed strike +0 melee (1d3 nonlethal)	Bite +4 melee (1d4+1)	Claw +1 melee (1d4+1)
Full Attack:	Unarmed strike +0 melee (1d3 nonlethal)	Bite +4 melee and 2 claws -1 melee (1d4+1)	2 claws +1 melee (1d4+1) and bite -1 melee (1d4+1)
Space/Reach:	5 ft./ 5 ft.	5 ft./ 5 ft.	5 ft./ 5 ft.
Special Attacks:	—	Curse of lycanthropy	Curse of lycanthropy
Special Qualities:	Alternate form, jackal empathy, low-light vision, scent	Alternate form, damage reduction 10/bronze, jackal empathy, low-light vision, scent	Alternate form, damage reduction 10/bronze, jackal empathy, low-light vision, scent
Saves:	Fort +6, Ref +5, Will +3	Fort +6, Ref +5, Will +3	Fort +6, Ref +5, Will +3
Abilities:	Str 11, Dex 11, Con 11, Int 10, Wis 12, Cha 10	Str 13, Dex 17, Con 15, Int 10, Wis 12, Cha 10	Str 13, Dex 17, Con 15, Int 10, Wis 12, Cha 10
Skills:	Craft (pottery) +6, Listen +13, Spot +13, Swim +5, Survival +1	Listen +13, Spot +13, Swim +5, Survival +1/+9*	Listen +13, Spot +13, Swim +5, Survival +1/+9*
Feats:	Alertness, Control Shape ^B , Iron Will ^P , Track	Alertness, Control Shape ^B , Iron Will ^P , Track, Weapon Finesse	Alertness, Control Shape ^B , Iron Will ^P , Track, Weapon Finesse
Environment:	Warm desert and plains (Amber Wastes)	Warm desert and plains (Amber Wastes)	Warm desert and plains (Amber Wastes)
Organization:	Solitary or pack (6-11)	Solitary or pack (6-11)	Solitary or pack (6-11)
Challenge Rating:	3	3	3
Treasure:	Standard	Standard	Standard
Alignment:	Always lawful evil	Always lawful evil	Always lawful evil
Advancement:	By character class	By character class	By character class
Level Adjustment:	+3	+3	+3

Standing upright on bent canine legs, with a narrow face reminiscent of a feral hound, the humanoid brandishes curved talon-like claws.

This curse was originally granted to the priesthood of a little-known and depraved cult of Anubis as a sign of the deity's blessing. It has since spread throughout the desert regions of the Dread Realms. Werejackals in humanoid form tend to have long, dark nails. They are often surly and quick to offer insults.

Combat

Werejackals are natural cowards and flee if confronted with an obviously superior foe. As long as they have the upper hand, however, they attempt to control all around them through fear and terror.

Alternate Form (Su): A true werejackal can assume a bipedal hybrid form or the form of a jackal. The bipedal form stands about 6 feet tall with a short tail, canine legs and a narrow, dog-like head. Its hands and feet stretch into clutching paws with long, curving talons. In animal form, the creature resembles an adult jackal with no trace of humanity.

Skills: * In jackal or hybrid form, a werejackal receives a +8 racial bonus on Survival checks when tracking by scent.

Werejackal Chosen

When a debased cleric of the Anubis cult devotes herself completely to her deity, the deity will often grant her the "blessing" of lycanthropy. The cleric must be of at least 6th level and must be





an unflinching follower of Anubis. Akiri clerics of the Anubis cult may choose from the cleric domains of Death, Evil and Repose. A werejackal chosen gains the following abilities in addition to those listed above:

Dominate Werejackal (Su): Any normal werejackals within 100 feet of a werejackal chosen must succeed at a Will save (DC 10 + 1/2 chosen's HD + chosen's Charisma modifier) or fall under the chosen's sway, as if affected by a *charm monster* spell cast by a 10th-level cleric. If the werejackal makes the save, it is immune to this power for one day. Werejackals chosen often create afflicted werejackals through the curse of lycanthropy and then use this power to force them to build temples to Anubis.

Feats: Werejackal chosen receive Still Spell and Silent Spell, assuming the cleric doesn't already have these feats. Spells prepared with both these feats can be cast even when the chosen is in jackal form.



Werejaguar

Hybrid Form

Medium Humanoid (Human, Shapechanger)

Hit Dice: 1d4 + 3d8+6 (21 hp)

Initiative: +4

Speed: 40 ft., climb 20 ft.

Armor Class: 17 (+4 Dex, +3 natural), touch 14, flat-footed 13

Base Attack/Grapple: +2/+5

Attack: Claw +6 melee (1d6+3)

Full Attack: 2 claws +6 melee (1d6+3) and bite +1 melee (1d3+1)

Space/Reach: 5 ft./ 5 ft.

Special Attacks: Curse of lycanthropy, pounce, rake

Special Qualities: Damage reduction 10/ebony, jaguar empathy, low-light vision, scent

Saves: Fort +7, Ref +7, Will +4

Abilities: Str 17, Dex 19, Con 15, Int 10, Wis 12, Cha 10

Skills: Balance +12, Climb +11, Hide +9*, Listen +14, Move Silently +9, Spot +14

Feats: Alertness, Dodge, Improved Initiative, Iron Will^B, Weapon Finesse^B

Environment: Warm forest (Verdurous Lands)

Organization: Solitary, group (5–8) or pride (5–20 and one 6 HD leader)

Challenge Rating: 4

Treasure: Standard

Alignment: Usually lawful neutral

Advancement: By character class

Level Adjustment: +3

The mottled cat-like humanoid leaps from the camouflage of the trees. It dashes forward on its rear feline legs while its forelimbs reach out with wicked claws.

Werejaguars are found in jungle areas, which they have claimed as their territory. They are unusual lycanthropes in that they have only one form: a hybrid jaguar/man form that allows them to walk on two legs or four with equal ease. Their front limbs end in prehensile hand/paws. Their spotted fur matches that of their namesakes, enabling them to camouflage themselves in the jungle wilds. They fiercely protect their territory but otherwise have little to do with other sentient races.

Werejaguars speak any languages they knew before the change. Larger packs also speak a growling, hissing language of their own.

Combat

Undisputed masters of their chosen territory, werejaguars are deadly and efficient hunters. Any-



one stalked by them in jungle terrain can make a Spot check to become aware of them before they attack; otherwise they are caught flat-footed when the creatures spring from cover. Werejaguars use pack tactics to herd and exhaust their prey, harrying them by moving in with claw attacks and then melting back into the jungle until they have worn their prey down. Then they will close in for the kill without mercy.

Curse of Lycanthropy (Su): Any humanoid that contracts lycanthropy from the attacks of a werejaguar automatically assumes hybrid form 2d6

hours after the attack. The character remains in hybrid form, only dimly aware of its life prior to the transformation, until cured or slain.

Pounce (Ex): If a werejaguar in hybrid form charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +6 melee, damage 1d6+3.

Skills: Werejaguars in hybrid form receive a +4 racial bonus on Hide and Move Silently checks and a +8 racial bonus on Balance checks. * In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Wereleopard

	Human Form	Hybrid Form
	Medium Humanoid (Human, Afflicted Shapechanger)	Medium Humanoid (Human, Shapechanger)
Hit Dice:	1d4 + 3d8+6 (21 hp)	1d4 + 3d8+6 (21 hp)
Initiative:	+0	+3
Speed:	30 ft. (6 squares)	40 ft. (8 squares), climb 20 ft.
Armor Class:	12 (+2 natural), touch 10, flat-footed 12	17 (+4 Dex, +3 natural), touch 14, flat-footed 13
Base Attack/Grapple:	+0/+0	+3/+6
Attack:	Unarmed strike +0 melee (1d3 nonlethal)	Bite +6 melee (1d6+3)
Full Attack:	Unarmed strike +0 melee (1d3 nonlethal)	Bite +6 melee (1d6+3) and 2 claws +1 melee (1d3+1)
Space/Reach:	5 ft./ 5 ft.	5 ft./ 5 ft.
Special Attacks:	—	Curse of lycanthropy, hobble, improved grab, pounce, rake
Special Qualities:	Alternate form, leopard empathy, lightning phobia, low-light vision, scent	Alternate form, damage reduction 10/silver, leopard empathy, lightning phobia, low-light vision, scent
Saves:	Fort +7, Ref +7, Will +4	Fort +7, Ref +7, Will +4
Abilities:	Str 11, Dex 11, Con 11, Int 10, Wis 12, Cha 10	Str 17, Dex 17, Con 15, Int 10, Wis 12, Cha 10
Skills:	Balance +12, Climb +6, Hide +7, Listen +6, Move Silently +7, Profession (hunter)	Balance +12, Climb +11, Hide +9*, Listen +14, Move Silently +7, Spot +14
Feats:	Alertness, Iron Will ^B , Run	Alertness ^B , Control Shape ^B , Dodge, Iron Will ^B , Run, Weapon Finesse
Environment:	Warm forest, hill and plains	Warm forest, hill and plains
Organization:	Solitary, pair or pride (5–10)	Solitary, pair or pride (5–10)
Challenge Rating:	4	4
Treasure:	Standard	Standard
Alignment:	Usually lawful evil	Usually lawful evil
Advancement:	By character class	By character class
Level Adjustment:	+3	+3

Loping forward, the black-spotted yellow cat-beast suddenly stands upright and launches an attack, claws extended.

Wereleopards roam the savanna areas of the Wildlands, and are usually encountered in bipedal hybrid form. This hybrid form is more animal than man and is equally comfortable on two legs or four. Male wereleopards have yellowish pelts with black spots, while the fur of females is entirely black.

The pride is ruled by the true lycanthropes. Afflicted wereleopards are kept around only as troops to strengthen the pride. These poor souls revert to their humanoid form only during nights of the full moon and are normally hunted by the rest of the pride during that time, ensuring that only the strongest of them survive to join the pride again when they revert to their were form. Although wereleopards usually keep to themselves, they will serve any paka (see listing) who beckons them.

Combat

Wereleopards are malevolent creatures that take the term “cat cruelty” to new heights. They love to play with their prey and often raid villages in search of victims to terrorize. Their hunting technique reflects this desire to instill fear and cause as much pain as possible to their prey.

Curse of Lycanthropy (Su): True wereleopards have only one, hybrid form. A humanoid afflicted with lycanthropy by the attacks of a wereleopard automatically assume hybrid form at the next dawn. Afflicted wereleopards revert to humanoid form on the nights of the full moon. Unlike most afflicted lycanthropes, they do remember their actions while changed.

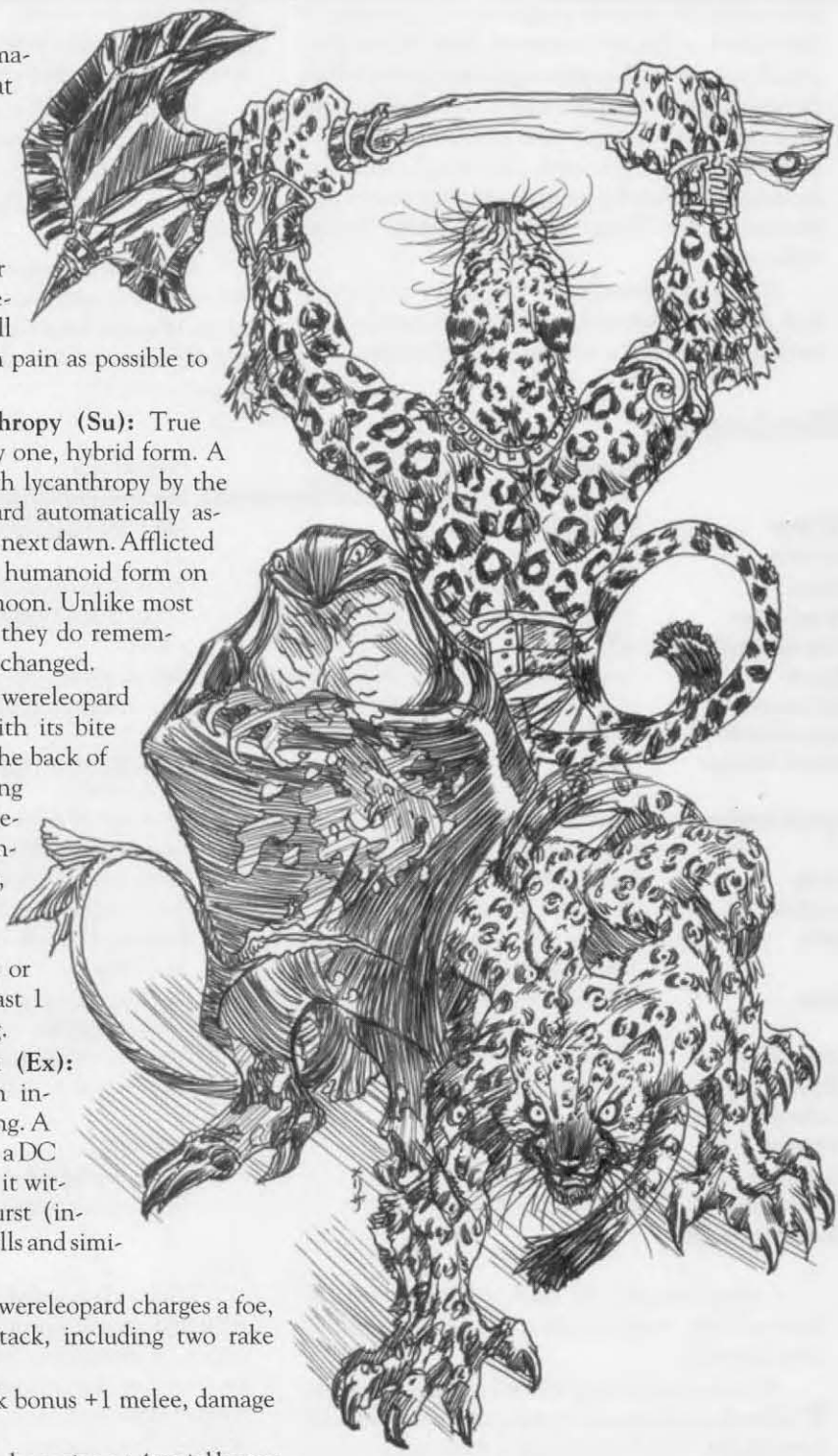
Hobble (Ex): If a wereleopard scores a critical hit with its bite attack, it has savaged the back of its victim’s leg, reducing the victim’s speed by one-half. This movement penalty lasts for one day, until the victim is treated with a successful DC 15 Heal check or until he receives at least 1 point of magical curing.

Lightning Phobia (Ex): Wereleopards have an instinctual fear of lightning. A wereleopard must make a DC 13 Fear save whenever it witnesses an electrical burst (including *lightning bolt* spells and similar magic).

Pounce (Ex): If a wereleopard charges a foe, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +1 melee, damage 1d3+1.

Skills: Wereleopards receive a +4 racial bonus on Hide and Move Silently checks and a +8 racial bonus on Balance checks. * In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.





Wereray

	Human Form Medium Humanoid (Human, Shapechanger) (Aquatic)	Stingray Form Medium Humanoid (Human, Shapechanger) (Aquatic)	Hybrid Form Medium Humanoid (Human, Shapechanger) (Aquatic)
Hit Dice:	1d4 + 3d8+4 (24)	1d4 + 3d8+4 (24)	1d4 + 3d8+4 (24)
Initiative:	+0	+3	+3
Speed:	30 ft. (6 squares)	20 ft. (4 squares), swim 40 ft.	20 ft. (4 squares), swim 40 ft.
Armor Class:	13 (+2 natural, +1 Dex), touch 11, flat-footed 12	18 (+3 Dex, +5 natural), touch 13, flat-footed 15	18 (+3 Dex, +5 natural), touch 13, flat-footed 15
Base Attack/Grapple:	+0/+0	+3/+5	+3/+5
Attack:	Unarmed strike +0 melee (1d3 nonlethal)	Tail slam +4 melee (1d2+2)	Tail slam +4 melee (1d2+2)
Full Attack:	Unarmed strike +0 melee (1d3 nonlethal)	Tail slam +4 melee (1d2+2 and poison) or bite -1 melee (1d4+1)	Tail slam +4 melee (1d2+2 and poison) or bite -1 melee (1d4+1)
Space/Reach:	5 ft./ 5 ft.	5 ft./ 5 ft.	5 ft./ 5 ft.
Special Attacks:	—	Curse of lycanthropy, poison	Curse of lycanthropy, poison
Special Qualities:	Alternate form, amphibious, low-light vision, scent, stingray empathy	Alternate form, amphibious, damage reduction 10/coral, low-light vision, scent, stingray empathy	Alternate form, amphibious, damage reduction 10/coral, low-light vision, scent, stingray empathy
Saves:	Fort +5, Ref +6, Will +4	Fort +5, Ref +6, Will +4	Fort +5, Ref +6, Will +4
Abilities:	Str 11, Dex 13, Con 11, Int 10, Wis 12, Cha 10	Str 15, Dex 17, Con 15, Int 10, Wis 12, Cha 10	Str 15, Dex 17, Con 15, Int 10, Wis 12, Cha 10
Skills:	Listen +11, Hide +6*, Profession (fisherman) +6, Spot +11, Swim +2	Listen +11, Hide +6*, Spot +11	Listen +11, Hide +6*, Spot +11
Feats:	Alertness, Control Shape ^B , Dodge, Iron Will ^B	Alertness, Control Shape ^B , Dodge, Iron Will ^B	Alertness, Control Shape ^B , Dodge, Iron Will ^B
Environment:	Temperate and warm aquatic	Temperate and warm aquatic	Temperate and warm aquatic
Organization:	Solitary or school (5-9)	Solitary or school (5-9)	Solitary or school (5-9)
Challenge Rating:	3	3	3
Treasure:	Standard	Standard	Standard
Alignment:	Always chaotic evil	Always chaotic evil	Always chaotic evil
Advancement:	By character class	By character class	By character class
Level Adjustment:	+3	+3	+3

Barely visible an instant before, the flat diamond-shaped gray creature whips its long tail forward to strike. As it moves, it reveals humanoid limbs and torso along its front.

Wererays are found in the salty waters just off of coastlines. Wererays in humanoid form tend to have tight, grayish skin that feels strangely rubbery to the touch. These lycanthropes are particularly vicious, taking delight in watching the suffering of their victims as they drown.

Combat

Wererays rarely leave the sea, preferring to lie hidden in the shallows until unsuspecting prey comes within range. They then attack with their stinging tail until the victim succumbs to its poison. They watch as the unfortunate creature loses its mobility and drowns, only then moving in to feed. The wereray attacks with its bite only if it intends to transmit lycanthropy to its victim.

Alternate Form (Su): A wereray can assume a bipedal hybrid form, bizarrely mixing of the features of a humanoid with those of a manta ray. This form resembles a huge stingray from the back, but closer examination shows that the ray's "wings" are fused with distorted humanoid limbs and torso. A long, whip-like tail trails along behind the shuffling horror. These creatures are no less monstrous in the water, but move with far more grace.

Amphibious (Ex): A wereray in hybrid form can survive out of salt water for 1 minute per point of Constitution. After that, refer to the drowning rules in the *D&D Dungeon Master's Guide*.

Poison (Ex): Tail slam, Fortitude DC 13, initial and secondary damage 1d6 Strength.

Skills: A wereray receives a +10 racial bonus on Hide checks when lying prone on the sandy bottom of a seabed.



Wereraven

	Human Form Medium Humanoid (Human, Shapechanger)	Dire Raven Form Small Humanoid (Human, Shapechanger)	Hybrid Form Medium Humanoid (Human, Shapechanger)
Hit Dice:	1d4 + 1d8+2 (8 hp)	1d4 + 1d8+2 (8 hp)	1d4 + 1d8+2 (8 hp)
Initiative:	+0	+5	+5
Speed:	30 ft. (6 squares)	20 ft. (4 squares), fly 40 ft. (average)	20 ft. (4 squares), fly 40 ft. (average)
Armor Class:	12 (+2 natural), touch 10, flat-footed 12	19 (+1 size, +5 Dex, +3 natural), touch 16, flat-footed 14	19 (+1 size, +5 Dex, +3 natural), touch 16, flat-footed 13
Base Attack/Grapple:	+0/+0	+1/+0	+1/+0
Attack:	Unarmed strike +0 melee (1d3 nonlethal)	Claw +5 melee (1d3–1)	Claw +5 melee (1d3–1)
Full Attack:	Unarmed strike +0 melee (1d3 nonlethal)	2 claws +5 melee (1d3–1) or bite +0 melee (1d4–1)	2 claws +5 melee (1d3–1) or bite +0 melee (1d4–1)
Space/Reach:	5 ft./ 5 ft.	5 ft./ 5 ft.	5 ft./ 5 ft.
Special Attacks:	—	Curse of lycanthropy, eye peck	Curse of lycanthropy, eye peck
Special Qualities:	Alternate form, low-light vision, raven empathy, scent	Alternate form, damage reduction 10/silver, low-light vision, raven empathy, scent	Alternate form, damage reduction 10/silver, low-light vision, raven empathy, scent
Saves:	Fort +5, Ref +7, Will +6	Fort +5, Ref +7, Will +6	Fort +5, Ref +7, Will +6
Abilities:	Str 11, Dex 11, Con 11, Int 10, Wis 12, Cha 10	Str 9, Dex 21, Con 15, Int 10, Wis 16, Cha 10	Str 9, Dex 21, Con 15, Int 10, Wis 16, Cha 10
Skills:	Knowledge (local history) +4, Listen +8, Spot +8	Listen +16, Spot +16	Listen +16, Spot +16
Feats:	Alertness, Control Shape ^B , Iron Will ^B	Alertness, Control Shape ^B , Dodge, Iron Will ^B , Weapon Finesse	Alertness, Control Shape ^B , Dodge, Iron Will ^B , Weapon Finesse
Environment:	Any forest, hill, plains and mountains	Any forest, hill, plains and mountains	Any forest, hill, plains and mountains
Organization:	Solitary, pair or murder (4–9)	Solitary, pair or murder (4–9)	Solitary, pair or murder (4–9)
Challenge Rating:	3	3	3
Treasure:	Standard, gems and coins only	Standard, gems and coins only	Standard, gems and coins only
Alignment:	Always neutral good	Always neutral good	Always neutral good
Advancement:	By character class	By character class	By character class
Level Adjustment:	+3	+3	+3

The creature stands about 4 feet tall and has glossy black feathers and beak, beady black eyes and taloned feet. Despite its avian features, it nonetheless possesses a vague humanoid form.

Secret allies of the Vistani, wereravens migrated to Ravenloft long ago in the hope of doing good. Shapechangers who can transform from human to raven in an instant, wereravens often spy for the Vistani and work with them against the forces of evil.

Afflicting someone with wereraven lycanthropy is generally a deliberate act, given to a humanoid as a gift. Avoiding large settlements, they survive by keeping their good deeds clandestine and passing warnings to others they trust when necessary. Wereraven families live in the densest forest possible, building nests in the hollow trunk

of a large tree. A typical wereraven lair will also be home to 5d10 normal ravens that guard their tree and their nestlings.

In humanoid form wereravens often dress in gypsy-like garb. They always develop sleek black hair. Wereravens can still speak in dire raven form, albeit in a harsh and croaking fashion. Wereravens have a weakness for shiny objects and will only take treasures, whether valuable or not, if they sparkle and shine.

Combat

Wereravens are reluctant warriors, but fierce in combat. Strong fliers, in dire raven or hybrid form they will peck and claw at the eyes of their enemies and attempt to blind them. Changing to humanoid form, they then use whatever weapon



they trained to use to kill their blinded enemies quickly or, if possible, send them away.

Alternate Form (Su): A wereraven can assume a bipedal hybrid form or the form of a dire raven. The hybrid form is rarely more than 4 feet tall, with a coat of black feathers, a straight, ebon beak, jet-black eyes and feet that stretch into wings. In animal form, the creature resembles an unnaturally large raven with no trace of humanity.

Eye Peck (Ex): if a wereraven deals a critical hit with its bite attack, it plucks the victim's eye out of its socket. This blinds the eye. A victim reduced to just one eye suffers a -2 competence penalty on all Dexterity-modified rolls due to the loss of depth perception. A creature that loses all its eyes is blinded. Only the *regeneration* and *heal* spells can cure this form of blindness.

Creating a Lycanthrope

"Lycanthrope" is a template that can be added to any humanoid creature (referred to hereafter as the "base creature"). This template can either be inherited (in the case of natural lycanthropes) or acquired (in the case of afflicted lycanthropes).

The creature's basic type does not change, but the creature gains the shapechanger subtype. The

lycanthrope takes on the characteristics of some type of carnivorous or omnivorous animal, or (very rarely) magical beast (referred to hereafter as the "base animal"). This can be any predator between the size of a small dog and a large bear but must be within one size category of the base creature (i.e., Small, Medium or Large for a Medium character). Some lycanthropes can also adopt a hybrid shape that combines features of the character and the animal. The lycanthrope's size in hybrid form is the same size as the base animal or the base creature, whichever is larger.

A lycanthrope uses either the character's or the animal's statistics and special abilities in addition to those set out below.

Hit Dice and Hit Points: Same as the base creature plus those of the base animal. Apply Constitution modifiers according to the score in each form.

Speed: Same as the base creature or base animal, depending on which form the lycanthrope is using. Hybrids use the base creature's speed.

Armor Class: The base creature's natural armor bonus increases in all forms by +2. In hybrid form the lycanthrope's natural armor is the same as either the base creature or the base animal, whichever is higher.

Base Attack/Grapple: Add the base attack bonus for the base animal to the base attack bonus for the base creature. The lycanthrope's grapple bonus uses its attack bonus and modifiers for Strength and size depending on its current form.

Attacks: Same as the base creature or base animal, depending on which form the lycanthrope is using. In hybrid form, a lycanthrope gains two claw attacks and a bite attack as natural weapons. These weapons deal damage based on the size of the hybrid form. A hybrid may attack with a weapon and a bite, or may attack with its natural weapons. The hybrid's bite is a secondary attack.

Damage: Same as the base creature or base animal, depending on which form the lycanthrope is using.

Special Attacks: A lycanthrope retains all the special attacks of the character or animal, depending on which form it is using, and also gains those listed below unless noted otherwise.

A lycanthrope's hybrid form does not gain any special attacks of the base animal, nor can a lycanthrope spellcaster cast spells with verbal, somatic



or material components in animal form or spells with verbal components in hybrid form.

Curse of Lycanthropy (Su): Any humanoid hit by a lycanthrope's bite attack in animal form must succeed at a DC 18 Fortitude save or contract lycanthropy. Bludgeoning or non-penetrating attacks do not transmit the condition. If the victim is not within one size category of the lycanthrope, it cannot contract lycanthropy from that individual. Unlike lycanthropes in other settings, afflicted lycanthropes in Ravenloft can pass along the curse of lycanthropy to those they bite.

Special Qualities: A lycanthrope retains all the special qualities of the character or animal and also gains those listed below.

Alternate Form (Su): Lycanthropes can shift into animal form as though using the *polymorph* spell (though their gear does not change). They may also assume a bipedal hybrid form with prehensile hands and animalistic features. Afflicted lycanthropes can assume only one of these two forms; most true lycanthropes can assume both. Changing to or from animal or hybrid form is a standard action. Upon assuming either form, the lycanthrope regains hit points as if having rested for a day. A slain lycanthrope reverts to its humanoid form, although it remains dead. Separated body parts retain their animal form, however. This shapeshifting ability can be difficult to control (see "Lycanthropy as an Affliction" in the *Monster Manual*).

Damage Reduction: Natural lycanthropes in animal or hybrid form gain damage reduction 10/silver. Afflicted lycanthropes gain damage reduction 5/silver. Some kinds of lycanthrope are vulnerable to different materials; these are detailed below.

Lycanthropic Empathy (Ex): Lycanthropes can communicate and empathize with normal or dire animals of their animal form. This gives them a +4 racial bonus on checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Low-Light Vision (Ex): A lycanthrope has low-light vision in all forms.

Scent (Ex): A lycanthrope has the scent ability in any form.

Base Save Bonuses: Add together the base save bonuses for the base animal and the base

creature. In addition, lycanthropes receive a +2 racial bonus on Fortitude and Will saves.

Abilities: All lycanthropes gain +2 to Wisdom. For a lycanthrope in humanoid form, other ability scores are unchanged. In animal or hybrid form, a lycanthrope's ability scores improve according to the table below.

Skills: Lycanthropes receive a +4 racial bonus on Search, Spot, and Listen checks when in humanoid form. In animal or hybrid form, these bonuses increase to +8. A lycanthrope in hybrid or animal form gains the same skills as a normal animal of its form in addition to the character's skills. If a lycanthrope has a skill in both its humanoid and animal forms, use the better score.

Feats: Same as the character. When in hybrid or animal form, the lycanthrope gains any feats a normal animal of its form has. Lycanthropes in hybrid or animal form have additional feats as set out in the Ravenloft Lycanthropes table (see sidebar). If this process gives the lycanthrope the same feat more than once, it gains no additional benefits unless the feat can be taken more than once, in which case the duplicated feat works as in the feat description. If this results in more feats than the character would normally have according to its total Hit Dice, "extra" feats are marked as bonus feats. If a lycanthrope cannot meet all the prerequisites for a feat in humanoid form, it still has the feats but cannot use them in humanoid form.

All lycanthropes except werejaguars receive Control Shape (*Monster Manual*) as a bonus feat, and all lycanthropes receive Iron Will (*D&D Player's Handbook*) as a bonus feat.

Environment: Same as either the character or animal.

Organization: Solitary or pair, sometimes family (2–4), pack (6–10), or troupe (family plus related animals)

Challenge Rating: By class level or base creature, modified according to the HD of the base animal: 1 HD or 2 HD, +2; 3HD to 5 HD, +3; 6 HD to 10 HD +4; 11 HD to 20 HD, +5; 21 or more HD, +6.

Treasure: Standard.

Alignment: By animal type.

Advancement: By character class.

Level Adjustment: Same as the base creature +2 (afflicted) or +3 (natural). In addition, a lycanthrope's character level is increased by the number of racial Hit Dice the base animal has.





Ravenloft Lycanthropes

Name	Animal Form	Ability Score Adjustments	Feats
Loup-garou, lowland	Worg	Str +6, Dex +4, Con +4, Wis +4	Alertness, Blind-Fight, Improved Initiative
Loup-garou, mountain	Dire wolf	Str +14, Dex +4, Con +6, Wis +2	Blind-Fight, Improved Initiative
Werebadger	Dire badger	Str +4, Dex +6, Con +6, Wis +2	Toughness
Werebat	Dire bat	Str +6, Dex +12, Con +6, Wis +4	Blind-Fight, Flyby Attack
Werejackal	Jackal (dog)	Str +2, Dex +6, Con +4, Wis +2	Weapon Finesse
Werejaguar	Jaguar (hybrid)	Str +6, Dex +8, Con +4, Wis +2	Dodge, Weapon Finesse
Wereleopard	Leopard (hybrid)	Str +6, Dex +8, Con +4, Wis +2	Dodge, Weapon Finesse
Wereray	Stingray (hybrid)	Str +4, Dex +6, Con +4, Wis +2	Dodge
Wereraven	Dire raven	Str -2, Dex +10, Con +4, Wis +6	Dodge, Weapon Finesse

Marikith

	Marikith Hunter Medium Aberration	Marikith Queen Huge Aberration
Hit Dice:	3d8+3 (16 hp)	10d8+50 (95 hp)
Initiative:	+8	+1
Speed:	40 ft. (8 squares), climb 20 ft.	30 ft. (6 squares), climb 20 ft.
Armor Class:	17 (+4 Dex, +3 natural), touch 14, flat-footed 13	19 (-2 size, +1 Dex, +10 natural), touch 9, flat-footed 18
Base Attack/Grapple:	+2/+3	+7/+15
Attack:	Claw +5 melee	Claw +15 melee (2d4+8)
Full Attack:	2 claws +5 melee (1d4+3) and bite +0 melee (2d4+3)	4 claws +15 melee (2d4+8) and bite +10 melee (2d8+4) or sting +10 melee (1d8+4 and poison)
Space/Reach:	5 ft./5 ft.	10 ft./10 ft.
Special Attacks:	Voice mimicry	Voice mimicry, poison
Special Qualities:	Compression, darkvision 120 ft., immunities, light sensitivity	Damage reduction 5/piercing, darkvision 120 ft., hive mind, immune to fear, horror and madness, light sensitivity
Saves:	Fort +2, Ref +5, Will +5	Fort +8, Ref +4, Will +9
Abilities:	Str 16, Dex 19, Con 13, Int 6, Wis 14, Cha 5	Str 27, Dex 12, Con 20, Int 9, Wis 14, Cha 14
Skills:	Escape Artist +16, Hide +12, Listen +6, Move Silently +12, Spot +4	Balance +9, Hide +5, Listen +10, Move Silently +7, Search +3, Spot +8
Feats:	Improved Initiative	Improved Grab, Multiattack
Environment:	Any underground (Timor)	Any underground (Timor)
Organization:	Pair, pack (2-8) or swarm (2-20)	Solitary (1 marikith queen escorted by 4-48 hunters)
Challenge Rating:	2	11
Treasure:	None	Double standard
Alignment:	Always lawful evil	Always neutral evil
Advancement:	4-5 HD (Medium)	11-16 HD (Huge)
Level Adjustment:	—	—

The creature's glistening, rubbery black body somehow squeezes through the tiny opening. Red, glowing eyes stare from a face adorned with fangs while it works its claws in anticipation.

The twisting tunnels of Timor are inhabited by a seemingly endless hive of marikith hunters, all serving a single marikith queen. Although this is

the only marikith hive known to exist in Ravenloft, it is likely that others exist elsewhere. Rumor has it that any humanoid that fails a powers check in Timor becomes a marikith hunter, the transformation taking 1d6 hours.

Marikith are hulking, hive-minded humanoids, their bodies covered in a rubbery, glistening black



hide. Marikith bodies have no rigid structures beyond their chitinous fangs and talons; they maintain their shape by inflating interlocking bladders with fluids. By compressing these bladders, a hunter can squeeze its body through tiny gaps such as barred windows or drainpipes. Marikith eyes glow a dull red, but they can veil them with a special membrane, revealing the glow only moments before striking.

Combat

Marikith feed on their victims' fear as well as their flesh. Thus, marikith torment their prey before moving in for the kill. Outside their lightless hives, marikith operate in small packs. Within their realm, hunters attack in waves, starting with packs of two or three and increasing the number of marikith with every assault until foes are outnumbered by ten-to-one or more.

Compression (Ex): A marikith hunter can squeeze through any gap of at least 1 foot diameter as a free action while moving. It can squeeze through a 7–11 inch diameter gap as a move action. It can pass through a 3–6 inch diameter gap as a full-round action. Marikith hunters cannot squeeze through gaps smaller than 3 inches across.

Immunities (Ex): Marikith hunters take half damage from bludgeoning weapons and are im-

mune to all fear, horror and madness effects. All hunters are considered to be under the influence of their queen.

Light Sensitivity (Ex): Marikith suffer a –1 penalty on attack rolls in candlelight or starlight, a –2 penalty in torchlight, and a –4 penalty in bright sunlight or within the radius of a *daylight* spell.

Voice Mimicry (Ex): Although marikith have no true language, hunters can mimic sounds to mislead or terrify others. They often imitate the cries of recent victims and can echo the comments of current prey. To fool a subject, a marikith hunter must make an opposed Bluff check (with an effective +8 racial bonus) against the subject's Listen check.

Skills: Marikith hunters receive a +8 racial bonus on Escape Artist checks and a +4 racial bonus on Hide and Move Silently checks.

Marikith Queen

A marikith queen's bloated, spider-like body can measure up to 20 feet in length. Queens share the slimy black hide and red eyes of their hunter brood. Although a queen's bulbous body remains surprisingly flexible, she cannot effectively compress her bulk.

Combat

A marikith queen never leaves her hive; she seems to exist only to feed and lay more hunter eggs. Hunters obey their queen without question; a queen never hesitates to sacrifice its hunters to save herself.

Hive Mind (Su): A marikith queen can communicate telepathically with any of her brood within a 5-mile radius.

Improved Grab (Ex): To use this ability, the marikith queen must hit a Medium or smaller opponent with at least two claw attacks.

Light Sensitivity (Ex): Marikith suffer a –1 penalty on attack rolls in candlelight or starlight, a –2 penalty in torchlight, and a –4 penalty in bright sunlight or within the radius of a *daylight* spell.

Poison (Ex): A marikith queen carries different venom in her bite and in her stinging abdomen.

Bite, Fortitude DC 20, initial and secondary damage 2d6 Constitution, secondary damage 1d6 Constitution. The save is Constitution-based.

Sting, Fortitude DC 20, initial damage none, secondary damage paralysis for 1 week. A humanoid victim transforms into a marikith hunter during that week. If the poison is neutralized before the change is complete, the transformation reverses of its own accord.



Mist ferryman

Medium Undead (Mists)

Hit Dice:	4d12 (26 hp)
Initiative:	+7
Speed:	50 ft. (10 squares)
Armor Class:	17 (+3 Dex, +4 natural), touch 13, flat-footed 14
Base Attack/Grapple:	+2/+4
Attack:	Claw +4 melee (1d6+2 and ferryman's rot)
Full Attack:	2 claws +4 melee (1d6+2 and ferryman's rot) and bite -1 melee (1d8+1 and ferryman's rot)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Mist poison, summoning howl
Special Qualities:	Damage reduction 5/magic, obscuring mist, +2 turn resistance, undead traits
Saves:	Fort +1, Ref +4, Will +6
Abilities:	Str 14, Dex 17, Con —, Int 7, Wis 14, Cha 14
Skills:	Listen +8, Spot +8, Survival +11
Feats:	Improved Initiative
Environment:	Misty border and any land (fogbanks)
Organization:	Solitary
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral evil
Advancement:	6-9 HD (Large)
Level Adjustment:	—

Emerging from the fog as though new-made from mist itself, the tall figure in the deeply cowled dark robe turns its head. A death's head showing jagged, sharp teeth and long skeletal fingers are all that can be seen beneath the enveloping robe.

Mist ferrymen are dreaded undead guardians that live in the Mists surrounding the domains of Ravenloft. A few sages hold that they are manifestations of the Mists themselves, but most believe that they represent the fate of those who die in the Misty Border, doomed to wander forever. These fiercely territorial creatures never leave the Mists and kill anything that they encounter. They even call in others of their kind to help bring down opponents too large for themselves. Their name comes from the belief that anyone able to subdue a ferryman can force the creature to take a group through the Mists to any place in Ravenloft.

At first glance a Mist ferryman is almost indistinguishable from the Mists that surrounds it. Only when it is close can an observer note a tall, thin figure draped in a long, dark, cowled robe. The only

visible parts of the creature are its skeletal face, including a mouth filled with sharp jagged teeth, and long hooked fingers made of bone.

Mist ferrymen can communicate with any creature that has a language.

Combat

A Mist ferryman loves the feeling of warm blood flowing freely from many cuts as well as the smell of fear that comes off their victims. It attempts to keep victims alive as long as possible,





driving them further into the mist while taunting them with the promise of the pain that will come.

A Mist ferryman can be conjured by the spell *summon monster VII*. Summoned ferrymen always attack their summoner, but if incapacitated, a ferryman transports itself and all adjacent creatures to any requested location in Ravenloft, as with a *greater teleport* spell, in return for its freedom.

Ferryman's Rot (Su): Supernatural disease — injury, Fortitude DC 15, incubation period 1 week, initial damage 1d4 Constitution. This disease causes the victim's skin to harden and flake off. Unlike normal diseases, ferryman's rot continues until the victim's Constitution reaches 0 (and dies) or receives a *remove disease* spell or similar magic. If an afflicted victim dies, her skin flakes away into

dust, leaving a skeletal corpse that rises as a mist ferryman in 6 rounds and retreats into the Mists.

Obscuring Mist (Su): Mist ferrymen bring the Mists with them wherever they go. When summoned in a domain, an obscuring mist (caster level 12th) always remains centered on the ferryman. If this mist is dispelled, the ferryman vanishes as well. Mists do not obscure the ferryman's vision at all.

Summoning Howl (Ex): A mist ferryman faced with an opponent too large or numerous for it to kill on its own can emit an ululating howl like the sobbing of a terrified woman. This call draws forth 1d8+1 Mist ferryman to aid their companion. These creatures arrive in 2d6 rounds and assist the summoning ferryman until the end of combat.

Mist Horror

Mist horrors dwell within the swirling Mists of Ravenloft. They are attracted to any travelers who linger too long in the Mists and attack any who thus intrude on their domain.

Mist horrors remain unseen until they attack, manifesting only as a feeling of unease or a vague ripple in the fabric of the Mists, able to be sensed only by those who make a DC 20 Spot check. When they do reveal their presence, usually just prior to attacking, mist horrors usually vary greatly in appearance. Generally they appear as a man-sized and humanoid-shaped figure made of fog and mist, but sometimes they seize their visible image by making an empathic probe of the mind of their victim, assuming the form the victim fears most.

Mist horrors seem to possess the ability to communicate telepathically, sending feelings of dread to their victims' minds before attacking or while stalking. They also use this ability to lure victims into the mists by causing their targets to become fascinated or intrigued by the Mists, a feeling that becomes a compelling need to enter the Mists.

Many theories exist as to what mist horrors are. Some maintain that they are the spirits of evil beings who attracted the attentions of the Dark Powers but who were not evil enough to imprison in their own domain. Instead, the Mists have become both their "domain" and their prison.

Other scholars have posited the theory that mist horrors are created from the bodies of creatures slain by a mist golem. If this is true and former

comrades can capture the particular horror, the creature may be restored to life by means of a *raise dead*, *resurrection* or *true resurrection* spell.



POZAS '03



Sample Mist Horror (common)

Forming from the fabric of the Mist itself, the creature that approaches looks like a huge, many-tentacled being made of fog.

This example uses a 5th level human rogue as the base creature.

Medium Undead (Augmented Humanoid) (Incorporeal, Mists)

Hit Dice:	5d12 (32 hp)
Initiative:	+6
Speed:	Fly 30 ft. (good) (6 squares)
Armor Class:	13 (+1 Dex, +2 natural)
Base Attack/Grapple:	+2/+5
Attack:	Slam +5 melee (2d6+3)
Damage:	2 slams +5 melee (2d6+3)
Space/Reach:	5 ft./ 5 ft.
Special Attacks:	Sneak attack (3d6+3)
Special Qualities:	Damage reduction 10/magic, immunity to <i>charm</i> spells, holy water and spells affecting undead, incorporeal traits, spell resistance 10 (spells only), +5 turn resistance, undead traits
Saves:	Fort +1, Ref +5, Will +2
Abilities:	Str 15, Dex 13, Con 15, Int 10, Wis 13, Cha 10
Skills:	Climb +8, Disable Device +7, Hide +14, Listen +10, Move Silently +13, Open Locks +10, Spot +14
Feats:	Alertness, Balance, Blind-Fight, Improved Initiative, Stealthy
Environment:	Ravenloft Mists
Organization:	Solitary
Challenge Rating:	6
Treasure:	None
Alignment:	Neutral evil
Advancement:	6–9 HD (Medium); 10–14 HD (Large)
Level Adjustment:	—

Combat

A mist horror takes 1d4 turns to assemble into a form that can attack its target. Because of this, travelers who keep moving are usually safe from common forms of this creature, which tend to stay in one area of the Mists. The mist horror may use its *telepathic projection* power to convince travelers that they are safe and can rest by sending feelings of safety to them, which may be resisted by an opposed Will check.

Mist horrors try to catch their targets by surprise. Their nearly incorporeal form makes them *invisible* in the Mists until they form into a form capable of combat. If a mist horror wishes to break off combat, it can do so by dispersing its essence

into the Mists. Each time it does so, it requires another 1d4 turns to reassemble itself.

Regardless of the form it takes, mist horrors receive two attacks as detailed above.

Wandering Mist Horror

Wandering mist horrors, unlike common mist horrors, are not confined solely to one area of the Mists. They are more likely to search out targets actively, as if trying to convince the Dark Powers that they deserve their own domain. Except for their more aggressive nature and the special attacks detailed below, they resemble common mist horror in all other ways.

Combat

A wandering mist horror uses its *fear aura* early in a combat in order to scatter its opponents. If it attacks by surprise, it uses this power in the first normal combat round.

Mist horrors also use their power of suggestion to convince targets that they mean them no harm, enabling them to attack by surprise. The target must make a DC15 Will save to resist this suggestion.

Creating a Mist Horror

“Mist horror” is a template that can be applied to any living creature (referred to hereafter as the “base character”). The mist horror retains all the statistics of the base character except where noted. Wandering mist horrors have the same statistics as common mist horrors except where noted.

Size and Type: The creature’s type changes to undead (augmented) humanoid, monstrous humanoid, or other type. Do not recalculate base attack bonus, saves or skill points. Size is unchanged.

Hit Dice: Increase all current and future Hit Dice to d12.

Speed: Mist horrors have a fly speed of 30 feet unless the base creature has a higher fly speed, with average good maneuverability.

Armor Class: The base creature’s natural armor class remains the same and it gains a deflection bonus equal to its Charisma modifier or +1, whichever is higher.

Attack: The mist horror loses the base creature’s attacks but gains the use of natural weaponry.



Full Attack: The mist horror uses its natural attacks or else one of its special attacks.

Special Attacks: As base character. Wandering mist horrors receive the following special attacks:

Fear Aura (Su): Once per day, a wandering mist horror may send out a telepathic *wave of fear* that causes anyone within 120 feet to make a DC 15 Fear check.

Suggestion (Sp): Once per day, a wandering horror may use its power of telepathic projection to send out a suggestion to a creature within 120 feet of it.

Special Qualities: As base character, plus the following:

Damage Reduction: The mist horror gains damage reduction 10 against nonmagical weapons.

Immunity (Ex): Mist horrors are immune to spells that normally effect undead and to holy water. They are also immune to *charm* spells and spells such as *blindness/deafness* that target a physical body.

Spell Resistance (Su): Mist horrors receive spell resistance 10 that affects all spells cast within 20 feet of it. This power affects only spellcasters' minds and has no effect on magic items that duplicate spells or spell-like abilities. (A *fireball* spell must overcome the mist horror's spell resistance to take effect, while a *wand of fireballs* works normally.)

Telepathic Projection (Sp): Mist horrors and wandering mist horrors possess the ability to project emotions and, in some cases, short verbal communications, to anyone in the Mists within 120 feet of them. These feelings or communications may be resisted or ignored by a successful DC 15 Will save.

Turn Resistance (Ex): The mist horror receives +4 turn resistance.

Saves: Same as the base character.

Abilities: Same as the base character except that it has no Constitution score. Its Charisma increases by +2.

Skills: Mist horrors receive a +4 racial bonus on Hide, Move Silently and Spot checks. Otherwise same as the base creature (though the mist horror may only use those skills appropriate to its incorporeal form).

Feats: Same as base character plus Improved Initiative and Stealthy.

Environment: Ravenloft Mists.

Organization: Solitary.

Challenge Rating: As base creature +1.

Treasure: None.

Alignment: Any evil.

Advancement: 6–9 HD (Medium); 10–14 HD (Large)

Level Adjustment: —

Moor Man

Medium Monstrous Humanoid

Hit Dice:	4d8+8 (26 hp)
Initiative:	+5
Speed:	30 ft.
Armor Class:	13 (+1 Dex, +2 natural), touch 11, flat-footed 12
Base Attack/Grapple:	+4/+6
Attack:	Short sword +6 melee (1d6+2) or short bow +1 ranged (1d6/x3)
Full Attack:	Short sword +6 melee (1d6+2) or short bow +1 ranged (1d6/x3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Tattoos
Special Qualities:	Darkvision 150 ft., light blindness
Saves:	Fort +6, Ref +2, Will +2
Abilities:	Str 15, Dex 13, Con 15, Int 10, Wis 12, Cha 10
Skills:	Hide +4, Listen +2, Move Silently +3, Spot +4
Feats:	Dodge, Improved Initiative

Environment:	Temperate marsh
Organization:	Gang (4–9), hunting party (5–12), tribe (10–30 plus 1 4th-level shaman, 1 leader of 4th–6th-level)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+1

The humanoid is squat and hairless and clad in a ragged leathery loin cloth, with a jumble of tattoo-like patterns smeared on its flesh with mud or blood. The being raises a face with close-set, overlarge eyes and small, sharp fangs, its nose sniffing the breeze.

Moor men are a savage race of humanoids that thrive in the darkest parts of the moors or swamps. They hunt by ambushing unwary creatures near their swamps. They are nocturnal hunters, but they crave the flesh of humanoids above all else. This craving is so strong that it can even drive them to



hunt during the day, when their prey is more active.

Moor men stand about 5 feet tall, and resemble squat, hairless humans who often file their teeth down into fangs. They seldom wear anything more than leather loincloths made from the hide of their victims, but their bodies are covered by the swirling patterns of primitive tattoos made of caked mud or blood.

Combat

Moor men prefer to ambush their victims and then use the powers of their tattoo to win the battle for them.

Light Blindness (Ex): Moor men are considered blinded in bright sunlight or within the radius of a daylight spell. Moor men abruptly exposed to bright light (such as a *daylight* spell) must make a DC 14 Fear save.

Tattoos (Su): The most dangerous aspect of the moor men is their ability to create magic tattoos. Only one tattoo can be worn at a time and the magic lasts for a single day, after which time the tattoo must be reapplied.

The *axe and sword tattoo* shows one or both of these weapons dripping with blood. It allows the user to enter a frenzied state that gives the user one extra attack per round. The tattoo also grants a number of temporary hit points equal to the bearer's current total. These temporary hit points disappear at the end of a combat. If a moor man loses more than his normal hit points, he is mortally wounded, though the tattoo prevents him from realizing it until combat is over.

The *bedazzlement tattoo* appears as a spiraling pattern of bright colors. Any creature within 30 feet that sees the tattoo must succeed at a DC 12 Will save or be affected as by a *hypnotic pattern* spell (caster level 6th). Moor men are not affected.

The *death mask tattoo* appears as a skeletal figure, mimicking the bearer's own. It allows its bearer to ignore the first successful attack it suffers each round.

The *flower tattoo*, a symbol of luck among the moor men, allows its bearer to reroll one die roll per round.

The *shield tattoo* gives the bearer a +2 luck bonus on all saving throws and Armor Class.

The *veil of darkness tattoo* covers the bearer's entire face with a mask of shadows. It allows the bearer to ignore the effects of bright lights (including light blindness).

Moor Man Society

Moor men are a nomadic society (CL 1). Like goblins, they often steal weapons and tools from their victims. Due to their hatred of sunlight, moor men spend most of their time buried in shallow mud pits, emerging only after the sun has set.

Moor Man Characters

The moor man favored class is rogue. Most moor men leaders tend to be fighters or fighter/rogues. Moor man shamans are typically adepts, though sorcerers are not unknown.





Nightmare, Dread

Large Outsider (Evil, Lawful)

Hit Dice:	8d8+24 (60 hp)
Initiative:	+7
Speed:	40 ft. (8 squares)
Armor Class:	24 (-2 size, +3 Dex, +13 natural), touch 11, flat-footed 21
Base Attack/Grapple:	+8/+13
Attack:	Hoof +13 melee (1d8+5)
Full Attack:	2 hooves +13 melee (1d8+5) and bite +8 melee (1d8+2)
Space/Reach:	10 ft./5 ft.
Special Attacks:	Flaming hooves, smoke, trample
Special Qualities:	Darkvision 60 ft., etherealness, frightful presence
Saves:	Fort +9, Ref +5, Will +3
Abilities:	Str 20, Dex 17, Con 17, Int 13, Wis 13, Cha 12
Skills:	Intimidate +12, Listen +12, Move Silently +12, Search +10, Sense Motive +12, Spot +12, Survival +13
Feats:	Alertness, Combat Reflexes, Improved Initiative
Environment:	Any land and underground (Nova Vaasa)
Organization:	Solitary, pair or herd (6-10)
Challenge Rating:	6
Treasure:	None
Alignment:	Always lawful evil
Advancement:	9-10 HD (Large); 11-18 HD (Huge)
Level Adjustment:	+4 (cohort)

The inky stallion's mane, tail and hooves seem made of flame, and the breath emerging from its mouth and nostrils blazes with more unholy fire.

Dread nightmares embody the ferocity and evil common to the insidious creatures of the Dread Realms. Resembling equines with jet-black coats and shooting yellow, blue and white flames from their nostrils when in crazed battle frenzy, these outsiders cannot be confused with a mortal horse.

Dread nightmares are said to have arisen from a herd of nightmares that entered Ravenloft long ago, drawn by the evil they sensed there. Though dread nightmares are in some ways more powerful than their infernal kin, the Mists have bound them to earth. Some nightmares form a bond of respect and alliance with particularly powerful characters who demonstrate their own evil natures to the creature. Dread nightmares are not easily impressed, however, and mere pretenders become that night's plaything.

The wild black steeds of Nova Vaasa, much prized by horsemen throughout the Core, are often rumored to

have a few drops of nightmare blood in their ancestry, bestowing their strength and proud demeanor.

Combat

The dread nightmare attacks with its flaming hooves and bite. Dread nightmares are cunning and disciplined creatures, employing ambushes in their tactics of terror and carnage. Small herds work in tightly knit units and employ team tactics in their maneuvers. Nightmares frequently surround and torture a victim before killing it, for no other reason than their enjoyment of inflicting slow and painful deaths.

Etherealness (Su): This functions just like the *etherealness* spell (caster level 20th), except that a dread nightmare can remain ethereal indefinitely. Although it does not harm them, dread nightmares dislike sunlight and often retreat to the Near Ethereal from dawn until dusk.

Flaming Hooves (Su): A blow from a dread nightmare's hooves sets combustible materials alight.

Frightful Presence (Ex) The dread nightmare can inspire terror by stomping its hooves and belching out smoke. Affected creatures must succeed at a DC 15 Fear save or become frightened for 5d6 rounds.

Smoke (Su): While raging in battle, a dread nightmare snorts a 15-foot cone of sulfurous smoke that chokes and blinds opponents. Anyone caught in the cone must succeed at a DC 16 Fortitude save or suffer a -3 morale penalty on all attack and damage rolls until 1d6 minutes after they leave the cone. The nightmare gains normal concealment against creatures 5 feet away and total concealment (50% miss chance) against creatures 10 feet away. The smoke in no way obscures the nightmare's vision. The dread nightmare can suppress the smoke as a free action.

Trample (Ex): Reflex DC 19 half. The save DC is Strength-based.



Odem

Small Undead (Incorporeal)

Hit Dice:	4d12 (26 hp)
Initiative:	+7
Speed:	30 ft. (6 squares), fly 60 ft. (perfect)
Armor Class:	16 (+1 size, +3 Dex, +2 deflection), touch 14, flat-footed 13
Base Attack/Grapple:	+2/+2
Attack:	Incorporeal touch +6 melee (1d6 Wisdom)
Full Attack:	Incorporeal touch +6 melee (1d6 Wisdom)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Possession, wisdom drain,
Special Qualities:	Incorporeal traits, natural invisibility, +3 turn resistance, undead traits, un natural aura
Saves:	Fort +1, Ref +4, Will +6
Abilities:	Str —, Dex 16, Con —, Int 14, Wis 15, Cha 17
Skills:	Hide +14, Intimidate +12, Listen +10, Search +8, Sense Motive +12, Spot +10
Feats:	Dodge, Flyby Attack, Improved Initiative ^B , Weapon Finesse ^B
Environment:	Any land and underground
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	6–10 HD (Small)
Level Adjustment:	—

The creature manifesting before you seems formed of a brilliant vapor or mist, which heaves and seethes in nauseating eddies.

The odem is an undead spirit that feeds on fear and terror. It constantly tries to take control of living bodies and force them to perform unspeakable actions. Odems do not seek to kill their possessed victims or deaden their thoughts, preferring them to be fully conscious of all the actions that they are being forced to take.

Odems are remnants of the spirits of evil humanoids that did not have the force of will to become ghosts. All that remains of their personality is the sadistic delight they take from spreading suffering. Odems are not tied to particular areas but move as they will. They tend to use a host until it reaches such levels of horror that it retreats into catatonia. At this time the odem seeks another host, leaving his former body as a lost one.

Odems are invisible to material creatures. Those who can see ethereal creatures see an odem



as a seething wisp of luminous white vapor, and see a faint white aura around the faces of possessed victims, growing brighter at the eyes and mouth.

Odems speak the languages they knew in life, which are not necessarily the same languages of their host.

Combat

The odem usually attacks a creature several times with its Wisdom drain attack to make it more vulnerable to its possession attack.

Natural Invisibility (Su): This ability is constant, allowing the odem to remain invisible even when attacking. This ability is inherent and not subject to the *invisibility purge* spell.

Possession (Su): Once per round as a standard action, an odem can merge with a creature on the Material Plane. This ability is similar to *magic jar* (caster level 10th), except that it does not require a receptacle. If the attack succeeds, the odem disappears into the opponent's body. The target can resist the attack with a successful DC 15 Will save. A creature that saves is immune to that odem's possession attack for one day.

Odems control their hosts like puppeteers. An odem has complete control over its host's body, but the host's mind remains aware of its surroundings



and can still execute purely mental actions. An odem cannot be turned or rebuked while in a host. Odems are not harmed by physical attacks that damage their host, but while possessed the host becomes immune to nonlethal damage and stunning. If a host dies, the odem is expelled from the body.

Unnatural Aura (Su): Both wild and domestic animals can sense the unnatural presence of an

odem at a distance of 30 feet, even if the odem currently possesses a victim. They will not willingly approach nearer than that and panic if forced to do so, remaining panicked as long as they are within that range.

Wisdom Drain (Su): Living creatures hit by an odem's incorporeal touch attack must succeed at a DC 15 Fortitude save or suffer 1d6 points of Wisdom drain. This drain lasts until restored magically.

Paka

Medium Monstrous Humanoid (Shapechanger)

Hit Dice:	3d8 (13 hp)
Initiative:	+5
Speed:	40 ft. (8 squares)
Armor Class:	16 (+5 Dex, +1 natural), touch 15, flat-footed 11
Base Attack/Grapple:	+3/+2
Attack:	Claw +7 melee (1d6-1) or rapier +7 melee (1d6-1)
Full Attack:	2 claws +7 melee (1d6-6) or rapier +7 melee (1d6-1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Feline allies, feline empathy, pounce,
Special Qualities:	Canine antipathy, lick wounds, scent, spell resistance 14
Saves:	Fort +3, Ref +10, Will +3
Abilities:	Str 8, Dex 20, Con 10, Int 17, Wis 11, Cha 15
Skills:	Balance +14, Bluff +7, Climb +10, Jump +8, Listen +6, Move Silently +14, Tumble +6
Feats:	Dodge, Lightning Reflexes, Mobility, Weapon Finesse ^b
Environment:	Temperate forest and hill
Organization:	Solitary, pair, pride (4-12)
Challenge Rating:	5
Treasure:	Double standard
Alignment:	Always chaotic evil
Advancement:	By character class
Level Adjustment:	+2

Shedding its human pretense, the seductive creature appears somewhat reminiscent of a large cat. It has slit pupils, whiskers, fangs and a feline's sharp nose and pointed ears. Its long tail swishes in anticipation.

Beautiful, seductive and deadly, paka secretly nurse an ancient, ancestral grudge against mankind and derive sadistic pleasure from bringing ruin to humans. They are wicked and cunning, and often take years to develop their deadly schemes. If

a paka feels that it has been crossed, it will stop at nothing to wreak its vengeance.

Paka in human form are always lithe and graceful with brilliant eyes and streaked hair. Females always have orange-gray hair, but males may have hair of any color but dark brown. In their true form, paka have distinctly feline features. Paka are strict carnivores.

Paka speak their own language, Aumes, and often know numerous domain languages.

Combat

Paka are skilled combatants who utilize their special abilities and amazing agility well. Playful with their prey, they take time to torment and tease whenever possible. Paka will not show their true form if blade point will work as well as

Canine Antipathy (Su): Paka suffer a -5 racial penalty on all Charisma-based skill checks when interacting with canine creatures, such as dogs, wolves, worgs, and even werewolves and wolfweres, regardless of what form the paka takes.

Feline Allies (Su): As a standard action, a paka can establish a telepathic bond with any feline animal within 50 feet. Once the bond is established, as a free action the paka can scry through the cat's senses and command it to perform actions, such as attacking (or not attacking) a creature, breaking or stealing objects, etc. The bond is broken if the cat moves more than 50 feet from the paka.

Lick Wounds (Ex): A paka can heal wounds by licking them, healing 1 hit point with each full-round action. This provokes attacks of opportunity. A paka can heal a total of 2 hit points of damage per HD each day. A paka can divide this curing among multiple recipients.

Pounce (Ex): If a paka charges a foe, it can make a full attack.



Skills: Paka receive a +4 racial bonus on Balance and Move Silently checks. They use their Dexterity modifier for Climb checks.

Paka Society

Paka live among humans, mimicking their societies. In at least one case, a pride of paka wiped out a tiny community of humans, claiming the human hamlet for themselves. Paka are entirely matriarchal. They do not mate for life, and although paka have strong ties to their mother, they maintain no connection to their fathers.

Paka clerics worship a mysterious entity known only as the Cat Lord, often while pretending to worship the deities of good.

Paka Characters

A paka's favored class is ranger. Paka rangers can choose humans as their favored enemy. Wizards and sorcerers are also common, often multiclassing with rogues. Paka spellcasters tend to prefer subtle charms and enchantments over overtly destructive spells such as *fireball*. Paka clerics worship the Cat Lord and can choose two of the following domains: Chaos, Evil, and Trickery.



Plant, Dread

Any commoner in Ravenloft can repeat the old adage that "Nature is not your friend." The monstrous flora of the Land of Mists may lack the cruel cunning of the villains adventurers often oppose, but sometimes, the forest can be as dangerous as the beasts that lope through it.

Combat

All dread plants are considered to have plant traits.

Bloodroot

Medium Plant

Hit Dice:	4d8+4 (22 hp)
Initiative:	+0
Speed:	0 ft.
Armor Class:	15 (+5 natural), touch 10, flat-footed 15
Base Attack/Grapple:	+3/+4
Attack:	Slam +4 melee (1d4+1) or gore +4 melee (1d6+1 and poison)
Full Attack:	2 slams +4 melee (1d4+1) or gore +4 melee (1d6+1 and poison)
Space/Reach:	5 ft./ 5 ft.
Special Attacks:	Improved grab, poison

Special Qualities:	Blindsight, camouflage, vulnerability to fire, plant traits
Saves:	Fort +5, Ref +1, Will +1
Abilities:	Str 12, Dex 10, Con 13, Int 1, Wis 10, Cha 8
Environment:	Underground
Organization:	Solitary
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always neutral
Advancement:	5–8 HD (Large); 9–12 HD (huge)
Level Adjustment:	—

Thick roots trail from overhead each, oddly colored a deep red at the tips. Suddenly, they writhe and strike!

Bloodroots protrude through the floors, walls and ceilings of underground caverns, tunnels and passageways. At a glance, a bloodroot resembles the normal root structure of an ordinary tree reaching down through the earth searching for moisture and nourishment. Only the deep red hue at the tips of the roots and the scattered bones of prior victims hint at the danger they pose.

The bloodroot hangs motionless until an unwary creature moves within its reach, then strikes



with the speed of a whip. Once immobilized in its preternaturally strong grasp, the carnivorous plant plunges its dagger-sharp appendages into its victim. Bloodroots inject a grappled victim with toxins that thin its blood, and then drain that fluid once the victim ceases to struggle. The desiccated husk is discarded to decay on the cavern floor.

Combat

Bloodroots grasp for their opponents with their long, animated roots. These appendages are tipped with razor-sharp, hollow needles. On a successful slam attack, the bloodroot attempts to grapple its opponent and immobilize it for easier consumption. A bloodroot has one attacking root for each Hit Die it possesses. No more than 4 roots can attack any one individual at a time.

Blindsight (Ex): Bloodroots have no visual organs, but can locate any prey within 10 feet through a combination of scent, sound and vibration.

Camouflage (Ex): Since a bloodroot looks like a normal plant when at rest, it takes a successful DC 20 Spot check to notice it before it attacks. Dwarves with stonecunning and anyone with Survival or Knowledge (plants or herbs) can use those skills instead of Spot to notice the plant.

Improved Grab (Ex): To use this ability, the bloodroot must hit with its slam attack. If it gets a hold, it can use a second root to make a gore attack each round. It continues to gore a grappled foe until that foe is dead.

Poison (Ex): Gore, Fortitude DC 13, initial damage 1d4 Constitution, secondary damage 1d3 Wisdom. As the victim's brain grows starved for oxygen, the victim sinks into a euphoric haze. If a bloodroot is slain (but not completely destroyed), its blood-thinning sap can be drained to create a dose of the namesake poison found in the *D&D Dungeon Master's Guide*. This poison is never quite as potent as it is "on the vine," but it is said to be mildly addictive.

Bloodrose

Small Plant

Hit Dice:	1d8 (4 hp)
Initiative:	+0
Speed:	0 ft.
Armor Class:	11 (+1 size), touch 11, flat-footed 11
Base Attack:	+0/+0
Attack:	Thorny lash +0 melee (1d3)
Full Attack:	Thorny lash +0 melee (1d3)
Space/Reach:	5 ft./ 5 ft.
Special Attacks:	Entangle
Special Qualities:	Damage reduction 10/bludgeoning or magic, plant traits, tremorsense, vulnerability to salt
Saves:	Fort +2, Ref +0, Will +2
Abilities:	Str 10, Dex 10, Con 10, Int —, Wis 15, Cha 10
Environment:	Any temperate land
Organization:	Patch (3–10)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

A stand of lovely white rose bushes lies just ahead, their scent delicately perfuming the air. One bush is blushed with a pink-red color along the tips of its petals.

A predatory perversion of a beautiful flower, the bloodrose feeds on the blood of its victims. It lures creatures near by appearing to be a lovely white rose bush. The bloodrose then lashes out with its sharp thorns, tearing into unprotected flesh and spilling blood into the soil where its roots wait to bring the plant nourishment. As the plant feeds traces of crimson appear in the snow-white petals, gradually turning the flowers crimson.



Legend has it that the bloodrose was created by a powerful druid mage as a weapon of vengeance against a lover who cast him aside. The truth of this tale, if indeed there is any, is lost in the Mists. The same holds true of the rumors that when harvested as a pure white bloom the flower has the ability to ward off vampires.

Combat

The bloodrose looks much like a normal rosebush. Unwary creatures will not recognize their peril until the plant attacks. The bloodrose grows in patches of several bushes. Each bush in the patch occupies its own 5 foot by 5 foot square. When the attack begins, each bush in the patch can make one lash attack at any creature within its reach. A bloodrose continues to attack until its prey is slain or moves beyond its reach.

Camouflage (Ex): A bloodrose looks like a normal rosebush when it is at rest. It takes a successful DC 20 Spot check to notice the plant before it attacks. Anyone with Survival or Knowledge (plants or herbs) can use those skills instead of Spot to notice the plant.

Entangle (Ex): As a free action, a bloodrose can use the remainder of its thorny branches to entangle foes (caster level 3rd, DC 12 Reflex save to

resist). This affects every square within the bloodrose's reach.

Tremorsense (Ex): Through their root systems, bloodroses can automatically sense the location of anything within 30 feet that is in contact with the ground.

Vulnerability to Salt (Ex): A bloodrose suffers 1d10 hit points of damage if doused with a gallon of salt water. A bloodrose will not attack a target once it realizes that foe is coated in salt (determined once the bloodrose makes a successful hit).

Crawling Ivy

Huge Plant

Hit Dice: 8d8 (36 hp)
Initiative: +0
Speed: 1 ft. (1/5 square), climb 1 ft.
Armor Class: 7 (-2 size, -2 Dex, +1 natural), touch 6, flat-footed 9

Base Attack/Grapple: +6/+6

Attack: —

Full Attack: —

Space/Reach: 10 ft./ 5 ft.

Special Attacks: Blood drain, entangle

Special Qualities: Berries, camouflage, damage reduction 5/bludgeoning or slashing, dispersed vines, plant traits, tremorsense

Saves: Fort +6, Ref +2, Will +4

Abilities: Str 10, Dex 6, Con 10, Int 4, Wis 15, Cha 8

Environment: Any temperate or warm land

Organization: Solitary

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 9-31 HD (Huge) 32+ HD (Gargantuan)

Level Adjustment: —



The glossy greenery of old magenta-veined ivy drapes the wall and twines delicately around the stonework.

Like many monstrous plants, crawling ivy turns the tables on nature, feeding on the blood and bodily fluids of animals. Its leaves appear to be a dark, glossy green like normal ivy, but close examination reveals that pale magenta veining. The underside of each leaf is covered in tiny pores. Crawling ivy is semi-intelligent and can sometimes be trained to serve a master. It acts as a guardian in exchange for regular feeding.



Crawling ivy spreads to cover one 5 foot by 5 foot square per HD. Its roots can cling to walls as well as they can the ground.

Combat

Crawling ivy is a patient predator and often waits for its victims to come as close as possible before it launches its attack.

Berries (Ex): Crawling ivy produces clusters of bitter berries each fall that can be planted to start a new colony. These berries quickly bloom into tiny yellow flowers; the ivy produces 2d8 flowers per HD. The nectar of these flowers aids blood clotting. By pressing a flower against a creature's wounds, it can be used once to automatically stabilize a dying creature or otherwise stop bleeding. The flowers can also be used to make *curing* potions.

Blood Drain (Ex): The pores on crawling ivy's leaves can suck blood through the skin of an entangled victim. The ivy deals 1d3 Constitution damage each round a victim remains entangled. If a victim is reduced to 0 Constitution, the bruised corpse is discarded. Crawling ivy must drain at least 1 point of Constitution per Hit Die each week or shrivel, losing 1 HD.

Camouflage (Ex): Crawling ivy appears at first glance to be normal ivy. It takes a successful DC 16 Spot check to notice the plant before it attacks. Anyone with Survival or Knowledge (plants or herbs) can use those skills instead of Spot to notice the plant.

Dispersed Vines (Ex): Crawling ivy lacks a central body. One section can be destroyed while leaving the rest completely unharmed. Keep separate track of the hit points for each Hit Die. When the ivy loses all hit points from a given Hit Die or suffers a similar effect (such as gaining a negative level), that 5 foot by 5 foot section can no longer act (and is destroyed if reduced to -10 hit points). Area attacks deal full damage to each section within their area of effect.

Entangle (Ex): As a standard action, the vines of crawling ivy can wrap around all foes within reach, rendering them immobile as if they are the target of an *entangle* spell (caster level 5th (DC 16 Reflex). Foes actually climbing the ivy when it attacks lose their Dexterity bonus on this saving throw.

Tremorsense (Ex): Crawling ivy can automatically sense the location of anything within 60 feet that is in contact with the ground. This sense is sharp enough to distinguish between the vibrations of specific individuals.





Death's Head Tree

	Death's Head Tree	Death's Head (detached)
	Huge Plant	Tiny Undead
Hit Dice:	10d8+50 (95 hp)	1d12 (6 hp)
Initiative:	-1	+0
Speed:	0 ft.	Fly 10 ft. (perfect)
Armor Class:	21 (-2 size, +13 natural), touch 8, flat-footed 19 (tree) or 12 (+2 size), touch 12, flat-footed 12 (death's heads)	11 (+2 size, -1 Dex), touch 11, flat-footed 12
Base Attack/Grapple:	+7/+16	+0/-8
Attack:	Bite +13 melee (1d2) or spit seed +4 ranged (1 point plus implant)	Spit seed +0 ranged (1 point plus implant)
Full Attack:	4d4 bites +16 melee (1d2) or 4d4 spit seeds +4 ranged (1 point plus implant)	Spit seed +0 ranged (1 point plus implant)
Space/Reach:	10 ft./ 15 ft.	2-1/2 ft./ 0 ft.
Special Attacks:	Death's heads, implant seeds	Implant seeds
Special Qualities:	Damage reduction 10/bludgeoning or slashing, fire resistance 20, spell resistance 11	Flight, spell resistance 11, undead traits
Saves:	Fort +12, Ref —, Will +4	Fort +0, Ref +0, Will +2
Abilities:	Str 28, Dex 9, Con 21, Int —, Wis 12, Cha 10	Str 2, Dex 9, Con —, Int —, Wis 10, Cha 1
Skills:	—	Listen +3, Spot +3
Feats:	—	Weapon Focus (spit)
Environment:	Temperate plains, forest, hill and marsh	Temperate plains, forest, hill and marsh
Organization:	Solitary or grove (2-12)	Solitary or harvest (2-6)
Challenge Rating:	9	1/6
Treasure:	None	None
Alignment:	Always neutral evil	Always neutral
Advancement:	11-16 HD, 4d6 heads (Huge); 17-22 HD, 6d8 heads (Gargantuan)	—
Level Adjustment:	—	—

A large weeping willow stands atop a slight mound. From within its drooping branches tortured faces moan piteously for release. A foul smell wafts from their lips.

A death's head tree resembles a weeping willow with grotesque fruit — shaped like the heads of humanoid corpses — dangling from the ends of its branches. The heads moan as the tree pushes putrid-smelling gases through their lips.

Death's head trees are born from death. Their seeds germinate in humanoid blood, so they are often found near battlefields or slaughtering grounds. The trees appear normal for the first 50-60 years of life; when they mature, they grow 4d4 head-like fruit (often called "death's heads") resembling the victims whose blood fed its growth.

Combat

Death's head trees attack only when humanoids come within their immediate area. However, their ability to cause their "fruit" to moan as if

calling for help attracts many well-meaning souls to a grisly death.

Death's Heads (Ex): A death's head tree can bend its flexible branches to attack anyone within reach of its heads, which bite with needlelike "teeth" (actually seeds). The heads can also spit a seed using a quick blast of putrid gas, which has a range of 30 feet with no range increment. A head contains 1d6 seeds. As long as a head is attached to the tree, it is considered a plant and attacks using the tree's attack bonus.

Implant Seeds (Ex): When a death's head hits with its bite attack or a spit seed, a seed becomes lodged in the victim's skin. The seed anesthetizes the wound such that a DC 15 Spot check is required to notice it. Removal of a seed in the first 24 hours requires a DC 10 Heal check. After this, a seed in a humanoid subject takes root, inflicting 1d4 points of cumulative damage per day, up to a maximum of 10d4. Removal of a rooted seed requires a Heal check (DC 15 + number of days since



Doppelganger Plant

Huge Plant	
Hit Dice:	10d8+8 (50 hp)
Initiative:	+0
Speed:	0 ft.
Armor Class:	8 (-2 size), touch 10, flat-footed 8 (vines); 16 (+6 natural) touch 10, flat-footed 16 (pods)
Base Attack/Grapple:	+7/+7
Attack:	—
Full Attack:	—
Space/Reach:	10 ft. square per HD/ 0 ft. (see text)
Special Attacks:	Mind bondage, podlings
Special Qualities:	Damage reduction 10/bludgeoning or slashing, dispersed vines, plant traits, resistance to electricity 20 and fire 20
Saves:	Fort +4, Ref —, Will +4
Abilities:	Str —, Dex —, Con 12, Int 20, Wis 18, Cha 18
Skills:	Bluff +20, Diplomacy +18, Gather Information +18, Sense Motive +18
Feats:	—
Environment:	Any warm or temperate land
Organization:	Solitary
Challenge Rating:	6
Treasure:	None (standard for podlings)
Alignment:	Always chaotic evil
Advancement:	11–14 HD (Gargantuan); 15–20 HD (Colossal)
Level Adjustment:	—

seed took root). The attempt (successful or not) deals half as much damage as would be caused for that day. If a victim dies while implanted with one or more seeds, a new death's head tree will gradually grow from the victim's body.

Death's Head (Detached)

When the heads ripen, they break off from the tree and float away. When this happens, the heads' type becomes "undead." These horrific, leathery balloons float up to 20 miles from the tree, seeking a warm-blooded host or fresh battlefield for their seeds. When they spot a potential host, they spit their seeds. A death's head dies as soon as it runs out of seeds.

Flight (Ex): A death's head is naturally buoyant, held aloft by the gases of decomposition it produces. This buoyancy allows it to fly as the spell, as a free action, at a speed of 10 feet. This buoyancy also grants it a permanent *feather fall* effect with personal range.

A large area lies covered by a tangle of leaves and vines. Sprouting from the vines are large pods or gourds.

Sightings of a falling star often presage the appearance of a doppelganger plant in the region. Sages have yet to discover the connection between these events, however. A doppelganger plant resembles nothing more than a thick tangle of vines and leaves. Upon closer examination, numerous large pods (each growing anywhere between 4–8 feet long) sprout up from the vines. A doppelganger plant grows one pod per Hit Die. Although the plant cannot move, it slowly grows to cover a large area.

Doppelganger plants draw sustenance from the life energy of humanoids. As it extends its alien intelligence over the surrounding countryside, it enslaves humanoid minds, then controls its "podling" slaves even as it consumes them, using them to protect it and procure more food. A doppelganger plant is a monstrously clever schemer,



and often sacrifices one podling to remove suspicion from another.

A doppelganger plant is in continuous telepathic communication with all the podlings it creates. This is the only way a doppelganger can communicate or sense its surroundings. The plant and all its podlings know all languages spoken by any of its podlings.

Combat

The doppelganger plant has no physical way to defend itself. When a group of characters walk into its area, the creature attempts to use its *dominate* spells to take control of the character, who must make a DC 25 Will save to resist. If successful, the creature quietly lures the character into one of the pods, which acts as the spell *trap the soul*. Once in the pod, the character's body is physically eaten at the rate one 1 hit points per round. When the character has died, the pod opens up and ejects an exact duplicate of the character, with the character's memories. The doppelganger acts exactly like the character and rejoins the party as if nothing happened. The doppelganger plant can use its *dominate* spells through the character clone to lure more party members into pods for duplication.

Dispersed Vines (Ex):

Doppelganger plants lack a central body. One section can be destroyed while leaving the rest completely unharmed.

Keep separate track of the hit points for



each Hit

Die. Two hit points from each HD should be pooled as the total hit points for the patch of vines and roots that connect the pods. The rest of the hit points from each HD represent a single pod in the patch. Area attacks deal full damage to each section within their area of effect. If a pod is reduced to 0 hit points, the podling it controls (if any) immediately suffers nonlethal damage equal to its total hit points +10. If a pod is destroyed (reduced to -10 hit points), then the soul trapped within the

pod is immediately freed (and the plant as a whole loses 1 HD). The "podling" special quality is immediately removed from the unconscious character.

If the hit points of a doppelganger plant's vines and roots are reduced to 0 or below, the pods can no longer communicate with each other. All podlings are immediately struck unconscious as detailed above. If the doppelganger plant fears for its survival, it may free all souls currently trapped in its pods (as above), pretending to be destroyed. If the vines and roots are reduced to -10 hit points, they appear to be destroyed, and all podling souls are automatically freed. To truly slay a doppelganger plant, its vines and pods must all be destroyed.

Mind Bondage (Su): Mindbondage is an insidious attack that, in some ways, combines the effects of the spells *dominate person* and *trap the soul*. Once per round, as a standard action, the plant can attempt to trap the soul of any sleeping or unconscious humanoid within its radius of effect. This ability has a radius of 1 mile per HD. Targets are selected at random from all candidates within range until one succumbs. The target must succeed at a Will save (DC 14 + 1/2 plant's HD) or have its soul drawn out of its body and into one of the plant's pods. The victim of a successful mindbondage attack gains the "podling" special quality. Once the plant makes a successful mindbondage attack, it cannot make more attempts for one day. This is a mind-affecting effect.

Each pod can trap only one soul at a time. A doppelganger thus cannot make mindbondage attacks if all its pods are in use, and total number of podlings it can control at any given time is limited to its total number of pods.

Podling (Su): "Podlings" are humanoids under the effects of a doppelganger plant's mindbondage. Podlings are completely under the control of their plant, and are otherwise immune to all mind-affecting effects. Podlings retain all statistics and abilities except divinely granted powers. Alignment effectively changes to chaotic evil. Animal



companions (such as familiars and paladin mounts) can sense the change in their master. If these creatures try to save their master, the podling will destroy them as readily as any other creature.

Starting 24 hours after a victim succumbs to a mind bondage attack, the plant begins to feed on its podling. A podling suffers 1d4 hit points of damage each day as it wastes away from the inside out. A podling cannot heal damage naturally. When a podling suffers damage from piercing or slashing weapons, it must make a Reflex save (DC 10 + damage suffered). If the podling fails this save, the wound exposes its expanding hollow core. Foes who see this may call for a DC 15 Horror save. If a podling dies while enslaved, the plant consumes its life energy. Slain podlings can be restored to life only with a *true resurrection* spell. A podling's appearance grows more shriveled and cadaverous as it wastes away. A podling killed by the wasting effect leaves a corpse as hollow and fragile as a rotted melon.

Skills: Doppelganger plants receive skills as though they were aberrations. Through their telepathic link, a doppelganger plant and its podlings can share any Intelligence-, Wisdom- and Charisma-based skills or they possess, using the highest result.

Fearweed

Tiny Plant	
Hit Dice:	1d8 (4 hp)
Initiative:	+0
Speed:	0 ft.
Armor Class:	12 (+2 size), touch 12, flat-footed 12
Base Attack/Grapple:	+0/+0
Attack:	—
Full Attack:	—
Damage:	—
Space/Reach:	2-1/2 ft./ 0 ft.
Special Attacks:	Fear pollen
Special Qualities:	Camouflage, plant traits, tremorsense
Saves:	Fort +5, Ref +0, Will -1
Abilities:	Str —, Dex —, Con 16, Int —, Wis 9, Cha 1
Skills:	—
Feats:	—
Environment:	Any land
Organization:	Patch (11–20)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Always neutral
Advancement:	—
Level Adjustment:	—

The ground sports a covering of what looks like the common milkweed plant.

This bizarre mutant is almost indistinguishable from harmless milkweed, marked only its extensive and spongy root structure. However, the plant's innocent façade shields a terrifying surprise for the unwary. Creatures exposed to fearweed pollen suffer nightmarish hallucinations. When these terrified creatures lash out at each other, the weed's roots absorb their spilt blood.

Fearweed is thought to have originated in harsh climes, thriving where normal plants would starve. However, some sages claim that fearweed was first created through the arcane experimentation of a lich. Fearweed is often planted to guard the entrances of lairs of various powerful creatures that are unaffected by its pollen.

Combat

When fearweed detects the proximity of living creatures, it releases a cloud of odorless, colorless gas containing its nearly microscopic pollen.

Camouflage (Ex): Fearweed appears to be common milkweed. It takes a successful DC 20 Spot check to notice the plant before it attacks. Anyone with Survival or Knowledge (plants or herbs) can use those skills instead of Spot to notice the plant.

Fear Pollen (Su): Fearweed spews forth its poison gas when it senses a creature moving within 20 feet. This cloud quickly fills a 20-foot radius area of effect, centered on the plant itself. Fearweed can spew its pollen only once per day, but the cloud hangs in the air for 1d3 minutes.





Each round a creature remains in the area of effect, it must succeed at a DC 13 Fortitude save or immediately succumb to extreme paranoia caused by horrific hallucinations. Friends are seen as murderous enemies, perhaps even monsters like doppelgangers. The surrounding plant and animal life seems twisted and threatening; everything appears to be an immediate threat that must be dealt with. These hallucinations last 1d4 minutes. Whenever a victim is slain or falls unconscious, each of its companions can make another Fortitude save to realize what has occurred. Characters who succeed at this second saving throw remain confused for the effects' duration (suffering a -2 penalty on attack rolls, checks and saves), but regain control of their actions.

Creatures immune to poison or mind-affecting effects are immune to fearweed pollen. A *neutralize poison* spell negates the effects of the pollen.

Tremorsense (Ex): Through its extensive root system, fearweed can sense the location of anything within 60 feet that is in contact with the ground.

Lashweed

Large Plant	
Hit Dice:	4d8+12 (30 hp)
Initiative:	+1
Speed:	20 ft. (4 squares)
Armor Class:	13 (-1 size, +1 Dex, +4 natural), touch 10, flat-footed 14
Base Attack/Grapple:	+3/+11
Attack:	Whip +7 melee (1d4+4)
Full Attack:	4 whips +7 melee (1d4+4)
Space/Reach:	5 ft./ 10 ft.
Special Attacks:	Entangle, spray poison
Special Qualities:	Plant traits, tremorsense, woodland stride,
Saves:	Fort +7, Ref+2, Will +3
Abilities:	Str 18, Dex 12, Con 16, Int 4, Wis 14, Cha 12
Skills:	Hide -3*, Move Silently +1*
Feats:	—
Environment:	Temperate and warm plains, forest, hill and marsh
Organization:	Patch (5–20)
Creature Rating:	4
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	5–8 HD (Huge)
Level Adjustment:	—

Lashweed

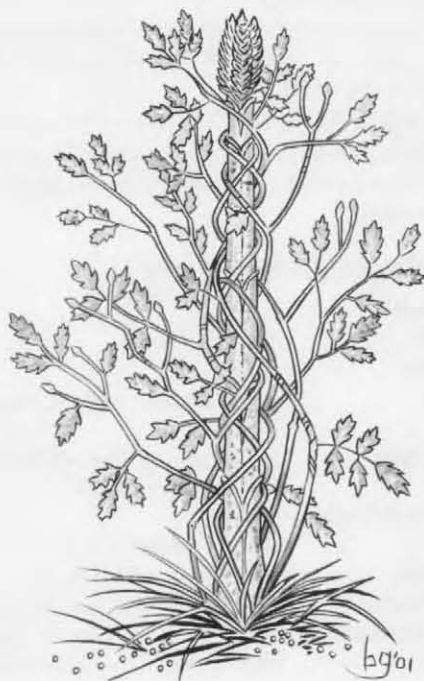
Several plants featuring a black stalk with coiled, veined stems line the path. Dark green leaves with deep red edges and a central flowering of what looks like an ooze of blood mark the plants as unusual.

Lashweeds are comprised of thick, veiny stems that coil around a central black stalk, from which oozes the digested blood of its victims. The leaves are dark green with serrated edges stained dark crimson. The plant moves on a mass of wiggling fibers that allow it to move through any vegetation as it runs down its blinded prey.

Lashweeds gather in patches of 5–20 plants. The patch tries to spread itself out as far as possible, forming a rough circle with 20–30 feet separating each plant. They sometimes straddle a trail through woods or forest, lying in wait for passing victims.

The Vistani claim that lashweeds were first created from a band of druids who were defeated by a powerful necromancer and staked out in a field to die. As they slowly died, the druids chanted in unison, cursing the necromancer for their fate. The Dark Powers sensed their pain and anguish, and the first lashweeds grew from their corpses to seek revenge.

Lashweeds emit a drum-like pounding to locate prey. Some sages believe that lashweeds can alter this pitch and rate of their drumming as a form





of communication, but no observers have ever survived long enough to prove this theory.

Combat

Lashweeds spend much of their time standing motionless, waiting for prey. When a lashweed senses the vibrations of a passing creature, it emits a loud thrumming noise and shambles forward to attack. Other lashweeds that detect this thrumming will also creep forward to investigate. Lashweeds always launch an attack by spraying poison to blind their prey, then close in for the kill, lashing out with their long, barbed tendrils.

Entangle (Sp): A lashweed can *entangle* three times per day as the spell cast by a 3rd-level druid. A DC 13 Reflex save avoids entanglement.

Spray Poison (Ex): A lashweed can release a black spray of airborne poison in a 10-foot long cone. Contact, Fortitude DC 15, initial and secondary damage blinded for 1d4 days. A lashweed can spray poison once every 3 hours.

Tremorsense (Ex): Lashweeds can sense the location of anything within 20 feet that is in contact with the ground. By emitting a deep thrumming sound to enhance their echolocation, they increase this sensory range to 60 feet.

Woodland Stride (Ex): A lashweed can move through normal thorns, briars, overgrown areas and similar terrain at their normal speed and without suffering damage or other impairment. Thorns, briars and overgrown areas that are enchanted or magically manipulated to impede motion still affect the lashweed.

Skills: A lashweed receives a +10 racial bonus on Hide checks in overgrown areas. They receive a -10 racial penalty on Move Silently checks while thrumming.

Quickwood (Spy Tree)

Huge Plant

Hit Dice:	8d8+36 (68 hp)
Initiative:	-2
Speed:	5 ft. (1 square) (tree), burrow 30 ft. (roots)
Armor Class:	19 (-2 size, -2 Dex, +13 natural), touch 6, flat-footed 21
Base Attack/Grapple:	+6/+17
Attack:	Slam +17 melee (1d6+11)
Full Attack:	8 slams +17 melee (1d6+11)
Space/Reach:	10 ft./5 ft. (90 ft. max. with roots)
Special Attacks:	Animate trees, bite 1d4+5, channel fear, constrict 1d6+11, improved grab,

Special Qualities:	Blindsight 120 ft., camouflage, damage resistance 10/bludgeoning or slashing, energy resistance electricity 20 and fire 20, plant traits
Saves:	Fort +11, Ref +0, Will +4
Abilities:	Str 32, Dex 7, Con 20, Int 12, Wis 14, Cha 12
Skills:	Hide -8*, Intimidate +10, Listen +12, Sense Motive +11, Spot +12, Survival +12
Feats:	—
Environment:	Any forest
Organization:	Solitary or pair
Challenge Rating:	10
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	9-16HD (Huge); 17-21HD (Gargantuan)
Level Adjustment:	—

Ahead lies a large oak tree, its trunk marked by vague depressions in the wood that resemble a human face.

Quickwoods, also known as “spy trees,” resemble oak trees at first glance. Closer examination reveals depressions in the tree’s trunk that resemble a distorted human face. In combat, this face opens to reveal a jagged maw. Peaceful unless provoked, quickwoods can be persuaded by powerful creatures to become border guardians or forest spies.

Quickwoods are usually found in groves with normal oak trees. Some sages believe that quickwoods are created by powerful spellcasters who plant mandragora roots in a powerful rite; others hold that quickwoods are a natural race that simply straddles the boundary between animal and plant.

Quickwoods speak Sylvan. Their masters may teach them other languages as well. When in distress, they can emit a hollow drumming sound that can carry for a mile or more.

Combat

Quickwoods sustain themselves on sunlight and soil nutrients, like normal plants. They usually attack only when directed to by a master or when attacked. A quickwood can move its trunk only with great difficulty, so it attacks by extending its roots to attack. A quickwood can attack with a number of roots equal to its Hit Dice. It can extend roots up to 30 feet per round. Roots can extend to a maximum distance of 90 feet.

Opponents can attack a quickwood’s roots directly, severing them to free allies. A root is considered Medium, with AC 15 (-2 Dex, +7 natural) and 8 hit points. These hit points are not deducted from the quickwood’s total. A quickwood withdraws all its roots if half are severed.



Animate Trees (Sp): A quickwood can animate normal oak trees within 180 feet at will, controlling up to four trees at a time. It takes a full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 and fights as a treant in all respects. Animated trees lose their ability to move if the quickwood who animated them is incapacitated or moves out of range. A quickwood can scry through oak trees within 1 mile as a standard action. The ability is otherwise similar to *liveoak* as cast by a 12th-level druid.

Bite (Ex): A quickwood can bite adjacent grappled foes once per round (+10 melee, 1d4+5 damage).

Blindsight (Ex): In addition to its normal vision, a quickwood can use its leaves and roots to detect subtle air movements and changes in pressure. It can automatically sense the location of any corporeal object or creature within 60 feet.

Camouflage (Ex): Quickwoods appear to be normal oak trees. It takes a successful DC 16 Spot check to notice the plant before it attacks. Anyone with Survival or Knowledge (plants or herbs) can use those skills instead of Spot to notice the plant.

Channel Fear (Su): If a quickwood is directly targeted with any spell, as a free action it can channel the magic energy into an invisible, fear-inducing pulse with a 45-foot radius. All creatures caught

within the area of effect must succeed at a DC 15 Fear save or be panicked. This is a magical fear effect. If the spellcaster whose spell triggered the pulse fails this Fear save, then the spell is disrupted, having been channeled entirely into the pulse. If the spellcaster succeeds at the Fear save (or is outside its area of effect), the spell takes effect normally.

Constrict (Ex): A quickwood deals 1d6+11 hit points of damage with a successful grapple check against Medium or smaller opponents.

Improved Grab (Ex): To use this ability, a quickwood root must hit with its slam attack. If it gets a hold, it can constrict. A quickwood pulls grappled foes toward its trunk at a rate of 30 feet per round. If a foe is pulled into a square adjacent to the quickwood's trunk, the quickwood can bite.

Skills: Quickwoods receive skills as though they were fey. * They have a +18 racial bonus on Hide checks made in forested areas.

Undead Treant

Huge Undead

Hit Dice: 8d12 (52 hp)

Initiative: -2

Speed: 30 ft. (6 squares)

Armor Class: 20 (-2 size, -1 Dex, +13 natural), touch 7, flat-footed 21

Base Attack/Grapple: +4/+21

Attack: Slam +21 melee (1d6+9)

Full Attack: 2 slams +2 melee (1d6+9)

Space/Reach: 10 ft./ 15 ft.

Special Attacks: Blood drain, double damage against objects, spells, trample 2d12+5

Special Qualities: Damage reduction 10/slashing, vulnerability to fire, undead traits

Saves: Fort +0, Ref +1, Will +4

Abilities: Str 29, Dex 6, Con __, Int 12, Wis 15, Cha 12

Skills: Hide -10*, Intimidate +8, Knowledge (any one) +8, Listen +9, Sense Motive +9, Spot +9, Survival +9

Feats: Cleave, Iron Will, Power Attack, Improved Sunder

Environment: Any forest

Organization: Solitary or grove (1 plus 4-7 dread treants)

Challenge Rating: 9

Treasure: Standard

Alignment: Always neutral evil

Advancement: 9-17 HD (Huge), 18-22 HD (Gargantuan)

Level Adjustment: —



The large tree sways, then suddenly opens a pair of ghastly, deep-set eyes and gaping slash of fanged mouth.

Thoroughly corrupted by evil in life, many dread treants assumed a vampiric existence in death. Undead treants gain sustenance from the blood of living creatures. They prefer innocent victims and love to terrorize and torture travelers in their territory. Like their living kin, undead treants appear to be normal trees, though their branches never bear leaves. Their blackened bark is thick and dry, and their trunks and branches are gnarled and twisted. These creatures often rule a grove of evil treants.

Dread Treant

Dread treants are treants that have absorbed the inherent corruption of the Realm of Dread from its very soil. Any treant in Ravenloft is ultimately doomed to turn to evil, as if the subject of an *awaken* spell (see "Spells in Ravenloft" in Chapter Three of the *Ravenloft Player's Handbook*). Although their statistics and abilities are unchanged from the *Monster Manual*, dread treants develop a taste for humanoid flesh. If provoked, they delight in wreaking their vengeance, destroying their foes in an orgy of destruction and torture. Dread treants prefer to eat their prey while it is still alive.

Combat

Undead treants retain most of the abilities they possessed before death, but can no longer animate trees. Like living treants, undead treants can easily smash their way through most foes. If they need to feed, however, they snatch up living creatures to drain their blood.

Blood Drain (Ex): An undead treant can suck blood from a living victim with its roots. On its next turn after pinning a foe, 1d3 root-like tendrils wrap around and attach themselves to the victim. Each attached root deals 1 point of Constitution drain each round that the grapple is maintained. An undead treant cannot move while draining blood, and requires a full-round action to become mobile again once it stops feeding. In addition to the standard ways of breaking a pin, a trapped

victim can be freed by severing all the tendrils wrapped around the victim. Each tendril is AC 15 (+5 natural) and has 4 hit points; these hit points are not deducted from the undead treant's total. Undead treants use the same rules for feeding as vampires (see Chapter Five of the *Ravenloft Player's Handbook*).

Double Damage against Objects (Ex): An undead treant that makes a full attack against an object or structure deals double damage.

Spells: An undead treant casts spells as a 6th-level druid. Due to their vulnerability to fire, they never use any spells that employ fire.

Trample (Ex): Reflex DC 23 half. The save DC is Strength-based.

Skills: * Undead treants receive a +16 racial bonus on Hide checks made in dead or dying forest areas.





Quevari

Medium Humanoid

Hit Dice:	1d8+1 (5 hp)
Initiative:	+4
Speed:	30 ft. (6 squares)
Armor Class:	10 [15 (+3 Dex, +2 natural), touch 13, flat-footed 12]*
Base Attack/Grapple:	+0/+0
Attack:	Unarmed strike +0 melee (1d3 nonlethal) [sickle +2 melee (1d6) or sling +5 ranged (1d4)]*
Full Attack:	Unarmed strike +0 melee (1d3 nonlethal) [sickle +2 melee (1d6) or sling +5 ranged (1d4)]*
Space/Reach:	5 ft./ 5 ft.
Special Attacks:	Bloodmoon, pacifistic
Special Qualities:	—
Saves:	Fort +1, Reflex +2 [+5]*, Will +0
Abilities:	Str 10, Dex 10 [16]*, Con 12, Int 14, Wis 11, Cha 11
Skills:	Climb +14, Hide +10, Listen +8, Move Silently +10
Feats:	Improved Initiative [plus Blind-Fight, Weapon Finesse*]
Environment:	Any land
Organization:	Solitary, pair, family (2–5) or village (20–40 plus 100% noncombatants plus 1 3rd-level adept)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually lawful good [always lawful evil]*
Advancement:	By character class
Level Adjustment:	—

*Statistics in brackets above represent a Quevari during the bloodmoon.

The villagers dress in bright, colorful clothing somewhat reminiscent of Vistani garb. They twine wildflowers into their hair and acknowledge others with nods and smiles.

Quevari as a race are virtually indistinguishable from humans. They wear bright and colorful clothing decorated with fresh wildflowers and live in isolated villages of at least a dozen families where community decisions are made by simple vote. Casual observers often mistake members of the Quevari race for a light-skinned offshoot of the Vistani. They seem to live in peace and harmony with everyone around them, gathering nuts and berries, tending their farms, hunting and fishing. The Quevari are always friendly to outsiders, and if visitors seem peaceful and friendly, the Quevari usually invite them to stay for a couple of days.

These beings' true nature is only revealed during the three nights of the full moon. Then,

under the spell of what they call the "rising of the bloodmoon," they become ravenous cannibals who feast upon the flesh of their victims. They live as pacifists the rest of the month, purposefully blocking out what happens during those three nights.

The Quevari language is sweet and mild sounding, filled with musical phrases and a poetic grammar, forming enthralling songs and delicate prose. Most Quevari speak one or two other languages as well.

Combat

The Quevari shun combat and conflict when they are in their pacifistic phase. At such times they fight only to defend themselves. Their primary weapons are short bows and slings, sickles and daggers.

Bloodmoon (Ex): On the three nights of the full moon, Quevari become bloodthirsty killers. The revelation of this side of the Quevari may provoke a DC 15 Horror save from characters who witness the transformation.

During the bloodmoon, Quevari gain a +6 bonus on Dexterity and their natural armor increases by +3. They also gain the Blind-Fight feat and always strike as if they have the Weapon Finesse feat. If using a melee weapon not found in their daily lives (warhammers, polearms, etc.), they attack as normal.

Pacifistic (Ex): Due to their strong reluctance to harm thinking creatures, the Quevari suffer a –2 morale penalty on all attack rolls when in their pacifistic phase.

Quevari Characters

Most Quevari remain commoners or experts, but occasionally a Quevari will set out to see the world, perhaps secretly hoping to escape the pull of the bloodmoon. An adventuring Quevari's favored class is rogue.





Radiant Spirit

Medium Undead (Incorporeal)

Hit Dice:	10d12+4 (69 hp)
Initiative:	+6
Speed:	Fly 30 ft. (perfect) (6 squares)
Armor Class:	15 (+2 Dex, +3 deflection), touch 15, flat-footed 13
Base Attack/Grapple:	+6/+6
Attack:	Slam +6 melee (1d6)
Full Attack:	2 slams +6 melee (1d6)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Blinding pulse, frightful moan, radiant aura, sunbeam
Special Qualities:	Incorporeal subtype, rejuvenation, +4 turn resistance, undead traits
Saves:	Fort +3, Ref +7, Will +13
Abilities:	Str —, Dex 14, Con —, Int 15, Wis 18, Cha 16
Skills:	Diplomacy +18, Listen +17, Knowledge (religion) +20, Search +20, Sense Motive +18, Spot +17
Feats:	Alertness, Improved Initiative, Iron Will, Lightning Reflexes, Toughness
Environment:	Any land and underground
Organization:	Solitary
Challenge Rating:	10
Treasure:	None
Alignment:	Always lawful evil
Advancement:	11–20 HD (Medium)
Level Adjustment:	—

Radiant, blinding white light fills the area. Within, a ghostly shape seems to twist in tortured agony.

Radiant spirits manifest when a powerful paladin or lawful good cleric is killed before completing an important spiritual quest. These tortured spirits exist in constant agony, reliving their failure over and over. A combination of anger, remorse and pride keeps their souls trapped in the Land of Mists and twists their souls to evil. They manifest as a nimbus of blindingly bright white light. Those who can penetrate this aura see a ghostly shape, wracked with agony.

A radiant spirit cannot roam farther than one mile from the site of its downfall. Those who “trespass” on a spirit’s territory often hear the radiant spirit’s doleful moans and wails before they encounter the

spirit itself. If the trespassers demonstrate their good nature and sympathy for the radiant spirit’s plight, it will often let them pass unharmed. Should trespassers reveal their evil nature, however, or in any way show the spirit disrespect, it attacks immediately.

Radiant spirits know any languages they spoke in life. Their voices are remorseful and tormented, full of sorrow and grief. A radiant spirit will not speak to anyone of evil alignment.

Combat

This ghostly essence of a skilled paladin or cleric possesses a slam attack in place of the physical attacks it used while living. In addition, a radiant spirit has a number of special abilities. The radiant spirit only harms those of evil alignment who come within haunting range, blinding his foes with radiant gaze or manifesting and attacking with its slam attack.

Blinding Pulse (Su): Once per minute, a radiant spirit can channel its radiance into a concentrated pulse of light. This is a gaze attack. Targets failing a DC 18 Fortitude save suffer 1d10 hit points of damage and are permanently blinded as per the *blindness* spell (caster level 10th). Victims who are permanently blinded develop scars on their corneas in the shape of a laughing skull. When these scars are visible, the victim suffers a +1 modifier to its Outcast Rating.

Frightful Moan (Su): The radiant spirit can moan as a standard action. All living creatures within a 30-foot area must make a DC 18 Fear save. Evil creatures suffer a –5 morale penalty on their save. A creature that makes a successful save cannot be affected by that spirit’s moan again for one day.

Radiant Aura (Su): A radiant spirit is continuously surrounded by an aura of light as bright as daylight. This is a gaze attack: Blindness for 1d4 rounds, 30 feet, Fortitude DC 18. A radiant spirit cannot suppress this ability.

Rejuvenation (Su): If a radiant spirit is destroyed, it reforms in 2d4 days. The only way to permanently lay a radiant spirit to rest is to complete its failed quest. Such quests usually entail the defeat of an even greater evil.

Sunbeam (Su): Three times per day, a radiant spirit can channel its radiance into a fiery beam, as the *sunbeam* spell (caster level 10th).





Ravenkin

Small Monstrous Humanoid

Hit Dice:	2d8 (9 hp)
Initiative:	+8
Speed:	Fly 60 ft. (good) (12 squares)
Armor Class:	15 (+1 size, +4 Dex), touch 15, flat-footed 11
Base Attack/Grapple:	+2/+1
Attack:	Bite +7 melee/19–20 special (1d3–1)
Full Attack:	Bite +7 melee (1d3–1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Eye peck, spells
Special Qualities:	Ravenlink
Saves:	Fort +1, Ref +7, Will +5
Abilities:	Str 9, Dex 18, Con 12, Int 18, Wis 15, Cha 18
Skills:	Appraise +12, Concentration +7, Gather Information +10, Knowledge (arcana) +12, Listen +10, Sense Motive +10, Spot +12
Feats:	Improved Critical (bite) ^B , Improved Initiative ^B , Flyby Attack, Still Spell ^B , Weapon Finesse ^B
Environment:	Any temperate land
Organization:	Solitary, murder (5–20), or community (100–200 plus 10% noncombatants plus 200–300 ravens)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually neutral, always good
Advancement:	By character class
Level Adjustment:	+2

The enormous black bird wears a shiny, silvery necklace. It cocks its head and regards its surroundings with bright black eyes.

Although some see ravens as symbols of ill omen, ravenkin are one of the brightest lights for good creature to be found in Ravenloft. Ravenkin are a black-feathered avian race that resembles oversized versions of their raven cousins, with a 5-foot wingspan. These dark birds often wear shiny trinkets to identify themselves.

True omnivores, ravenkin live on a diet of anything from carrion to berries. They kill when they need to but prefer scavenging corpses to the arduous act of hunting.

Ravenkin have their own screeching language but most speak at least one domain language as well.



Combat

Ravenkin try to avoid drawing attention. If they must fight, they use hit-and-run tactics.

Eye Peck (Ex): if a ravenkin deals a critical hit with its bite attack (threat range 19–20), it plucks the victim's eye out of its socket. A victim reduced to just one eye suffers a –2 competence penalty on all Dexterity-modified rolls due to the loss of depth perception. A creature that loses all its eyes is blinded. Only the *regeneration* and *heal* spells can cure this form of blindness.

Ravenlink (Su): Ravenkin do not possess familiars like some spellcasters. Instead, they have a mystical link with all normal ravens. A ravenkin can share spells with any given raven within 5 feet. If a ravenkin has at least 3 HD, it can deliver touch spells through any normal raven within 60 feet. If a ravenkin has at least 13 HD, then once per day it can scry on any normal raven it touches. This acts as an arcane spellcaster's ability to scry through her familiar.

Skills: Ravenkin get a +8 racial bonus on Appraise, Gather Information, Survival and Spot checks.

Spells: All Ravenkin can cast spells as a 1st-level sorcerer. Ravenkin use the Still Spell feat while flying to cast spells at their foes.

Ravenkin Society

Ravenkin are a reclusive and extremely long-lived race, their lifespan lasting centuries. They incorporate their approximate age into their name



(such as "Kryneeka Hundredsummers"). The ravenkin first entered Ravenloft more than two centuries ago and since then have kept a close eye on the evil forces that surround them. Ravenkin are a reclusive race, but those who are able to befriend them gain an invaluable source of information.

Ravenkin communities resemble nothing so much as a collection of large nests, spread out over

several square miles. Only a small number of ravenkin eggs hatch, so their numbers are steadily declining. The ravenkin blame the land's evil taint for the corruption of their eggs.

Ravenkin Characters

A ravenkin's favored class is sorcerer though wizards are not uncommon.

Razorback

Small Animal

Hit Dice:	2d8+2 (11 hp)
Initiative:	+3
Speed:	50 ft. (10 squares)
Armor Class:	19 (+1 size, +3 Dex, +5 natural), touch 14, flat-footed 16
Base Attack/Grapple:	+1/-2
Attack:	Rake +3 melee (1d8+1 plus wounding)
Full Attack:	Rake +3 melee or 2 claws -2 melee (1d4) and bite -2 melee (1d6+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Wounding
Special Qualities:	Scent
Saves:	Fort +4, Ref +6, Will +1
Abilities:	Str 12, Dex 16, Con 12, Int 4, Wis 12, Cha 8
Skills:	Hide +8*, Listen +5, Move Silently +7, Spot +5
Environment:	Temperate or warm plains
Organization:	Solitary, pair or pack (2-8)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement:	3-5 HD (Small); 6-8 HD (Medium)
Level Adjustment:	—

The short, bristly striped boar has a spinal ridge that looks like nothing so much as a shark's fin atop its back. It races forward, head lowered.

A razorback is a squat, tough, fast creature known for tearing deep bleeding wounds in its prey. Razorbacks are built low to the ground like boars, with powerful legs and tremendous endurance. Their tough hides are light brown and covered with short bristly striped coats that help them blend into tall grasses and brush. A razorback's teeth and claws are designed for efficiently devouring prey, but their spinal ridge is their primary weapon. At the base of the skull, the skin thickens into a hump covered with smaller spines, ending in

a narrowing cord of thick muscle at the shoulder blades. Set into this ridge of muscle are razor sharp, double-edged bony spines, about the length and thickness of a dagger blade, that lie flat when the razorback is at rest. When it senses danger or prepares to attack, however, these muscles flex, causing the long spines to rise up, forming a shark-like fin with which the razorback rends the underside of its prey.

Combat

Razorbacks race between the legs of their prey, attempting to inflict bleeding wounds on the soft underbelly, then follow the wounded creature, avoiding further combat while they wait for it to collapse from blood loss. A razorback must charge a foe to use its rend attack, but can continue moving after its attack (up to a total distance of double its speed), and passing through the foe's square does not provoke an attack of opportunity. The foe must be between Medium and Huge (long);





razorbacks cannot reach the underbelly of a creature beyond this range. The statistics above do not include the +2 bonus on the attack roll for charging.

Groups of razorbacks generally attack separate targets, but, when hungry enough, will all charge in succession at an especially large or dangerous creature.

Wounding (Ex): Wounds caused by a razorback's spine bleed for one hit point of damage per round thereafter in addition to the normal

damage from the attack. Multiple wounds result in cumulative bleeding loss (two wounds bleed for 2 hit points of damage per round, and so on.) The bleeding can be stopped by a successful DC 15 Heal check or the application of any healing magic. Creatures that are not subject to critical hits are not affected by wounding.

Skills: Razorbacks receive a +4 racial bonus on Hide and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Reaver

Medium Monstrous Humanoid (Aquatic)

Hit Dice:	4d8+4 (22 hp)
Initiative:	+0
Speed:	20 ft. (4 squares), swim 60 ft.
Armor Class:	16 (+6 natural), touch 10, flat-footed 16
Base Attack/Grapple:	+4/+8
Attack:	Claw +8 melee (1d6+4)
Full Attack:	2 claws +8 melee (1d6+4), bite +3 melee (1d4+2)
Space/Reach:	5 ft./ 5 ft.
Special Attacks:	Cutting scales, improved grab
Special Qualities:	Amphibious
Saves:	Fort +2, Ref +4, Will +6
Abilities:	Str 18, Dex 10, Con 12, Int 7, Wis 14, Cha 12
Skills:	Hide +6*, Listen +5*, Move Silently +4*, Profession (hunter) +4*, Spot +5*, Survival +4*
Feats:	Cleave, Power Attack
Environment:	Temperate and warm aquatic (Sea of Sorrows)
Organization:	Solitary or school (10–15)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	By character class
Level Adjustment:	+3

Tall and humanoid in shape, the creatures have fish-like faces with protruding eyes and sharp teathed mouths. Webbing between their toes and fingers attests to their aquatic nature as do the dark green and brown scales that cover their bodies.

Reavers are an evil aquatic race that terrorizes those who live on the western shores or those who travel on the Sea of Sorrows. Those who know the sea know to fear the reavers and the bloodshed they bring. A reaver attack is a chaotic and merciless



event that leaves rare survivors seeking occupations far inland.

These tall humanoid creatures have sharp scales covering their body and webbing between their claws and toes. Their faces are fish-like, with bulbous eyes and wide mouths filled with rows of tiny sharp teeth. Their scales range in color from dark green to mottled-brown.

Reavers are bloodthirsty carnivores that prefer to eat land-dwelling mammals. They consider intelligent life more worthy of consumption than animal life, so they frequently attack humanoids.



Reavers speak only in hisses and ultrasonic screeches that are impossible for most humanoids to reproduce naturally or even hear.

Combat

Reavers typically converge on a single target (such as a boat or a home) in a terrifying nighttime raid. Their sole tactic is to tear foes to pieces using their powerful claws, bite and scales.

When encountered in their lairs, reavers hide among the seaweed and swarm trespassers as they approach.

Amphibious (Ex): Reavers can breathe both air and water, though they dry out quickly. A reaver can survive out of the water for 1 hour per point of Constitution (after that, refer to the drowning rules in the *D&D Dungeon Master's Guide*).

Cutting Scales (Ex): When a reaver grapples an opponent, it rakes the opponent over its sharp scales, automatically dealing 1d6 points of slashing damage. Any creature that grapples a reaver is also subject to this damage.

Improved Grab (Ex): To use this ability, the reaver must hit up to a Small opponent with a

single claw attack or up to a Medium opponent with both claw attacks.

Skills: While underwater, reavers receive a +4 racial bonus on Hide, Listen, Move Silently, Profession (hunt), Spot and Survival checks.

Reaver Society

Reavers gather in schools of perhaps a dozen in underwater lairs. These lairs are often hidden beneath a coral reef or within a thick bed of seaweed. Once a lair is established, any nearby intelligent creatures are considered violators of the reavers' territory. Reavers punish the violators with nightly raids until the violators flee or are killed.

Occasionally, a reaver will be cast out of its society for failing the group in some way. These reavers travel inland to fresh waters, where they prey on individuals who dare to approach the water alone.

Reaver Characters

A reaver's favored class is fighter, though rangers are also common. Thankfully, reaver spellcasters are unknown.

Red Widow

	Humanoid Form	Spider Form
	Medium Aberration (Shapechanger)	Medium Aberration (Shapechanger)
Hit Dice:	6d8+12 (39 hp)	6d8+12 (39 hp)
Initiative:	+6	+6
Speed:	30 ft. (6 squares)	30 ft. (6 squares), climb 20 ft.
Armor Class:	12 (+2 Dex), touch 12, flat-footed 10	18 (+2 Dex, +6 natural), touch 12, flat-footed 16
Base Attack/Grapple:	+4/+6	+4/+6
Attack:	Unarmed strike +6 melee (1d3+2)	Bite +6 melee (1d4+2 plus poison)
Full Attack:	Unarmed strike +6 melee (1d3+2)	Bite +6 melee (1d4+2 plus poison)
Space/Reach:	5 ft./5 ft.	5 ft./5 ft.
Special Attacks:	—	Fluid drain, infest, poison, web
Special Qualities:	Alternate form, darkvision 60 ft.	Alternate form, darkvision 60 ft.
Saves:	Fort +7, Ref +7, Will +6	Fort +7, Ref +7, Will +6
Abilities:	Str 14, Dex 15, Con 14, Int 14, Wis 13, Cha 17	Str 14, Dex 15, Con 14, Int 14, Wis 13, Cha 17
Skills:	Bluff +14, Climb +10, Diplomacy +12, Jump +4, Listen +3, Sense Motive +10, Spot +3	Bluff +14, Climb +10, Diplomacy +12, Hide +6*, Jump +10*, Listen +3, Move Silently +6*, Sense Motive +10, Spot +11*
Feats:	Alertness, Improved Initiative ^B , Skill Focus (Bluff)	Alertness, Improved Initiative ^B , Skill Focus (Bluff)
Environment:	Any temperate or cold land	Any temperate or cold land
Organization:	Solitary or pair	Solitary or pair
Challenge Rating:	6	6
Treasure:	Standard	Standard
Alignment:	Usually neutral evil	Usually neutral evil
Advancement:	7–9 HD (Medium); 10–12 HD (Large)	7–9 HD (Medium); 10–12 HD (Large)
Level Adjustment:	—	—



The lovely lady tosses her bright red hair and smiles. Once her victim is within her grasp, she undergoes a horrid transformation into an enormous spider, with a bulbous red body that sports a black hourglass on its back.

The red widow, or “spider queen,” preys upon unsuspecting males, using its seductive humanoid form to lure prey into its clutches. In humanoid form, a red widow appears as a female humanoid (usually human). Regardless of her apparent race, a red widow is always fair to look upon and has bright red hair. A red widow’s lifespan barely stretches across three decades, but her humanoid form always appears to be in the prime of life. In its true form, a red widow resembles a massive black widow spider with reversed colors.

Red widows are usually solitary but occasionally work in pairs. Their lives are usually consumed by their biological drive to feed and breed, but on rare occasion, red widows have been known to rise above their instincts, becoming truly ambitious predators who seek to better their social standing or extend their lifespan. These rare “ambitious” red widows can gain class levels, with rogue as their favored class.

Red widows speak the domain languages of their homeland.

Combat

Although they are dangerous opponents, red widows prefer to avoid combat. They use their beauty and whatever seductive methods seem appropriate to draw their prey into a place of their choosing, often a web-choked urban lair cluttered with the husks of prior lovers. A red widow is a cautious being, and will patiently conceal its true nature until the last possible moment. A widow’s goal is to lure her prey into a lover’s embrace. Then, while he is most vulnerable, she reverts to her natural form and strikes.

Alternate Form (Su): A red widow’s natural form is that of Medium monstrous spider. Older red widows, or more powerful subtypes, can become

Large in spider form. As a standard action, a red widow can assume a specific humanoid form as if using the *polymorph* spell (though her gear does not change). A slain red widow reverts to spider form. A red widow can use her special attacks only while in spider form. If grappling, a red widow can shift from one shape to another while maintaining a pin.

Fluid Drain (Ex): A red widow in spider form can drain blood and bodily fluids from a living victim with its fangs by making a successful grapple check.

If it pins the foe, it drains fluids, inflicting 1d4 points Constitution damage each round the pin is maintained. Each point of Constitution a red widow devours sustains it for one day.

Infest (Ex): Red widows are compelled to breed about once a year. After seeking out a charismatic male, she paralyzes her mate with her venom, but does not drain his blood. Instead, she implants 2d4 eggs in his abdomen and cocoons him in a web in her lair. Unless removed, the eggs hatch in 1d6 days. The newborn red widows feed on their father, with each spider inflicting 1 hit point of damage each day. Red widows reach maturity (and gain the ability to assume humanoid form) after one year; treat immature red widows as monstrous spiders. Red widow young are always red widows, but their apparent race in humanoid form is inherited from their father.

Poison (Ex): Bite, Fortitude DC 15, initial damage 1d6 Strength, secondary damage 2d6 Strength.

Web (Ex): Red widows in spider form can cast webs as effectively as Medium monstrous spiders (see Chapter 3 in the *Monster Manual*). If a widow succeeds at an opposed Strength check with a creature caught in her web, then as a standard action she can pull the victim 10 feet closer to herself.

Skills: Red widows receive a +4 racial bonus on Bluff, Diplomacy and Sense Motive checks. *When in spider form, red widows receive a +6 racial bonus on Jump checks and a +8 racial bonus on Spot checks. In addition, they gain a +8 competence bonus on Hide and Move Silently checks when using their webs.





Remnant, Aquatic

Medium Undead (Aquatic, Incorporeal)

Hit Dice:	3d12 (19 hp)
Initiative:	+2
Speed:	Swim 40 ft. (8 squares)
Armor Class:	15 (+2 Dex, +2 deflection, +1 natural), touch 14, flat-footed 13
Base Attack/Grapple:	+1/+1
Attack:	Incorporeal touch +3 melee (1d4 Dexterity)
Full Attack:	Incorporeal touch +3 melee (1d4 Dexterity)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Dexterity drain, gift of breath, manifestation
Special Qualities:	Incorporeal subtype, undead traits
Saves:	Fort +1, Ref +3, Will +4
Abilities:	Str —, Dex 15, Con —, Int 10, Wis 12, Cha 8
Skills:	Hide +10, Listen +12, Search +5, Sense Motive +4, Spot +8
Feats:	Blind-Fight
Environment:	Any aquatic
Organization:	Solitary, gang (2–5), or swarm (6–11)
Challenge Rating:	3
Treasure:	None
Alignment:	Usually chaotic neutral
Advancement:	4–8 HD (Medium)
Level Adjustment:	—

A partly decomposed humanoid with empty eye sockets and a sad face floats nearby, its pale hands trailing in the water. Below the surface, the body tapers off, fading away in the depths.

Remnants are the spirits of humans whose bodies were thrown into a watery, unconsecrated grave after they had been worked to death.

Remnants resemble partially decomposed humanoids with strange sad faces, eyeless sockets and pale floating hands. They have no lower body; it appears to just fade away in the depths of the water. Remnants are confined to the body of water that holds their corpses, never venturing far from the site of their death.

Remnants know the languages they spoke in life, but they cannot communicate without the aid of magic.

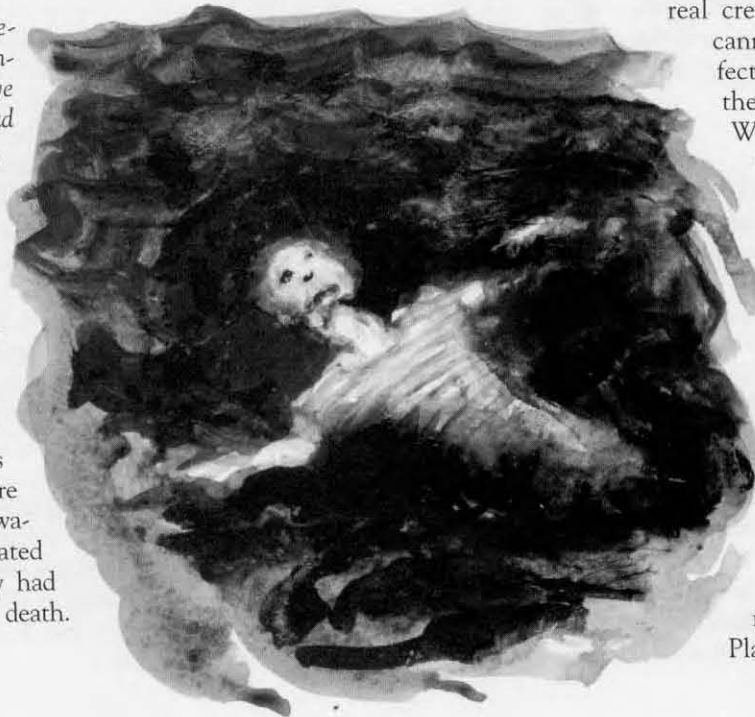
Combat

Remnants are not necessarily hostile to the living; they only seek to find rest. If they encounter creatures that can help them toward this goal, they often lend whatever aid they can. A remnant can be laid to rest by finding its physical remains and burying them in consecrated ground.

Dexterity Drain (Su): Living creatures reduced to 0 Dexterity become numbed by hypothermia and can no longer move. Without aid, they inevitably drown.

Gift of Breath (Sp): Once per day, a remnant can bestow *water breathing* on a single living creature. The remnant does this by breathing into the creature's mouth, and the duration lasts for as long as the remnant maintains physical contact with the target.

Manifestation (Su): As ethereal creatures, remnants cannot affect or be affected by anything in the material world. When they manifest, remnants become visible but remain incorporeal. This allows the manifested remnant to strike with its touch attack. The remnant remains on the Ethereal Plane but opponents on both the Ethereal and Material Planes can attack it.





Rushlight

Small Undead (Fire, Incorporeal)

Hit Dice:	6d12 (39 hp)
Initiative:	+6
Speed:	Fly 50 ft (perfect) (10 squares)
Armor Class:	16 (+1 size, +2 Dex, +3 deflection), touch 16, flat-footed 14
Base Attack/Grapple:	+3/+3
Attack:	Flame touch +6 melee (3d4 plus burn)
Full Attack:	Flame touch +6 melee (3d4 plus burn)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Burn
Special Qualities:	Fire subtype, incorporeal subtype, natural invisibility, spell resistance 15, +4 turn resistance +4, undead traits
Saves:	Fort +2, Ref +4, Will +5
Abilities:	Str —, Dex 15, Con —, Int 10, Wis 11, Cha 18
Skills:	Hide +14, Listen +9, Sense Motive +9, Spot +9, Survival +7,
Feats:	Alertness, Flyby Attack, Improved Initiative ^B
Environment:	Any land and underground
Organization:	Solitary
Challenge Rating:	8
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	7–12 HD (Medium)
Level Adjustment:	—

From the corner of one eye you see a ball of flame with a tortured looking face and a pair of hands within it.

The superstitious folk who inhabit the Land of Mists value fire for its cleansing properties. In some lands, like Tepest, evildoers are burned alive to purge them of their evil. However, this sometimes leads to an even greater evil.

The rushlight is created from the spirit of an evil creature who has been burned alive.

This strange undead cannot be seen by those who look for it, but can be glimpsed out of the corner of the eye. When seen this way, a rushlight appears to be a 2-foot ball of flame with the face and hands of a tortured soul trapped inside.

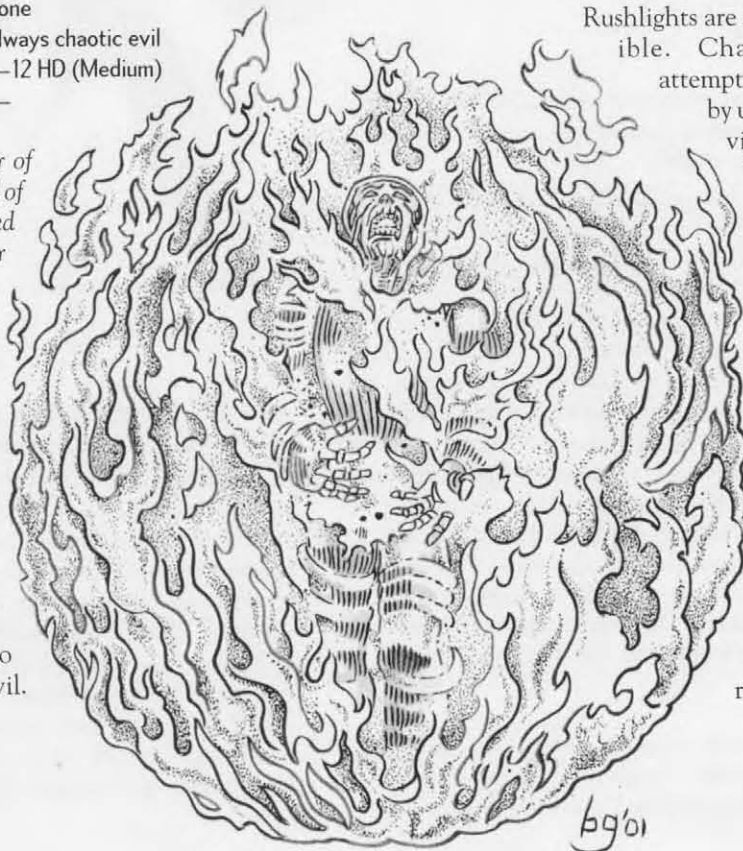
Rushlights must rest in the ground where their cremated ashes lie by day, but at night can roam up to 20 miles from this “lair” while hunting. They seek to harm the innocent and bring pain and suffering in a vain hope to ease their own suffering.

Combat

A rushlight attacks by sweeping past — or even through — its foes, hoping to immolate them with its fiery touch.

Burn (Ex): Those hit by a rushlight’s touch must succeed at a DC 17 Reflex save or catch fire, suffering an additional 1d4 points of fire damage each round. This unholy fire cannot be extinguished by normal means but *dispel magic* (DC 16 caster check) or *dispel evil* extinguishes the flames instantly.

Natural Invisibility (Ex): Rushlights are naturally invisible. Characters who attempt to spot by them by using peripheral vision may do so by making a DC 15 Spot Check. This allows the character to fight the creature as if it were visible, but at a –2 penalty on attack rolls. Spells such as *see invisibility* and *invisibility purge* can also render a rushlight visible.

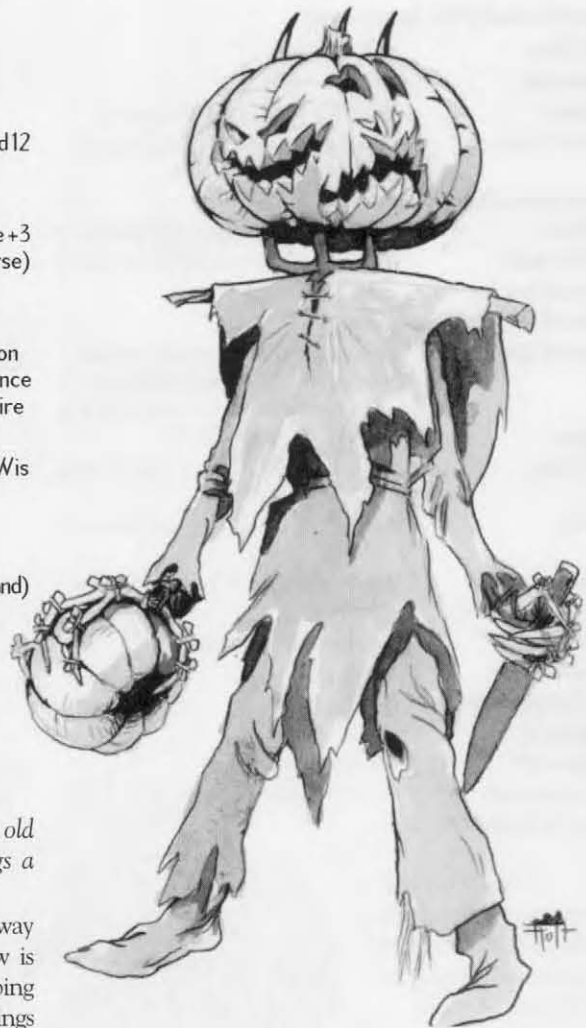




Scarecrow, Dread

Medium Construct

Hit Dice:	3d10 (20 hp)
Initiative:	+0
Speed:	30 ft. (6 squares)
Armor Class:	12 (+2 natural), touch 10, flat-footed 12
Base Attack/Grapple:	+2/+3
Attack:	slam +3 melee (1d4+1)
Full Attack:	2 slams +3 melee (1d4+1) or scythe +3 melee (2d4+1/x4 plus stinging curse)
Space/Reach:	5 ft./ 5 ft.
Special Attacks:	Stinging curse
Special Qualities:	Construct traits, damage reduction 5/magic, immunity to cold, resistance to electricity 5, vulnerability to fire
Saves:	Fort +1, Ref +1, Will +3
Abilities:	Str 12, Dex 10, Con —, Int —, Wis 14, Cha 14
Skills:	Listen +2, Spot +2
Feats:	—
Environment:	Any temperate or warm land (farmland)
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Usually neutral evil
Advancement:	—
Level Adjustment:	—



A tattered straw and stick figure dressed in old clothes and with a glowing pumpkin head swings a deadly looking scythe.

Farmers place scarecrows in their fields to keep away crows and other crop-eating birds. The scarecrow is supposed to act as a deterrent for these animals, keeping the crops safe. Sometimes, however, an evil spirit brings these constructs to life. Usually a farmer who suffers a horrid death or dies bears a grudge against his fellow townsfolk will inhabit a scarecrow to seek revenge, but sometimes the animating spark is simply the wronged party's hatred itself. Once animated, the scarecrow's face glows as if a candle had been placed in its pumpkin head. Over time, the scarecrow's face slowly changes to grotesquely resemble the former face of the evil spirit within. Anyone who knew the animating spirit in its former life can recognize it in its scarecrow form with a successful DC 20 Spot check. Dread scarecrows understand the languages they knew in life, but they cannot speak.

Combat

A scarecrow usually ignores everyone except its chosen victims. Scarecrows attack with their arms or wield agricultural tools (such as sickles or

scythes) as weapons. A scarecrow never retreats and continues attacking until destroyed.

Stinging Curse (Ex): A foe hit by a scarecrow's melee attacks must succeed at a DC 13 Fortitude save or be cursed with an odor that causes swarms of insects to attack the character. The first round of insect stings automatically deals 1d4 hit points of damage. The damage increases by a cumulative 1d4 per round. Also, the character suffers an effective, cumulative -1 circumstance penalty on attack and damage rolls each round the insects attack. The insects attack until the victim receives a *remove curse* spell or until the victim dies.



Scavyt

Small Animal

Hit Dice:	1d8+2 (6 hp)
Initiative:	+3
Speed:	30 ft. (6 squares), climb 10 ft.
Armor Class:	14 (+1 size, +3 Dex), touch 14, flat-footed 11
Base Attack/Grapple:	+0/-3
Attack:	Bite +2 melee (1d4+1)
Full Attack:	Bite +2 melee (1d4+1)
Space/Reach:	5 ft./ 5 ft.
Special Attacks:	—
Special Qualities:	Low-light vision, scent
Saves:	Fort +2, Ref +5, Will +1
Abilities:	Str 12, Dex 17, Con 15, Int 2, Wis 12, Cha 6
Skills:	Intimidation +4, Listen +5, Spot +5, Swim +2
Environment:	Any underground
Organization:	Pack (5–20)
Challenge Rating:	1/3
Treasure:	None
Alignment:	Always neutral
Advancement:	2–3 HD (Medium)
Level Adjustment:	—

An odd yapping emanates from the small, hyena-like creature skulking in the shadows.

In dark dungeons or underground caves, where prey has freshly fallen to a predator, the cackling cries of the scavyt calling its pack to feed is often

heard. Related in many ways to plains hyenas, the scavyt is a scavenger of caverns and dark places. Approximately the size of a hunting dog, one scavyt is not much of a threat and is easily driven off by a show of strength. Within a pack, however, these scavengers can prove quite deadly. Rarely do single scavyts travel without their pack close behind.

Their calls, alternating between whispered barks and sharp, laughter-like cries are intended to spook predators away from their prize. Deep in a cavernous dungeon, these calls echo repeatedly making a small pack seem large and a large pack seem overwhelming. Creatures with a strong survival instinct flee when the cackling begins. Those with a weak instinct for survival are normally added to the menu.

Combat

Scavyt tactics are straightforward. They only attack when they have superior numbers or when cornered. They first try to spook their prey with their barking. When their prey's numbers are sufficiently reduced, they charge in unison seeking to eliminate the weakest of their prey first. Scavyts are cowards at best and can be easily startled by fantastic displays of magic or a successful DC 14 Intimidation check.





Sea Spawn

	Sea Spawn Minion	Sea Spawn Master
	Diminutive Aberration (Aquatic)	Large Aberration (Aquatic)
Hit Dice:	1/2 d8 (2 hp)	10d8+30 (75 hp)
Initiative:	+9	+5
Speed:	10 ft. (2 squares), climb 5 ft., swim 10 ft.	20 ft. (4 squares), swim 20 ft.
Armor Class:	19 (+4 size, +5 Dex), touch 19, flat-footed 14	16 (-1 size, +1 Dex, +6 natural), touch 10, flat-footed 15
Base Attack/Grapple:	+0/-17	+7/+11
Attack:	Bite +0 melee (1d3-5 /minimum 1 plus poison)	Claw +11 melee
Attacks:	Bite +0 melee (1d3-5 /minimum 1 plus poison)	2 claws +11 melee (1d6+4) and bite +9 melee (2d6+2 plus disease)
Space/Reach:	1 ft./ 0 ft.	5 ft./ 10 ft.
Special Attacks:	Control host, poison	Disease
Special Qualities:	Amphibious, telepathy	Aquatic allies, slime
Saves:	Fort +1, Ref +5, Will +2	Fort +6, Ref +4, Will +9
Abilities:	Str 1, Dex 20, Con 12, Int 6, Wis 10, Cha 8	Str 19, Dex 12, Con 16, Int 12, Wis 10, Cha 14
Skills:	Hide +23, Move Silently +11	Escape Artist +4*, Listen +7, Move Silently +10, Search +9, Spot +9, Survival +9
Feats:	Improved Initiative	Improved Initiative, Iron Will, Multiattack
Environment:	Any aquatic	Any aquatic
Organization:	Brood (3-18)	Solitary
Challenge Rating:	1	5
Treasure:	None	Standard
Alignment:	Always lawful evil	Usually lawful evil
Advancement:	—	11-16 HD (Large)
Level Adjustment:	—	—

Sea Spawn Minion

Slimy, half-foot long slugs with rounded mouths filled with teeth eel their way through the waves.

Sea spawn minions are slimy, 6-inch long slugs with lamprey-like mouths. They share no resemblance to their adult form, the sea spawn master (see below). Sea spawn minions are born in a sac above their master's abdomen. When a master sea spawn spies a coastal village that it thinks will provide it with fresh fodder, it ejects a swarm of 3d6 minions near the coastline once each night until the community is dominated. On average, only 1 in 10 minions survive to reach the shore, where they seek out places to lurk undiscovered until they strike.

At sea, minions swim as well as eels. On shore, they slither along like slugs. The sticky slime that coats their bodies allows them to climb up walls and ceilings to drop on their victims. Once it lands on its victim, a minion bites and paralyzes its prey, then bores into the host's skull and takes up residence inside. The minion coils around the brain stem, taking control of the host's higher functions.

A minion's sole purpose is to provide living food for its master. The master uses telepathic communication to

coordinate the minions' actions as they take over each village. Sea spawn minions prefer to abduct the young or the helpless and toss them into the sea under cover of night even within hours of first emerging on land. Their malevolent master waits at the edge of the water for the tender flesh. If an available victim cannot be found, one of the minions will deliver its own host to the master to sate its hunger for a short time.

A minion can mature inside its host's skull, feeding on brain tissue. Most minions have short lifespans, though, typically living only as long as it takes to take over an entire village, after which they hurl their hosts into the sea where their master can devour both minion and host alike.

Barely 1% of sea spawn minions survive their parent's appetites and escape to the sea. There, they feed on fish as they grow and gradually develop limbs. After four months, the immature sea spawn undergoes a growth spurt and gains the aquatic allies ability. After a year of growth, a minion reaches maturity, becoming a master sea spawn.

Combat

The only physical attack that minions possess is their bite, which deals a negligible wound of only 1 hit point





of damage. Still, the bite is sufficient to paralyze a victim temporarily. A minion can burrow inside the skull of a paralyzed victim as a full-round action.

A *cure disease* or *restoration* spell drives a minion from its host's body. However, the victim suffers 3d6 hit points of damage as the creature chews its way back out of the victim's head. *Greater restoration* destroys a minion immediately with no harm to its host.

Amphibious (Ex): A minion can survive out of water or a suitable host for 1 hour per point of Constitution. After that, refer to the drowning rules in the *D&D Dungeon Master's Guide*.

Control Host (Ex): Once a minion enters its host's skull, the host must make a DC 16 Will save each round until it fails a save or the minion is removed. Once a host fails the Will save, it falls under the minion's control. A sea spawn host retains all memories, statistics and abilities with the exception of divinely granted powers. All hosts suffer a marked change in their personality, however, becoming detached and distant. Hosts suffer an effective -4 competence penalty on all Charisma-modified skill checks for as long as the minion remains implanted.

A host suffers 1 point of Intelligence drain for each day that a minion occupies its skull. If the victim's Intelligence drops to 0, he dies.

Poison (Ex): Bite, Fortitude DC 11, initial damage paralysis 2d6 minutes, secondary damage none.

Telepathy (Su): Sea spawn minions have a telepathic link with the master sea spawn that produced them. Whenever a minion or its host is threatened, its master can call upon any other hosts or minions in the area to give assistance. The typical host is a 1st-level human commoner.

Sea Spawn Master

Emerging from the waves is a large humanoid with oversized webbed hands and feet ending in black claws and a double row of sharp jagged teeth protruding from its strong jaws. A row of thick spiny fins runs down a green scaled body covered in a thick toxic mucus, fungus, weeds and even some scraps of rotting flesh.

Master sea spawn are among the most horrid creatures known to lurk beneath the seas of Ravenloft. They use spawn minions to infiltrate and control the inhabitants of coastal villages. Once they control the minds of their prey, they devour both villagers and minions for their main source of food. Though masters can survive on a diet of fish and other sea creatures, they prefer the taste of human flesh, which drives them to stalk fresh victims along the seashore.

The master prefers to make its lair in shallow caves, reefs, tangles of seaweed or shipwrecks, spending the day in a trancelike state coordinating the actions of its minions.

Sea spawn have no language, but masters maintain continuous telepathic communication with their minions and aquatic allies. Masters treat these creatures as tools, without regard to their safety.

Combat

Master sea spawn cannot survive out of the water, drowning in the air just as humans drown in the sea. If removed from the water, they try to escape, killing anyone who bars their path. A master's lair, where its indigestible treasures are gathered, is always found underwater.

Though the spawn master prefers to compel other creatures to fight for it, it can defend itself with its jagged claws and frightening jaws.

Aquatic Allies (Su): When confronted, a sea spawn master can use its telepathic powers to summon help from fish and other sea creatures. This beckon acts as *summon nature's ally IV* (caster level 10th) but attracts only aquatic creatures. Each monster arrives in 1d4 rounds. The master may use its telepathic power to summon assistance only twice per day.

Disease (Ex): Infection — bite, Fortitude DC 18, incubation period immediate, damage infection. Hit points lost to infected wounds will not heal naturally until the victim receives a *remove disease* spell or similar magic.

Slime (Ex): A master's skin and scales are notoriously slimy and coated with bits of rotting flesh. This slime functions as *oil of slipperiness*, making it nearly impossible to grab or hold the creature. A master receives a +10 racial bonus on Escape Artist checks to escape webs, nets or similar devices.

Telepathy (Su): See the sea spawn minion, above.



Shadow Asp

Tiny Magical Beast

Hit Dice:	1/2 d10-1 (4 hp)
Initiative:	+8
Speed:	20 ft. (4 squares)
Armor Class:	17 (+2 size, +4 Dex, +1 natural), touch 16, flat-footed 13
Base Attack/Grapple:	+0/-11
Attack:	Bite +3 melee (1d2-3 plus poison)
Full Attack:	Bite +3 melee (1d2-3 plus poison)
Space/Reach:	2-1/2 ft./ 0 ft.
Special Attacks:	Shadow poison
Special Qualities:	Damage reduction 5/slashing or magic, darkvision 60 ft., low-light vision, silent, vulnerability to light
Saves:	Fort +2, Ref +7, Will +1
Abilities:	Str 4, Dex 20, Con 9, Int 1, Wis 12, Cha 2
Skills:	Balance +13, Climb +13, Hide +24, Listen +6, Spot +6
Feats:	Weapon Finesse
Environment:	Any land and underground (Amber Wastes)
Organization:	Brood (5-30)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	1-2 HD (Small); 3-4 HD (Medium)
Level Adjustment:	—

Weaving hypnotically, the large snake seems composed of the very darkness itself.

The great lords of Har'Akir took the afterlife very seriously. When they died, they had their priests mummify them and place them in a secure tomb along with their greatest treasures. The great lords never trusted corpses to be protected by normal guards who might be tempted into thievery. Instead, the priests summoned a guardian from the plane of shadow, the shadow asp.

Shadow asps appear as cobras composed of pure darkness. They are barely visible in the shadows and seem nothing more than shadows in light.

Combat

Shadow asps can be summoned by *summon monster III*. Legends also speak of an ancient Akiri spell, now thought

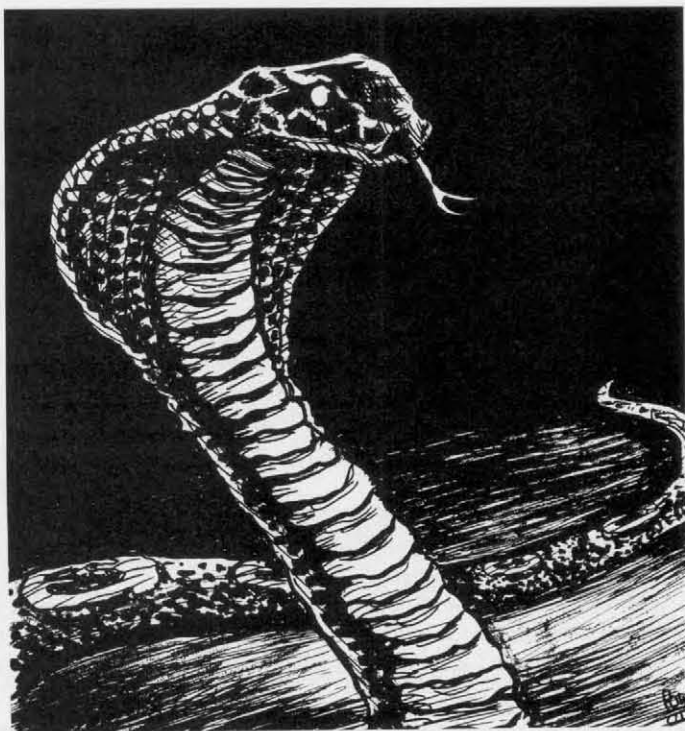
lost, that can summon 5d6 shadow asps and permanently bind them to a tomb. Shadow asps automatically lash out at any living creature that enters the room they are summoned to protect.

Shadow Poison (Su): Bite, Fortitude DC 15, initial damage 1 point Strength, secondary damage 2d6 Strength. As the poison takes effect, the victim's skin turns an inky black. A victim reduced to 0 Strength dies and must make another DC 15 Fortitude save. If successful, the victim's body dissipates into the shadows. If the victim fails the save, she is transformed into a shadow (see the *Monster Manual*). These shadows are bound to the same area the shadow asp protects, but are otherwise free willed.

Silent (Ex): A shadow asp always moves silently.

Vulnerability to Light (Su): A shadow asp is slain instantly if targeted with a *light*, *continual light* or *daylight* spell (no saving throw).

Skills: Shadow asps receive skills as though they were animals. They receive a +4 racial bonus on Listen and Spot checks and a +8 racial bonus on Balance and Hide checks. They can use their Dexterity modifier for Climb checks.





Shadow fiend (Tanar'ri)

Medium Outsider (Chaotic, Evil)

Hit Dice: 7d8+7 (39 hp)
Initiative: +6
Speed: 30 ft. (6 squares), fly 20 ft. (clumsy)
Armor Class: 13* (see shadow armor) (+2 Dex, +1 natural), touch 13, flat-footed 11

Base Attack/Grapple: +7/+8

Attack: Claw +8 (1d6+1)

Full Attack: 2 claws +8 melee (1d6+1) plus bite +3 melee (1d8)

Space/Reach: 5 ft./ 5 ft.

Special Attacks: Pounce, spell-like abilities

Special Qualities: Blindsight, damage reduction 5/silver, immunity to poison and electricity, resistance to acid 10/cold 10/fire 10, sensitivity to light, shadow armor, Tanar'ri traits, telepathy
Saves: Fort +6, Ref +7, Will +7

Abilities: Str 13 Dex 15, Con 13, Int 12, Wis 14, Cha 15

Skills: Bluff +8, Concentration +8, Hide +8*, Intimidate +10, Jump +10, Listen +13, Move Silently +10, Sense Motive +7, Spot +9

Feats: Alertness, Improved Initiative

Environment: Any land and underground

Organization: Solitary

Challenge Rating: 8

Treasure: None

Alignment: Always chaotic evil

Advancement: 8–12 HD (Medium), 13–20 HD (Large)

Level Adjustment: +7

A slender creature is caught for a moment in the scant illumination. Tall, black and bat-winged, it also boasts claws on hands and feet.

Trapped in the Dread Realms, creatures called from other planes often go mad, but these demons have adapted quite well to the darkness and gloom that covers the land. They require no sustenance, existing only to spread evil, fear and destruction wherever they go. A few sages believe that shadow fiends may heed the commands of Ebonbane, the monstrous darklord of Shadowborn Manor.

Shadow fiends resemble tall, slender humanoids composed entirely of darkness. Often mistaken for shadows, they abhor light and seek to stay in comforting darkness.

Combat

A shadow fiend strikes with its claws and ferocious bite. Shadow fiends always try to main-

tain total darkness and attempt to extinguish torches and lanterns by disarming its foes.

Pounce (Ex): If a shadow fiend charges a foe, it can make a full attack, including four rake attacks.

Rake (Ex): Attack bonus +8 melee, damage 1d6+1.

Shadow Armor (Su): Shadow fiends gain a +4 deflection bonus to Armor Class in dimly lit conditions (torches, lanterns, moonlight or a *light* or *continual flame* spell). In total darkness this bonus increases to +8.

Sensitivity to Light (Ex): Shadow fiends suffer a –2 penalty on all attack rolls in bright sunlight or within the radius of a *daylight* spell. All attacks against a shadow fiend in these conditions that hit and score a threat automatically become critical hits without the need for a second attack roll.

Skills: In low light or total darkness a shadow fiend receives a +10 racial bonus on Hide checks.

Spell-Like Abilities: At will — *darkness*, *cause fear*; 1/week — *magic jar*. These abilities are as the spells (caster level 10th (save DC 12 + spell level)).

Telepathy (Su): Shadow fiends can communicate telepathically with any creature within 100 feet that has a language.



POZAS'03



Skeleton

	Pyroskeleton Large Undead	Strahd Skeleton Medium Undead	Strahd's Skeletal Steed Large Undead
Hit Dice:	5d12 (32 hp)	4d12 (26 hp)	4d12 (26 hp)
Initiative:	+5	+6	+6
Speed:	40 ft. (8 squares)	30 ft. (5 squares)	60 ft. (12 squares)
Armor Class:	16 (–1 size, +1 Dex, +6 natural), touch 10, flat-footed 15	13 (–1 size, +1 Dex, +3 natural), touch 10, flat-footed 12	13 (–1 size, +1 Dex, +3 natural), touch 10, flat-footed 12
Base Attack/Grapple:	+2/+6	+2/+3	+2/+6
Attack:	Claw +6 melee (1d6+4)	Claw +3 melee (1d4+1) or by weapon type	Hoof +6 melee (1d6+4) and bite +0 melee (1d4+2)
Full Attack:	2 claws +5 melee (1d6+4) or huge scythe +7 melee (2d6+6)	2 claw +3 melee (1d4+1) or by weapon type	2 hooves +6 melee (1d6+4) and bite +0 melee (1d4+2)
Space/Reach:	5 ft./ 10 ft.	5 ft./ 5 ft.	10 ft./ 5 ft.
Special Attacks:	Fireball 8d6, keen weapon	—	Breath weapon
Special Qualities:	Affected by cold, damage reduction 5/bludgeoning and cold, immunity to fire, undead traits	Damage reduction 5/bludgeoning, relentless, spell resistance 15, +4 turn resistance, undead traits, vigilant	Damage reduction 5/bludgeoning, +4 turn resistance, scent, undead traits
Saves:	Fort +1, Ref +2, Will +4	Fort +3, Ref +2, Will +4	Fort +3, Ref +2, Will +4
Abilities:	Str 18, Dex 12, Con —, Int —, Wis 10, Cha 12	Str 13, Dex 14, Con —, Int —, Wis 10, Cha 3	Str 18, Dex 13, Con —, Int —, Wis 10, Cha 11
Feats:	Alertness, Improved Initiative	Great Fortitude, Improved Initiative	Great Fortitude, Improved Initiative
Environment:	Any land and underground	Any land (Barovia)	Any land (Barovia)
Organization:	Any	Any	Solitary or unit (4)
Challenge Rating:	3	1	2
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	6–15 HD (Huge); 16–25 HD (Gargantuan)	5–10 HD (Huge)	5–10 HD (huge)
Level Adjustment:	—	—	—

The unique nature of the Dread Realms has seen the rise of skeleton types unknown in other lands. All skeletons have undead traits and the following special qualities unless noted otherwise.

Immunity to Cold (Ex): Skeletons are not affected by cold.

Damage Reduction 5/Bludgeoning: Skeletons lack flesh or internal organs.

Pyroskeleton

Rising to a height of over 10 feet, the creature's skeletal frame contains a bonfire of blue hot flame. The fire ripples from pelvic bones to shoulder blades, casting the bones in a pearly radiance. In its hands it wields a fiery scythe.

Created from the skeletons of murdered humanoid, the pyroskeleton's infernal blue fire reflects the hopeless rage of the slain victims. Pyroskeletons

are always at least twice the height that the murdered humanoid was in life (never less than 10 feet tall); a smaller frame cannot contain the infernal fire.

The undead priestess Radaga of Kartakass was the first to create pyroskeletons. On a night when the Mists were thick, Radaga and her minions took the corpses of six murdered soldiers and cast *enlarge person*, *produce flame*, *protection from energy* and *animate dead* on them. As the skeletons began to stir, *enlarge person* was cast on each a second time. The Mists fused with the newly created undead to allow *enlarge person* to increase the skeletons a second time. Others have since learned the methods, and each creator often experiments with the process until they create a distinct variant. All attempts to create similar undead outside Ravenloft have failed.



a huge bone scythe after a few months. This ability does not affect their claw attacks.

Fireball (Su): Once per hour, a pyroskeleton can release the fire that burns inside it as an 8d6 fireball (DC 14 Reflex save). Pyroskeletons use their fireball ability freely in close quarters.

Strahd Skeleton

Strips of rotted flesh hang from the skeletal figure that moves forward with deceptively fast, jerky steps, its bony hands ready for battle.

Animated by Barovia's darklord to serve him as shock troops and minions, Strahd skeletons possess greater power than normal skeletons. Whether as a result of Count Strahd's own research into animation of the dead or because of some inherent property of the land of Barovia is un-



Pyroskeletons obey commands in simple and direct fashion. They cannot take initiative or execute orders that require decision-making ability. When a pyroskeleton stands dormant for 48 hours, its flames contract into a single, flickering fire the size of a candle. Many unsuspecting adventurers have been lured down long dark corridors by a curious blue candle flame only to have it flare to horrific life as they get close.

Combat

Pyroskeletons are direct in battle and do not have the capacity to coordinate flanking attacks.

Affected by Cold (Ex): Unlike most skeletons, pyroskeletons are affected by cold. Cold-based damage bypasses the pyroskeleton's damage reduction, and a pyroskeleton that fails a save against a cold-based effect suffers half damage.

Keen Edge (Su): Most pyroskeletons are armed with huge, bone-bladed scythes that ripple with the same blue flame that burns within them. The flame affects any slashing weapon the skeleton holds as a *keen edge* spell. Any nonmagic weapon that a pyroskeleton holds begins to transform into



POZAS'03



known, but Strahd skeletons nevertheless show greater resilience and persistence than others of their kind.

Combat

Strahd skeletons fight as other skeletons, possessing the same attacks and abilities as described in the *Monster Manual*. They also possess the following special qualities:

Relentless (Ex): A Strahd skeleton reduced to 0 hit points is not destroyed but begins to regenerate 1 point per round from the rebuilding of its animating force. Once it regains full hit points, the Strahd skeleton reanimates and continues its attack. Only a successful turning check, a *disintegrate* spell or a coup de grace as the skeleton lies helpless can permanently destroy the Strahd skeleton. (The coup de grace bypasses any immunity to critical hits otherwise standard to undead.) A Strahd undead can reattach severed limbs, which slowly make their way back to their owner.

Spell Resistance (Ex): Strahd skeletons have spell resistance 15.

Turn Resistance (Ex): Strahd skeletons have +4 turn resistance.

Vigilant (Su): Strahd skeletons can automatically see invisible creatures within 60 feet as the *see invisibility* spell, though the duration is continuous.

Feats: Strahd skeletons gain Great Fortitude.

Strahd's Skeletal Steed

The skeletal remains of heavy warhorses stand like weird sentinel statues. Suddenly, their heads whip up as though scenting the air a moment before they charge.

Strahd's skeletal steeds are the animated remains of heavy warhorses whose riders have fallen in battle against the lord of Barovia. They only wear saddles or armor when on special missions for their vampire lord. They stand as unmoving as statues until Strahd's will compels them to action. The only noise they make is when they run, a sound like breaking bones.

These monstrosities are Strahd's messengers and retrievers. Additionally, while Strahd himself never rides these steeds, he often uses them to fetch those whose pres-

ence he requires immediately. Sometimes, a person who speaks against Strahd has been awakened at night by a rap upon their door. Opening it they find four skeletal steeds, one saddled to ride. That person is never heard from again, though his sacrifice saves the rest of his family from the other three steeds.

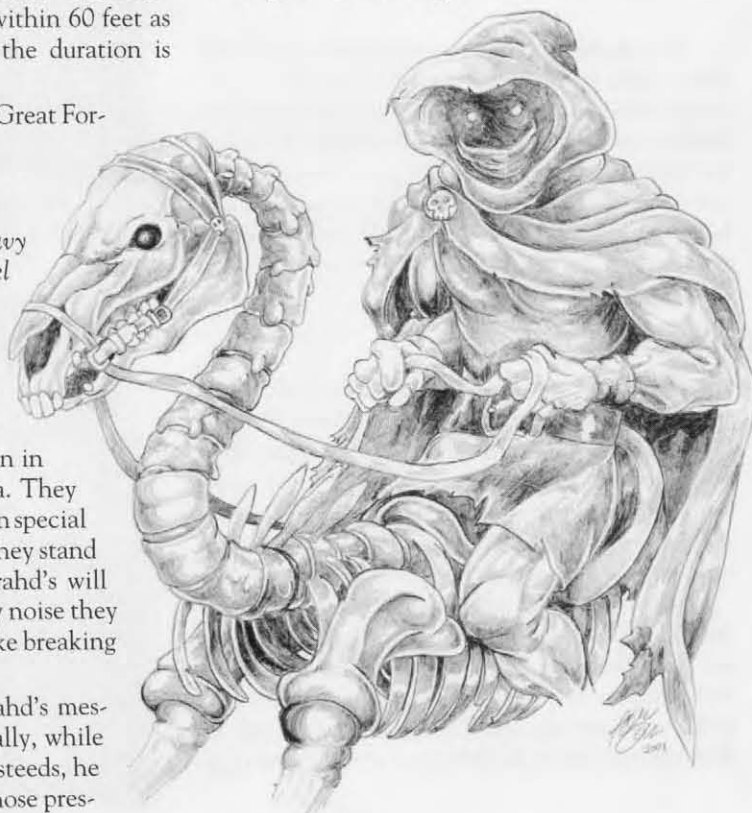
Like most animals, horses generally flee from Strahd's skeletal steeds. However, especially spirited warhorses may break free of their stalls to charge the steeds as they pass.

Steeds that have delivered their message usually return to Castle Ravenloft, but sometimes go to a nearby field or secluded area and fall to the ground, lying dormant, awaiting their master's will. In general, travelers who encounter a partially buried, sun-bleached horse skeleton lying off the side of the road should pass by as quickly as possible.

Combat

Strahd's skeletal steeds fight like living warhorses, with two hooves and a bite.

Breath Weapon (Su): *Stinking cloud*, one adjacent square, every other round, DC 12 Reflex save negates. Strahd's steeds can use their breath weapon while biting.





Skin Thief

Medium Monstrous Humanoid (Shapechanger)

Hit Dice:	2d8+2 (11 hp)
Initiative:	+3
Speed:	30 ft. (6 squares)
Armor Class:	15 (+3 Dex, +2 natural), touch 13, flat-footed 12
Base Attack/Grapple:	+2/+4
Attack:	Claw +4 melee (1d6+2)
Full Attack:	2 claws +4 melee (1d6+2) and bite – 1 melee (1d4+1 plus poison)
Space/Reach:	5 ft./ 5 ft.
Special Attacks:	Poison
Special Qualities:	Skin theft
Saves:	Fort +4, Ref +6, Will +5
Abilities:	Str 14, Dex 17, Con 13, Int 7, Wis 14, Cha 12
Skills:	Bluff +6, Disguise +5*, Hide +6, Intimidate +6
Feats:	Dodge
Environment:	Any land and underground
Organization:	Solitary, Family (3–6), or clan (4–12)
Challenge Rating:	2
Treasure:	Double standard
Alignment:	Usually chaotic evil
Advancement:	By character class
Level Adjustment:	+2

Sloughing off its outward skin, the bulky, ursine creature reveals a pelt of long dark fur. Eight fingered gnarled hands end in wicked talons. Oddly, the creature wears several necklaces and bracelets.

Skin thieves are degenerate creatures that flay their victims and use their skins to disguise their true appearance. A thief in a stolen skin is outwardly identical to the skin's true owner. In their natural form, skin thieves are bulky humanoids with ursine faces and bodies covered in dark matted fur. Their long arms end in hands with eight gnarled fingers sprouting long talons. Skin thieves often decorate their talons, and like to adorn themselves with clothing and jewelry stolen from their victims.



Skin thieves speak a strange, pidgin tongue made up of bits and pieces of the languages they encounter. Characters have a 5% chance per language they know of understanding the gist of any given statement.

Combat

Skin thieves are cowards that prefer to lure solitary victims into secluded areas, then overcome them with a quick poisoned bite or overwhelm them with numbers. They rarely stay to fight any battle where there is a chance they might lose.

Poison (Ex): Injury, Fortitude DC 13, initial and secondary damage 1d6 Dexterity.

Skin Theft (Su): A skin thief can remove the skin from any humanoid creature it has killed as a full-round action. It can then don the skin like a suit as another full-round action, enabling it to mimic the appearance of the person it has killed. These skins are very delicate. If the skin thief suffers any damage, it must succeed at a Reflex save (DC = 10 + damage taken) or the skin bursts, revealing the true creature within. Skin thieves do not gain any of the knowledge or abilities possessed by their victims, but while the skin is intact it does grant the thief the victim's natural armor bonus, if any.

Skills: A skin thief receives a +8 racial bonus on Disguise checks while wearing a stolen skin suit.

Skin Thief Society

Skin thieves are nomadic creatures that haunt trade routes and sparsely populated areas. Though they rarely stay in one spot for long for fear of being caught, they may occasionally take over a farmstead and pretend to be the farmers to lure in more victims. Each clan typically has only one leader, who achieves this position through imitation. This leader rarely remains in charge more than a few months before another takes his place.

Skin Thief Characters

Skin thieves' favored class is rogue. Skin thieves rarely take up any class outside rogues or fighters.



Spirit Waif

Small Undead (Incorporeal)

Hit Dice:	1d12 (6 hp)
Initiative:	+0
Speed:	20 ft. (4 squares)
Armor Class:	13 (+1 size, +1 Dex, +1 deflection), touch 13, flat-footed 12
Base Attack/Grapple:	+0/-4
Attack:	—
Full Attack:	—
Space/Reach:	5 ft./ 5 ft.
Special Attacks:	Sympathy
Special Qualities:	Incorporeal subtype, rejuvenation, undead traits
Saves:	Fort +0, Ref +3, Will +3
Abilities:	Str —, Dex 12, Con —, Int 7, Wis 12, Cha 12
Skills:	Hide +10, Listen +6, Sense Motive +7, Spot +6
Feats:	Lightning Reflexes
Environment:	Any land and underground
Organization:	Solitary
Challenge Rating:	1/2
Treasure:	None
Alignment:	Usually neutral good
Advancement:	—
Level Adjustment:	—

Standing just beyond the shadows is a small child, its form transparent.

Many an adventurer has relayed a bizarre tale after returning from a quest beneath the surface of the earth. Some of them describe a spirit from the afterworld who woke them moments before an ambush would have killed their sleeping party. Others tell of small, spectral phantoms that led them on a wild goose chase through cavernous dungeons, only to find a ghoul or hag chewing on the bones of children at the end of the race. Where most ghosts' envy causes them to torment the living, it seems this spirit wished only to be put to rest.

A spirit waif is the restless soul of a murdered child. Having become the victim of some nefarious beast, the child's soul remains trapped on this plane. Where most spirits become spiteful toward the living, the child's spirit retains its innocence. Rather than seeking to tor-

ment the quick, the spirit waif attempts to warn them of unseen threats and lead them through his or her resting place safely.

Combat

If attacked, the spirit waif flees through a wall or floor. A spirit waif no longer assists anyone who attempts to assault it.

Rejuvenation (Su): If a spirit waif is "destroyed," it reforms in 2d4 days. A spirit waif can be laid to rest by finding its bones and giving them a traditional burial.

Sympathy (Su): If a spirit waif decides that a living creature is kind or virtuous (by a Sense Motive check), it reveals itself and attempts to lead the creature to its remains. Any creature that sees a spirit waif must succeed at a DC 11 Will save or fall under the effects of a mild charm (as the spell *charm person* cast by a 1st-level sorcerer), following wherever the spirit waif leads. The spirit waif's path circumvents most threats, but its destination is often the lair of a dangerous creature. Spirit waifs do not understand the risk in which they place the living by leading them into these dens of evil.





Subdweller

Medium Humanoid

Hit Dice:	2d8+2 (11 hp)
Initiative:	+2
Speed:	30 ft. (6 squares)
Armor Class:	12 (+2 Dex), touch 12, flat-footed 10
Base Attack/Grapple:	+1/+3
Attack:	Claw +3 melee (1d3+2)
Full Attack:	2 claws +3 melee (1d3+2)
Space/Reach:	5 ft./ 5 ft.
Special Attacks:	Rage
Special Qualities:	Darkvision 60 ft., sensitivity to light
Saves:	Fort +4, Ref +2, Will -1
Abilities:	Str 15, Dex 14, Con 14, Int 6, Wis 6, Cha 10
Skills:	Listen +6 Spot +4
Environment:	Any underground
Organization:	Gang (4-10)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	3-4 HD (Medium)
Level Adjustment:	—



Though appearing human, the creature stares with wild, almost lidless eyes that seem dilated fully. Its dark hair is ragged and its skin is pallid, while its hands are twisted into claws with long, sharp nails. The creature wears the remnants of what may once have been civilized clothing.

Occasionally, the Mists lead a man or woman into the labyrinthine tunnels beneath the blasted domain of Bluetspur. Even if these unfortunates can evade the mind flayers or their slithering creations, they cannot escape the alien realm's effect on their sanity. Whether through starvation, desperation or the dire attention of the Illithid God-brain itself, these people lose connection with their humanity. Slowly for some, much quicker for others, these people slip over the edge of madness, becoming depraved killers and cannibals. Family members, close friends, and even adventuring partners may lose their minds to the realm. Even worse, the Mists sometimes lead these monstrous lost ones back out into other realms. There, they often lurk in caves or sewers, preying on creatures that enter their territory.

By some common survival instinct or by the design of some unknown and no doubt insane

intelligence, subdwellers are drawn into a semblance of society. These roving maddened packs wander the caves of their territory hunting, murdering and breeding. Those unlucky enough to come across them while still in charge of their faculties are torn limb from limb and eaten.

Combat

Subdwellers attack wildly with no thought for strategy or defense. Their ferocity and insanity-powered strength make them dangerous opponents. They normally travel in groups and can prove to be a significant threat even to a well-armed party.

Rage (Ex): When first coming into contact with opponents, subdwellers immediately enter a berserker fury. Each dweller gains an immediate +2 to Strength, +2 to Constitution, and -2 to AC. This frenzy lasts for a number of rounds equal to the subdweller's (improved) Constitution modifier. At the end of that time, they lose the ability bonuses and regain their standard AC.

Sensitivity to Light (Ex): Subdwellers are considered blinded when exposed to bright sunlight or a *daylight* spell.



Tenebris

Medium Outsider (Evil, Incorporeal)

Hit Dice:	8d8+8 (40 hp)
Initiative:	+3
Speed:	40 ft. (8 squares), fly 60 ft. (good)
Armor Class:	15 (+3 Dex, +2 deflection), touch 15, flat-footed 12
Base Attack/Grapple:	+8/+8
Attack:	As host
Full Attack:	As host
Space/Reach:	5 ft./5 ft.
Special Attacks:	Detect thoughts, malevolent possession, spell-like abilities, Will drain
Special Qualities:	Incorporeal subtype
Saves:	Fort +6, Ref +6, Will +6
Abilities:	Str —, Dex 16, Con 12, Int 15, Wis 18, Cha 21
Skills:	Bluff +12, Concentration +8, Diplomacy +12, Gather Information +12, Hide +20, Intimidate +10, Knowledge (the planes) +12, Listen +12, Sense Motive +12, Spot +12
Feats:	Alertness, Blind-Fight, Combat Reflexes
Environment:	Any land and underground
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Always neutral evil
Advancement:	9–12 HD (Medium)
Level Adjustment:	+7

The intangible thing appears as a nearly invisible second shadow almost merged with its victim's own.

The tenebris came from outside the Dread Realms to tempt the land's people ever further into evil. These amorphous, incorporeal beings lurk in the dreams of those in conflict—listening to the darkest and most foul impulses before choosing a victim. Dark visions of revenge fill the victim's sleeping mind, carrying out those evil impulses that he would never truly think to fulfill. As the victim's will weakens, the tenebris takes over his body, performing small acts of revenge or pure cruelty that the victim believes are dreams. At last the tenebris grows strong enough, feeding on the evil growing in his victim's mind, to carry out his darkest thoughts of revenge, before departing and leaving his victim to deal with the consequences.

Combat

Performing its cruel actions only at night, the tenebris feeds on evil thoughts and willpower. Drawn to conflict, arguments and violence, the tenebris

takes over the mind of the weakest or most evil person in a group and seduces him in his dreams. The tenebris possesses its victim each night, taking over his body and using his skills while the target sleeps unaware. If awakened, the victim remembers only some bad dreams. During daylight hours the tenebris stays dormant. A successful DC 20 Spot check reveals that a target possessed by a tenebris casts an extra shadow; the tenebris can otherwise be detected only through telepathic contact. A tenebris can be driven from its victim's body by a *dispel evil* spell or by an ethereal opponent.

Malevolent Possession (Su): Once per night a tenebris can merge its body with a sleeping creature on the Material Plane. This ability is similar to *magic jar* (caster level 10th) except that it does not require a receptacle. If the attack succeeds, the tenebris vanishes into the host's body, controlling the victim's physical body and his dreaming mind as though having cast *dream* as a 10th-level sorcerer. The target can resist with a DC 20 Will save. A creature that successfully saves is immune to the tenebris' possession for one night.

Spell-Like Abilities: 2/day — *bane*, *charm person*, *command*, *confusion*, *crushing despair*, *mind fog* and *undetected alignment*. (Caster level 10th, DC 15 + spell level).

Wisdom Drain (Su): The tenebris deals 1d4 points of Wisdom drain from the target of its malevolent possession once per night. The target can resist this attack with a successful DC 29 Will save.



Tentacle Rat

Small Aberration

Hit Dice:	1/2d8 (4 hp)
Initiative:	+3
Speed:	20 ft. (4 squares), climb 10 ft
Armor Class:	14 (+1 size, +3 Dex), touch 14, flat-footed 11
Base Attack/Grapple:	+0/+4
Attack:	Tentacle +4 melee (1d3 plus paralysis)
Full Attack:	2 tentacles +4 melee (1d3 plus paralysis) and bite -1 melee (1d4)
Space/Reach:	5 ft./ 5 ft.
Special Attacks:	Paralysis
Special Qualities:	Darkvision 60 ft. scent
Saves:	Fort +2, Ref +5, Will +3
Abilities:	Str 10, Dex 17, Con 10, Int 5, Wis 12, Cha 4
Skills:	Balance +6, Climb +10, Hide +8, Move Silently +5
Feats:	Dodge, Weapon Finesse
Environment:	Underground (Markovia)
Organization:	Swarm (10-30)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral evil
Advancement:	—
Level Adjustment:	—

Standing upright, the huge rat-like creature flails outward with the long, spiny tentacles it possesses in place of arms.

Originally found only on the tropical island of Markovia, the tentacle rat has spread to the core, hiding in caves and dark places. The body of the creature resembles a huge, bipedal rat. Instead of front claws and arms, however, this rat has long spiny tentacles at least as long as its body. Survivors of visits to Markovia have said that these creatures are quite numerous on the island and very protective of their territory. Now that these vermin have spread to the core, they have begun to multiply and are becoming less tolerant of humans in their midst.

Whether the tentacle rat is some aberration created by exposure to the Mists or is some foul offspring of the inhabitants of Markovia is unclear. Regardless of its origins, when found in large enough numbers, this little beast can prove to be quite dangerous. They attack as one large wave of snapping teeth and whipping arms, using their poisoned spines to subdue their opponents before feeding off their paralyzed bodies.

Combat

The tentacle rat avoids contact with other creatures unless threatened, cornered or hunting for food in a large pack of its brethren. When forced to attack it will first lash out with its spiny tentacles, paralyzing its foe.

Paralysis (Ex): The rat's spines can cause paralysis to those struck with a tentacle attack. Those hit must succeed at a DC 12 Fortitude save or be paralyzed for 1d6+2 minutes.





Troll, Dread

Large Giant	
Hit Dice:	8d8+40 (76 hp)
Initiative:	+4
Speed:	30 ft. (6 squares), climb 15 ft.
Armor Class:	19 (-1 size, +4 Dex, +6 natural), touch 13, flat-footed 15
Base Attack/Grapple:	+6/+16
Attack:	Claw +12 melee (1d6+6)
Full Attack:	2 claws +12 melee (1d6+6), bite +7 melee (1d6+3)
Space/Reach:	5 ft./10 ft.
Special Attacks:	Rend 2d6+9
Special Qualities:	Alter form, darkvision 90 ft., regeneration 5, scent
Saves:	Fort +11, Ref +6, Will +5
Abilities:	Str 23, Dex 18, Con 21, Int 14, Wis 12, Cha 13
Skills:	Escape Artist +6, Hide +4, Intimidation +6, Listen +4, Move Silently +6, Spot +4
Feats:	Alertness, Iron Will, Power Attack
Environment:	Any land
Organization:	Solitary
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	By character class
Level Adjustment:	—

The large, warty creature has lanky limbs ending in sharp claws. Its skin is a sickly green-brown and its hair resembles metal shavings. It leers wickedly.

The dread troll lurks in the shadows of houses, bridges and anywhere people walk alone. The only thing these manipulative, scheming monsters enjoy more than the taste of innocent flesh is corrupting innocents into becoming agents of evil. Dread trolls are green or brown with warty skin and hair like metal shavings.

This monster sneaks into children's bedrooms at night or lurks in deserted places waiting for victims. The creature approaches its target, initiating conversation. Though sometimes content to kill and eat its victim, it

prefers to instill fear first, allowing the victim to bargain with it. It offers to let the victim go if the victim promises to bring the troll an even more innocent victim. A dread troll loves nothing more than to hear a frightened child offer to bring the troll her younger brother or sister. Offering up an innocent for sacrifice to save oneself is an act worthy of a powers check.

The dread troll can sense when an innocent begins to fall to corruption; nothing pleases it more. It also enjoys mental games with adults. It will sometimes use its alter self ability to approach a target that has intrigued it. Any passion or weakness the victim has demonstrated is fair game for the dread troll to exploit.

Combat

The dread troll is a formidable opponent, but it prefers to have victims surrender willingly or be turned over by a loved one. Some victims do not surrender willingly, and the troll enjoys slowly crushing victims (with grappling damage) while their betrayer is forced to look on. However, if the troll perceives its opponent to be a legitimate threat, it will attack full force with claws and bite.

Alter Form (Su): A dread troll can alter its height between 7–12 feet tall. Its arms and legs are unusually thin and unnaturally flexible, allowing it to crawl into spaces that seem entirely too small—in tiny closets, under low bridges or in kitchen cupboards.

Regeneration (Ex): Fire and acid deal normal damage to a dread troll. If a dread troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed limb instantly by holding it to the stump.

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 hit points of damage.





Unicorn, Shadow

Large Magical Beast

Hit Dice:	5d10+20 (45 hp)
Initiative:	+8
Speed:	60 ft. (12 squares)
Armor Class:	21 (-1 size, +4 Dex, +8 natural) touch 13, flat-footed 17
Base Attack/Grapple:	+5/+17
Attack:	Horn +13 melee (1d8+12 plus 1d4 fire)
Full Attack:	Horn +13 melee (1d8+12 plus 1d4 fire) or 2 hooves +13 melee (1d4+4) and bite +11 melee (1d8+4)
Space/Reach:	10 ft./ 5 ft. (10 ft. with horn)
Special Attacks:	Blink, flaming horn, shadow merge, terror scream,
Special Qualities:	Damage reduction 5/magic, immunity to charm-related spells and poisons
Saves:	Fort +8, Ref +8, Will +3
Abilities:	Str 26, Dex 19, Con 19, Int 11, Wis 15, Cha 18
Skills:	Hide +6, Jump +6, Listen +5, Move Silently +10, Spot +6, Survival +7
Feats:	Alertness, Multiattack
Environment:	Temperate forest (Darkon, Falkovnia, Phantasmal Forest)
Organization:	Solitary, pair
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral evil
Advancement:	6–10 HD (Large)
Level Adjustment:	—

The equine's graceful body is a dappled gray, with a lustrous black silky mane and tail and slender legs ending in razor sharp cloven hooves. Turning its head, the creature shows its glowing red eyes, nasty fangs and a wickedly sharp, steely 2-foot-long horn that sprouts from its forehead.

The evil spawn of a nightmare and the unicorn Addar, shadow unicorns stalk the wilds of Darkon and Falkovnia glorying in the pain and terror they inflict on their victims. Although omnivorous, shadow unicorns prefer to feed on sentient plants or any other creature capable of suffering. Mating rarely and violently, shadow unicorns are never seen in herds.

Shadow unicorns speak Sylvan, Infernal and Abyssal.

Combat

Shadow unicorns live to cause terror and pain. Moving silently with eerie grace in the shadows, they surprise their prey with horrifying

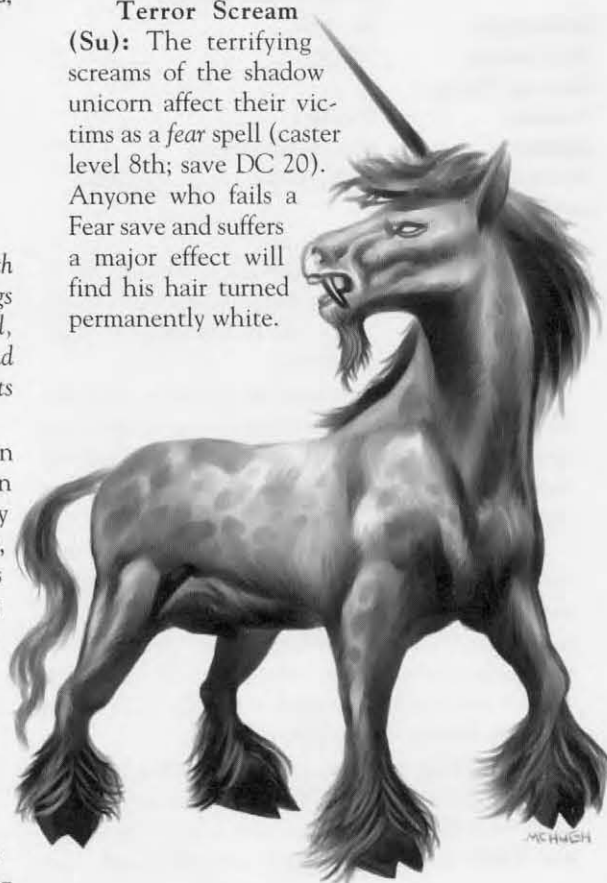
screams, fiery horn blazing and teeth bared, to devour and destroy. Using *blink* they flicker from shadow to shadow, either making charge attacks to impale foes with their horn, or biting foes and striking them with their hooves. Those who survive an attack by these dread creatures may find their hair turned completely white from the horror of their experience.

Blink (Sp): 3/day — caster level 8th. A shadow unicorn can use this ability only in shadowy areas.

Flaming Horn (Su): A shadow unicorn can will its horn to burst into flame as a free action. Creatures hit by a shadow unicorn's horn suffer regular damage as well as 1d4 fire damage. A strike from a shadow unicorn's horn sets combustible alight. Shadow unicorns are immune to their own flames. Sword smiths prize the horn for use in making magic flaming blades, while alchemists grind it down to create potent alchemist's fire.

Shadow Merge (Su): Shadow unicorns gain total concealment and always move silently when in shadowy areas. A shadow unicorn can suppress this ability if it wishes.

Terror Scream (Su): The terrifying screams of the shadow unicorn affect their victims as a *fear* spell (caster level 8th; save DC 20). Anyone who fails a Fear save and suffers a major effect will find his hair turned permanently white.





Valpurleiche (Hanged Man)

Medium Undead	
Hit Dice:	8d12 (52 hp)
Initiative:	-1
Speed:	20 ft. (4 squares)
Armor Class:	14 (-1 Dex, +5 natural) touch 13, flat-footed 14
Base Attack/Grapple:	+4/+8
Attack:	Slam +9 melee (1d6+4)
Full Attack:	2 slams +9 melee (1d6+4)
Space /Reach:	5 ft./ 5 ft.
Special Attacks:	Animate rope, improved grab, strangle 2d6+4
Special Qualities:	Regeneration 5, restless, undead traits
Saves:	Fort +4, Ref +1, Will +7
Abilities:	Str 18, Dex 8, Con —, Int 10, Wis 13, Cha 15
Skills:	Intimidate +8, Listen +10, Move Silently +8, Sense Motive +12, Spot +10
Feats:	Great Fortitude, Power Attack, Weapon Focus (slam)
Environment:	Any land
Organization:	Solitary
Challenge Rating:	9
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	9-11 (Medium) or 12-15 (Large)
Level Adjustment:	—

The creature looks much like a human, but its head lolls grotesquely to the side as though its neck were broken, while its eyes protrude and its swollen tongue thrusts between cracked lips.

The Vistani know that on a tarokka card, the gallows can be a symbol of beginning, rather than death. The valpurleiche (wol-pur-lik) is a creature that symbolizes that the gallows are often only a doorway to a very dark beginning.

The valpurleiche, or hanged man, is the tortured form of a hanged humanoid filled with a tremendous amount of spite and hate during his execution. Some valpurleiches are created from the souls of those who were wrongly executed. Others are simply enraged criminals who want revenge despite their just sentence.

Most valpurleiches are human, though they may rise from the bodies of any humanoid. All of them bear the grisly markings of a death by hanging. Their necks are broken, so their heads loll

loosely from side to side. Some have eyeballs that bulge from their sockets, and others have swollen tongues jutting from their lips.

Valpurleiches understand any languages they knew in life, but never speak except to whisper the crimes for which they were executed.

Combat

Regardless of their alignment in life, valpurleiches are twisted to evil by their burning desire for vengeance. They seek the destruction of those who saw them hanged, and if innocent, exoneration for their crimes. A valpurleiche methodically hunts down each person it blames for its demise, but will turn on anyone who stands in its way.

The valpurleiche's preferred form of attack comes in the form of a strangle hold. They try to grapple their victims, then constrict them to death. They frequently animate ropes to create nooses to choke their foes.

Animate Rope (Su): 3/day — As per the spell *animate rope* (caster level 8th).

Improved Grab (Ex): To use this ability, the valpurleiche must hit a foe of up to Medium size with both slam attacks. If it succeeds, it can strangle.





Regeneration (Su): A valpurleiche suffers normal damage only from the specific weapons or attack forms it was accused of using in the crime for which it was hung, or (if guilty) from attacks made by its former victims. A valpurleiche hung for arson can be harmed by fire, for example. A valpurleiche cannot regrow a severed limb, but it can reattach a severed limb instantly by holding it to the stump. Severed body parts can act independently of their host, even maintaining a hold if severed while grappling.

Restless (Su): If the valpurleiche was hung unjustly, only true vindication will put it to rest. If slain, the creature reforms at full health in 2d4 days. If evidence exonerating the valpurleiche is brought before a figure of authority, the creature crumbles to dust, resting in peace at last.

Strangle (Ex): A valpurleiche that successfully grabs its victim automatically deals 2d6+4 points of constriction damage each round the hold is maintained, and the victim cannot breathe (see suffocation in the *D&D Dungeon Master's Guide*).

Vampire Strains

No two vampires are ever alike. Over time, numerous subtypes (or "strains") of vampires have arisen. These subtypes may exhibit abilities far removed from adventurers' expectations.

All vampire strains speak any languages they knew in life.

Creating a Vampire Strain

The following strains are templates that can be added to the vampire template (see the *Monster Manual*), hereafter referred to as the "base vampire." These vampire strains use all the base vampire's statistics and special abilities except as noted here. The *chiang-shi*, *nosferatu* and *vrykolaka* strains can be added to any humanoid or monstrous humanoid. The *dwarven*, *elven*, *gnomish* and *halfling* strains of vampirism can only be added to a base creature of the appropriate race.

All vampire subtypes grow more powerful and gain salient abilities as they age, as described in Chapter Five of the *Ravenloft Player's Handbook*. Modifiers are not cumulative.

Size and Type: The creature's type changes to undead (augmented humanoid or monstrous humanoid). Do not recalculate base attack bonus, saves or skill points. Size is unchanged.

Hit Dice: Same as base vampire.

Speed: See individual strains below. If the base creature has a swim speed, the vampire retains the ability to swim and is not vulnerable to immersion in running water.

Armor Class: See individual strains below.

Attack: See individual strains below.

Full Attack: See individual strains below.

Damage: Some vampire strains gain two claw attacks in place of a slam attack. If the base creature does not have this attack form, use the damage values in the table below. Creatures with natural attacks retain their old damage ratings or use the values below, whichever is better.

Size	Damage
Fine	—
Diminutive	1
Tiny	1d2
Small	1d3
Medium	1d4
Large	1d6
Huge	2d4
Gargantuan	2d6
Colossal	2d8

Special Attacks: See individual strains below. With all strains, saves have a DC of (10 + 1/2 vampire's HD + vampire's Charisma modifier) unless noted otherwise.

Special Qualities: See individual strains below. All vampire strains gain the undead type.

Saves: Same as base vampire.

Abilities: See individual vampire strains. As undead creatures, vampires have no Constitution score.

Skills: Same as base vampire.

Feats: Same as base vampire.

Environment: Same as base vampire.

Organization: See individual vampire strains.

Challenge Rating: See individual vampire strains.

Treasure: Same as base vampire.

Alignment: Usually chaotic, always evil.

Advancement: By character class and age category.

Level Adjustment: Same as the base creature +8.



Chiang-shi

The humanoid's skin is luminous, its hair abnormally long and stark white, enshrouding the figure almost like cobwebs. It flexes hands capped by sharp, inches-long nails.

The chiang-shi (or "oriental vampire") originated in lands with Eastern cultures, such as the domain of Rokushima Táyoo. It is the strain of vampirism that is oriental, not necessarily the base creature. All chiang-shi possess slightly luminous skin, long, razor-sharp fingernails and stark white hair. Both nails and hair grow longer with age: for each century of undeath, a chiang-shi's nails grow 1 inch and its hair grows 1 foot. If trimmed, the nails and hair grow back while the chiang-shi sleeps in its coffin. Truly ancient chiang-shi often wear their hair in long braids or allow it to enshroud them like cobwebs.

Like the base vampire, chiang-shi have no shadow and cast no reflection.

Speed: Increase from the base creature as determined by age category (see the Chiang-Shi Aging Modifiers table). The listed modifier is the chiang-shi's maximum speed in feet when levitating (see below).

Armor Class: The base creature's natural armor improves as determined by age category (see the Chiang-Shi Aging Modifiers table).

Attack: A chiang-shi retains all the attacks of the base creature and also gains two claw attacks if it didn't already have them.

Full Attack: An unarmed chiang-shi usually uses its claw attacks. If armed, it uses its weapon as its primary attack and its natural weapon (claw) as a natural secondary attack.

Damage: Chiang-shi have claw attacks. If the base creature does not have this attack form, use the damage values listed above.

Special Attacks: A chiang-shi retains all the special attacks of the base creature and also gains those listed below.

Mesmerism (Su): A chiang-shi can paralyze an opponent just by looking into his or her eyes. The chiang-shi must take a standard action, and those merely looking at it are not affected. Anyone the chiang-shi targets must succeed at a Will save or fall under the effects of a *hold monster* spell cast by a 12th-level sorcerer. This ability has a range of 30 feet.

Energy Drain (Su): Living creatures hit by a chiang-shi's claw attack gain 1 negative level.

Blood Drain (Ex): Same as base vampire.

Spell-Like Abilities: At will — *insect plague*, *passwall*. Caster level 12th; save (DC = 15 + vampire's Charisma modifier).

Children of the Night (Su): Once per day a chiang-shi can call forth a pack of 4d8 cats or 2d6 panthers (use leopard) as a standard action. These creatures arrive in 2d6 rounds and serve the chiang-shi for up to 1 hour.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a chiang-shi's energy drain attack rises as a vampire spawn 1d4 days after burial.

If the chiang-shi instead drains the victim's Constitution to 0 or less, the victim returns as a spawn if it had 4 or fewer Hit Dice and as a chiang-shi if it had 5 or more Hit Dice. In either case, the new chiang-shi or spawn is under the command of the chiang-shi that created it and remains enslaved until its master's death.

Special Qualities: A chiang-shi retains all the special qualities of the base creature and gains those listed below.

Damage Reduction (Su): A chiang-shi's damage reduction is determined by its age category (see Chiang-Shi Aging Modifiers table).

Corrosion (Su): Any nonmagical weapon that strikes a chiang-shi must make a Fortitude save or suffer 2d8 points of acid damage. This damage ignores the weapon's hardness.

Turn Resistance (Ex): A chiang-shi's turn resistance is determined by its age category (see Chiang-Shi Aging Modifiers table).

Resistance (Ex): Same as base vampire.

Invisibility (Su): A chiang-shi can turn itself invisible at will as a standard action, as per the *invisibility* spell except that it can remain invisible indefinitely. The chiang-shi does become visible if it makes a direct attack.

Weightless Step (Su): A chiang-shi can levitate at will as a free action, similar to the spell (caster level 12th), except that it can also move horizontally at a maximum speed equal to the Speed bonus listed on the Chiang-Shi Aging Modifiers table.

Alternate Form (Su): A chiang-shi can assume the shape of a tiger as a standard action. This ability is otherwise the same as that of the base vampire.

Fast Healing (Ex): As long as it has at least 1 hit point, a chiang-shi heals a number of hit points of damage each round, as determined by age category (see Chiang-Shi Aging Modifiers table). If reduced



to 0 hit points or lower, a chiang-shi becomes invisible and intangible and attempts to escape. A chiang-shi cannot make attacks while intangible. It must reach its coffin home within 2 hours or be destroyed. Once at rest in its coffin for 1 hour, the chiang-shi is restored to 1 hit point, then resumes healing at its standard rate.

Abilities: Increase from the base creature as determined by age category (see the Chiang-Shi Aging Modifiers table).

Skills: Chiang-shi have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive and Spot checks. Otherwise same as the base creature.

Feats: Chiang-shi gain Alertness, Combat Reflexes, Dodge, Improved Initiative and Lightning Reflexes assuming the base creature meets the prerequisites and doesn't already have these feats.

Environment: Any (Rokushima Táiyoo).

Organization: Solitary, pair, gang (2–5) or troop (1–2 plus 2–5 vampire spawn).

Challenge Rating: Same as base creature plus modifier determined by age category (see table below).

Treasure: Double standard.

Alignment: Always evil (any).

Advancement: By character class.

Level Adjustment: Same as the base creature +8.

Repelling a Chiang-shi

Chiang-shi cannot tolerate the odor of burning incense made from rosemary and myrrh and will not enter an area heavy with its smoke. Similarly, they will not touch any creature wearing a garland woven from rosemary and ivy. These things keep the chiang-shi at bay; they do not harm it. Chiang-shi are also unable to cross running water, although they can be carried across it while resting in their coffins or aboard some manner of conveyance.

Slaying a Chiang-shi

Simply reducing a chiang-shi to 0 hit points or below incapacitates it but does not destroy it. Certain attacks can slay chiang-shi, however.

Chiang-shi are as vulnerable to sunlight and running water as the base vampire. During daylight hours, they must rest in a coffin containing a bed of their native soil. If an opponent scatters rosemary and myrrh on the soil in a chiang-shi's coffin, the chiang-shi can never rest in that coffin again.

Driving a bamboo shaft through a chiang-shi's heart slays the monster instantly. However, unless the body is destroyed, it returns to life if the stake is removed. A sure way to destroy a chiang-shi permanently is to cast *bless* on a rosemary blossom, place the flower in the chiang-shi's mouth, and then sew the monster's lips and eyes shut with a silver needle and golden thread.

Chiang-shi Aging Modifiers

Age Category	Ability Score Modifiers						Damage Reduction	Fast Heal	Turn Resist.	AC	CR
	Str	Dex	Int	Wis	Cha	Speed					
Fledgling	+6	+4	+2	+2	+4	+10	10/bamboo and magic	5	+4	+6	+2
Mature	+8	+4	+2	+4	+4	+10	15/bamboo and magic	5	+4	+6	+2
Old	+8	+6	+4	+4	+6	+10	15/bamboo and magic	6	+5	+7	+3
Ancient	+10	+6	+4	+6	+6	+20	20/bamboo and magic	6	+6	+7	+3
Eminent	+10	+8	+6	+6	+8	+20	20/bamboo and magic	8	+7	+8	+4
Patriarch	+12	+10	+8	+8	+10	+30	25/bamboo and magic	10	+8	+8	+5



Sample Chiang-Shi

This example uses a 5th-level human monk as the base creature.

Fledgling Chiang-Shi

Medium Undead (Augmented Humanoid, Vampire)

Hit Dice:	5d12 (32 hp)
Initiative:	+8
Speed:	50 ft. (10 squares)
Armor Class:	25 (+4 Dex, +3 Wis, +1 monk, +6 natural, +1 armor), touch 18, flat-footed 17
Base Attack/Grapple:	+5/10
Attack:	Claw +10 melee (1d4+5 and energy drain) or +1 kama +13 melee (1d6+6) or masterwork sling +8 ranged (1d4)
Full Attack:	2 claws +10 melee (1d4+5 and energy drain) or +1 kama +13 melee (1d6+6) or masterwork sling +8 ranged (1d4)
Space/Reach:	5 ft./5 ft.
Special Attacks:	blood drain, children of the night, create spawn, energy drain, mesmerism, spell-like abilities, stunning attack, unarmed strike
Special Qualities:	alternate form, chiang-shi weaknesses, corrosion, damage reduction 10/bamboo and magic, evasion, fast healing, invisibility, resistance to cold 10 and electricity 10, slow fall, turn resistance +4, undead traits, weightless step
Saves:	Fort +4, Ref +10, Will +7
Abilities:	Str 20, Dex 18, Con —, Int 12, Wis 17, Cha 14
Skills:	Balance +12, Bluff +10, Concentration +10, Diplomacy +10, Hide +12, Jump +13, Listen +13, Move Silently +12, Search +9, Sense Motive +11, Spot +13, Tumble +12
Feats:	Alertness, Combat Reflexes, Deflect Arrows, Dodge, Improved Initiative, Lightning Reflexes, Weapon Focus (kama)
Environment:	Any (Rokushima Tāiyoo).
Organization:	Solitary, pair, gang (2–5) or troop (1–2 plus 2–5 vampire spawn)
Challenge Rating:	7
Treasure:	Double standard
Alignment:	Always evil (any)
Advancement:	By character class
Level Adjustment:	+13

Combat

The DC is 17 for the Will save against this chiang-shi's mesmerism, and 14 for the Fortitude save against its corrosion. The DC is 17 for saves against this chiang-shi's spell-like abilities have a DC of 17.

Possessions: +1 kama, bracers of armor +1, potion of cat's grace (x2).

Nosferatu

The humanoid's skin is smooth as porcelain and its eyes glow with unholy light. Its mouth opens to reveal a pair of sharp fangs just as it attacks.

Few visual clues distinguish a nosferatu from the base vampire. Nosferatu are pale and cold to the touch, but become as flushed and warm as any living person for several hours after feeding. Nosferatu often grow more attractive with the passing of centuries as old scars fade and coarse features become smooth. Patriarch nosferatu are reputed to have skin as smooth as porcelain. Nosferatu cast neither shadow nor reflection.

Although nosferatu lack the base vampire's crippling energy drain attack, their own powers make them far less predictable — and, thus, just as dangerous.

Speed: Increase from the base creature as determined by age category (see table below).

Armor Class: The base creature's natural armor improves as determined by age category (see table below).

Attack: Same as base vampire.

Full Attack: Same as base vampire.

Damage: Same as base vampire.

Special Attacks: A nosferatu retains all the special attacks of the base creature and also gains those listed below.

Domination (Su): When used like a gaze attack, this ability works just like that of the base vampire. However, victims of the nosferatu's blood drain attack must also make a Will save or fall instantly under the nosferatu's influence. In this case, the victim remains under the nosferatu's domination until the victim receives a *break enchantment* spell or the nosferatu is slain.

Blood Drain (Ex): Same as base vampire, except that victims must also make a Will save or fall under the nosferatu's influence (see above).

Children of the Night (Su): Same as base vampire.

Create Spawn (Su): If a nosferatu drains a humanoid or monstrous humanoid's Constitution to 0 or less, the victim returns as a vampire spawn if it had 4 or fewer HD and as a nosferatu if it had 5 or more HD. In either case, the new nosferatu or spawn is under the command of the nosferatu that created it and remains enslaved until its master's



death. The new nosferatu or spawn rises from its grave on the next night of the full moon.

Special Qualities: A nosferatu retains all the special qualities of the base creature and gains those listed below.

Damage Reduction (Su): A nosferatu's damage reduction is determined by its age category (see Nosferatu Aging Modifiers table).

Turn Resistance (Ex): A nosferatu's turn resistance is determined by its age category (see Nosferatu Aging Modifiers table).

Resistance (Ex): Same as base vampire.

Gaseous Form (Su): Same as base vampire.

Spider Climb (Su): This is a supernatural ability but is otherwise the same as the base vampire.

Alternate Form (Su): Same as base vampire.

Lunar Regeneration (Su): A nosferatu gains the regeneration special quality whenever it is exposed to direct moonlight. Under such circumstances, any damage it has suffered converts to nonlethal damage, even if the nosferatu had been slain already. The nosferatu heals nonlethal damage at a rate determined by the phase of the moon, plus the bonus given on the Nosferatu Aging Table — thus an "old" nosferatu heals 9 hit points each round in the light of a full moon.

Moon Phase	Healing Rate
Crescent	3
Half	4
Gibbous	6
Full	8

Fire, acid and *blessed* or holy weapons still deal normal damage. Regenerating nosferatu can reattach severed limbs, but cannot regrow them. A decapitated nosferatu cannot heal nonlethal damage until its head is reattached.

Restful Sleep (Ex): As long as it has at least 1 hit point, a nosferatu heals 1 hit point per HD each hour it sleeps in its coffin, just as if it had rested for a full day.

Daylight Powerlessness (Ex): Daylight does not harm nosferatu, though it does weaken them. They cannot use any of their supernatural attacks or qualities between the hours of sunrise and sunset. A nosferatu that is exposed to direct sunlight must sleep in its coffin for 8 full hours to regain its powers.

A nosferatu can continue to exert influence over previously dominated victims during the day, but it cannot dominate new victims. A nosferatu caught in one of its alternate forms at daybreak is trapped in that shape until it regains its powers.

Abilities: Increase from the base creature as determined by age category (see table below).

Skills: Nosferatu have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive and Spot checks. Otherwise same as the base creature.

Feats: Nosferatu gain Alertness, Combat Reflexes, Dodge, Improved Initiative and Lightning Reflexes assuming the base creature meets the prerequisites and doesn't already have these feats.

Environment: Any (Ravenloft).

Organization: Solitary, pair, gang (2–5), or troop (1–2 plus 2–5 vampire spawn).

Challenge Rating: Same as base creature plus modifier determined by age category (see table below).

Treasure: Double standard.

Alignment: Always evil (any).

Advancement: By character class.

Level Adjustment: Same as the base creature +8.

Nosferatu Aging Table

Age Category	Ability Score Modifiers						Damage Reduction	Lunar Regen.	Turn Resist.	AC	CR
	Str	Dex	Int	Wis	Cha	Speed					
Fledgling	+4	+4	+2	+2	+6	+0	10/silver and magic	+0	+4	+6	+2
Mature	+4	+4	+4	+2	+8	+10	15/silver and magic	+0	+4	+6	+2
Old	+6	+6	+4	+4	+8	+10	15/silver and magic	+1	+5	+7	+3
Ancient	+6	+6	+6	+4	+10	+20	20/silver and magic	+1	+6	+7	+3
Eminent	+8	+8	+6	+6	+10	+20	20/silver and magic	+2	+7	+8	+4
Patriarch	+10	+10	+8	+8	+12	+30	25/silver and magic	+3	+8	+8	+5



Repelling a Nosferatu

Nosferatu can be repelled by the same methods used to repel base vampires.

Slaying a Nosferatu

Driving a wooden stake through a nosferatu's heart slays the monster. However, it returns to life if the stake is removed. If a nosferatu's hit points are reduced to 0 or below, it collapses as if slain but is not truly destroyed. Exposure to moonlight can restore a nosferatu to life long after it has been slain. Experienced opponents know that the only sure way to destroy a nosferatu is to consume the monster's body in flames or scatter its severed limbs beyond the reach of its surviving minions.

Direct sunlight does not disorient or harm nosferatu physically, but it does weaken them. Given a choice, most nosferatu still sleep in their coffins by day. Nosferatu are as vulnerable to running water as the base vampire.

Cerebral Vampire

A rare subtype of nosferatu known as the "cerebral vampire" feeds on cerebrospinal fluid rather than blood. Some occult scholars believe these monsters all stem from a single, unusual vampire. Cerebral vampires and their spawn have the following special attack in lieu of blood drain, but otherwise use the nosferatu's statistics and special abilities.

Intelligence Drain (Ex): A cerebral vampire can suck the spinal fluid from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains fluid, inflicting 1d4 points of Intelligence drain each round the pin is maintained. Victims reduced to 0 Intelligence or below fall into a catatonic stupor. If they die while their Intelligence is still at 0 or below, they may return as cerebral vampires or spawn, depending on their Hit Dice (see Create Spawn above). The base creature's original Intelligence is restored by the change to undeath.

Sample Nosferatu

This example uses a 5th-level human aristocrat as the base creature.

Fledgling Nosferatu

Medium Undead (Augmented Humanoid, Vampire)

Hit Dice:	5d12 (32 hp)
Initiative:	+8
Speed:	30 ft. (6 squares)
Armor Class:	26 (+4 Dex, +6 natural, +6 chain shirt +2), touch 14, flat-footed 22
Base Attack/Grapple:	+3/+4
Attack:	Slam +4 melee (1d6+1) or +1 rapier +8 melee (1d6+2/18–20) or masterwork heavy crossbow +8 ranged (1d10/19–20/x2)
Full Attack:	Slam +4 melee (1d6+1) or +1 rapier +8 melee (1d6+2/18–20) or masterwork heavy crossbow +8 ranged (1d10/19–20/x2)
Space/Reach:	5 ft./ 5 ft.
Special Attacks:	Blood drain, children of the night, create spawn, domination
Special Qualities:	Alternate form, damage reduction 10/silver and magic, daylight powerlessness, gaseous form, lunar regeneration 3/4/6/8, nosferatu weaknesses, resistance to cold 10 and electricity 10, restful sleep, spider climb, +4 turn resistance, undead traits
Saves:	Fort +3, Ref +7, Will +6
Abilities:	Str 12, Dex 18, Con —, Int 12, Wis 14, Cha 22
Skills:	Bluff +21, Diplomacy +16, Gather Information +11, Hide +12, Intimidate +12, Listen +12, Move Silently +12, Search +13, Sense Motive +15, Spot +12
Feats:	Alertness, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Skill Focus (Diplomacy), Weapon Finesse
Environment:	Any (Ravenloft)
Organization:	Solitary, pair, gang (2–5), or troop (1–2 plus 2–5 vampire spawn)
Challenge Rating:	7
Treasure:	Double standard
Alignment:	Always evil (any)
Advancement:	By character class
Level Adjustment:	+13

Combat

The DC is 18 for the Will save against this nosferatu's domination ability.

Possessions: +1 rapier, chain shirt +2.



Vrykolaka

Mottled as with some foul disease, thin as a cadaver, the humanoid's eyes glow green and its fingers have wicked talons. Its horribly long barbed tongue snakes out to strike.

Vrykolakas are a debased strain of vampire, reviled even by other undead. Their minds shattered by the change to undeath, they exist as nocturnal scavengers and plague-carriers. Vrykolakas have a cadaverous appearance, their distorted features either sunken or bloated from decay. These vampires exhibit all the cosmetic symptoms of the diseases they carry, though they do not actually suffer any ill effects. Their eyes glow with dim green light and their fingers end in curving talons. Vrykolakas do not have fangs; instead, they open their victims' veins with a needle-like barb at the end of a dexterous, foot-long tongue.

Speed: Increase from the base creature as determined by age category (see Vrykolaka Aging Modifiers table).

Armor Class: The base creature's natural armor improves as determined by age category (see Vrykolaka Aging Modifiers table).

Attack: A vrykolaka retains all the attacks of the base creature and also gains two claw attacks if it didn't already have them.

Full Attack: An unarmed vrykolaka usually uses its claw attacks. If armed, it uses its weapon as its primary attack and its natural weapon (claw) as a natural secondary attack.

Damage: Vrykolakas have claw attacks. If the base creature does not have this attack form, use the damage values listed above.

Special Attacks: A vrykolaka retains all the special attacks of the base creature and also gains those listed below.

Fever Sleep (Su): A vrykolaka can send a victim into feverish unconsciousness just by looking into his or her eyes. The vrykolaka must take a standard action, and those merely looking at it are not affected. Anyone the vrykolaka targets must succeed at a Will save or fall unconscious as though by a *sleep* spell cast by a 12th-level sorcerer, except that the attack can affect a creature with any number of Hit Dice. The vrykolaka does not wake the victim by drinking its blood. The ability has a range of 30 feet.



Blood Drain (Ex): Same as base vampire, except that the victim also risks infection (see below).

Disease (Ex): Any living creature that suffers damage from a vrykolaka's claw attacks or blood drain runs the risk of disease. A vrykolaka adds its Charisma modifier to the DC for the victim's Fortitude save to avoid infection. Vrykolakas permanently carry one disease (typically filth fever, see below), which is tied to their animating force. A vrykolaka that drains the blood of a diseased victim will also transmit that victim's diseases, but the DC to avoid infection from these secondary diseases drops by 1 for each day that passes after transmission. When the DC to avoid infection drops to 0, that disease is no longer present in the vrykolaka's system. A vrykolaka can carry any disease transmitted through injury or contact, and can carry any number of diseases at once. Opponents who make a successful DC 15 Heal check can tell what diseases a vrykolaka carries at a glance.

Filth fever — Claw or blood drain, Fortitude save (DC 12 + vrykolaka's Charisma modifier), incubation period 1d3 days; damage 1d3 Dexterity and 1d3 Constitution (see disease in the *D&D Dungeon Master's Guide*).

Children of the Night (Su): Vrykolakas are the emissaries of pestilence and vermin. Once per day a vrykolaka can call forth 6d10 HD of monstrous vermin as a standard action. These creatures arrive in 2d6 rounds and serve the vrykolaka for up to 1 hour.

Create Spawn (Su): A humanoid or monstrous humanoid slain by the diseases spread by a vrykolaka rises as a vampire spawn 1d4 days after burial.

If the vrykolaka instead drains the victim's Constitution to 0 or less, the victim returns as a spawn if it had 4 or fewer HD and as a vampire if it had 5 or

more HD. In either case, the new vrykolaka or spawn in under the command of the vrykolaka that created it and remains enslaved until its master's death.

Special Qualities: A vrykolaka retains all the special qualities of the base creature and gains those listed below.

Damage Reduction (Su): A vrykolaka's damage reduction is determined by its age category (see Vrykolaka Aging Modifiers table).

Turn Resistance (Ex): A vrykolaka's turn resistance is determined by its age category (see Vrykolaka Aging Modifiers table).

Resistance (Ex): Same as base vampire.

Spider Climb (Ex): Same as base vampire.

Alternate Form (Su): A vrykolaka can assume the shape of a dire rat or a swarm of rats or fine vermin as a standard action. This ability is similar to a *polymorph* spell cast by a 12th-level sorcerer, except that the vampire can only assume one of the forms listed here. It can remain in that form until it assumes another or until the next sunrise.

Each creature in a swarm has 1 hit point, and the swarm is composed of a number of creatures equal to the vrykolaka's total hit points. The vrykolaka suffers 1 hit point of damage for each creature in the swarm killed. These creatures still carry the monster's diseases, but vrykolakas typically use their swarm form only to retreat from combat or slip through tight spaces, since they are highly vulnerable to area attacks.

Fast Healing (Ex): As long as it has at least 1 hit point, a vrykolaka heals a number of hit points of damage each round, as determined by age category (see Vrykolaka Aging Modifiers table). If reduced to 0 hit points or lower, a vrykolaka assumes its

Vrykolaka Aging Modifiers

Age Category	Ability Score Modifiers						Damage Reduction	Fast Heal	Turn Resist.	AC	OR	CR
	Str	Dex	Int	Wis	Cha	Speed						
Fledgling	+6	+8	-6	+4	+2	+0	5/cold iron and magic	5	+3	+5	+2	+1
Mature	+6	+10	-4	+4	+2	+0	10/cold iron and magic	5	+3	+5	+2	+1
Old	+8	+10	-4	+6	+4	+10	10/cold iron and magic	6	+4	+6	+3	+2
Ancient	+8	+12	-2	+6	+4	+10	15/cold iron and magic	6	+5	+6	+4	+2
Eminent	+10	+12	-2	+8	+6	+20	15/cold iron and magic	8	+6	+7	+5	+3
Patriarch	+12	+14	+0	+10	+8	+30	20/cold iron and magic	10	+7	+7	+6	+4



swarm form and attempts to escape. At least half of the swarm must reach its coffin home within 2 hours or the vrykolaka is destroyed. Once at rest in its coffin for 1 hour, the vrykolaka is restored to 1 hit point, then resumes healing at its standard rate.

Abilities: Increase from the base creature as determined by age category (see Vrykolaka Aging Modifiers table). The minimum a vrykolaka's Intelligence score can drop to is 3. Vrykolakas suffer a modifier to their Outcast Rating (OR) when dealing with nonvrykolaka due to their increasingly loathsome appearance.

Skills: Vrykolaka have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive and Spot checks. Otherwise same as the base creature.

Feats: Vrykolaka gain Alertness, Combat Reflexes, Dodge, Improved Initiative and Lightning Reflexes assuming the base creature meets the prerequisites and doesn't already have these feats.

Environment: Any (Ravenloft).

Organization: Solitary, pair, gang (2–5) or plague (1–2 plus 2–5 vampire spawn).

Challenge Rating: Same as base creature plus modifier determined by age category (see Vrykolaka Aging Modifiers table).

Treasure: Standard.

Alignment: Always evil (any).

Advancement: By character class.

Level Adjustment: Same as the base creature +8.

Repelling a Vrykolaka

Vrykolaka cannot tolerate the odor of garlic or anise and will not enter an area laced with it. Similarly, they recoil from a strongly presented holy symbol. They cannot cross an unbroken line of aniseed. These things don't harm the vrykolaka, they merely keep it at bay.

Vrykolaka are also unable to cross running water, like the base vampire, though still or stagnant water causes them no distress. They are unable to enter any room that is kept immaculate.

Slaying a Vrykolaka

Simply reducing a vrykolaka's hit points to 0 or below incapacitates it but does not destroy it. Certain attacks can destroy vrykolakas, however. Vrykolakas are as vulnerable to sunlight and running water as the base vampire.

Driving an iron spike through a vrykolaka's skull slays the monster. However, it returns to life if the

spike is removed, unless the body is consumed completely by flame. Vrykolakas are quite vulnerable to *remove disease*. If this spell is cast on a vrykolaka, it must make a Fortitude save or gain 2 negative levels. A vrykolaka asleep in its coffin or incapacitated (as with the iron spike) fails its saving throw automatically. A vrykolaka that gains at least as many negative levels as it has Hit Dice is destroyed permanently.

When a vrykolaka is destroyed, its body dissolves into foul vapors similar to a *stinking cloud* spell cast by a 12th-level sorcerer.

Sample Vrykolaka

This example uses a 5th-level human warrior as the base creature.

Fledgling Vrykolaka

Medium Undead (Augmented Humanoid, Vampire)

Hit Dice:	5d12 (32 hp)
Initiative:	+9
Speed:	30 ft. (6 squares)
Armor Class:	21 (+5 Dex, +5 natural, +1 deflection), touch 16, flat-footed 16
Base Attack/Grapple:	+5/+11
Attack:	Claw +11 (1d4+6 plus disease)
Attacks:	2 claws +11 melee (1d4+6 plus disease)
Space/Reach:	5 ft./ 5 ft.
Special Attacks:	Blood drain, children of the night, create spawn, disease (filth fever), fever sleep
Special Qualities:	Alternate form, damage reduction 5/iron and magic, fast healing, resistance cold 10 and electricity 10, spider climb, +3 turn resistance, undead traits
Saves:	Fort +4, Ref +8, Will +4
Abilities:	Str 22, Dex 21, Con —, Int 6, Wis 16, Cha 10
Skills:	Bluff +8, Handle Animal +4, Hide +13, Intimidate +6, Jump +12, Listen +13, Move Silently +13, Search +6, Sense Motive +11, Spot +13
Feats:	Alertness, Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Power Attack, Run
Environment:	Any (Ravenloft)
Organization:	Solitary, pair, gang (2–5) or plague (1–2 plus 2–5 vampire spawn)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always evil (any)
Advancement:	By character class
Level Adjustment:	+14



Combat

The DC is 12 for the Will save against this vrykolaka's fever sleep and for the Fortitude save against infection by the vampire's filth fever.

Possessions: Ring of protection +1.

Dwarven Vampire

The short, heavyset humanoid has silver white hair and beard. His face seems cold almost as if graven in stone. A faint trail of dust lies behind him.

Dwarves look forward to the afterlife as a final, lasting reward for a long lifetime of service. Undeath is nothing less than a bitter betrayal of this glorious end. Dwarven vampires are solitary creatures that shun their own kind, both to shield themselves from the hatred of their living kin and out of shame for their undead state. Dwarven vampires have silver or white hair and beards, and their skin feels as cold and hard as stone. A dwarven vampire leaves a faint trail of grave dust wherever it goes.

Speed: Increase from the base creature as determined by age category (see Dwarven Vampire Aging Modifiers table).

Armor Class: The base creature's natural armor improves as determined by age category (see Dwarven Vampire Aging Modifiers table).

Attack: Same as base vampire.

Full Attack: Same as base vampire.

Damage: Same as base vampire.

Special Attacks: A dwarven vampire retains all the special attacks of the base creature and also gains those listed below.

Terror Gaze (Su): A dwarven vampire can strike fear into the hearts of its opponents just by looking at them. This requires a standard action. The vampire must be able to see its victim, but the victim does not have to see the vampire. Anyone the vampire targets must make an immediate Fear save. The ability has a range of 30 feet, and is a magical fear effect.

Strength Drain (Su): Living creatures hit by a dwarven vampire's slam attack suffer 1d4 points of Strength drain.

Blood Drain (Ex): Same as base vampire.

Children of the Night (Su): Once per day a dwarven vampire can call forth a pack of 2d8 badgers, 2d6 wolverines, or 2d4 thoquas as a standard action. These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Create Spawn (Su): If a dwarven vampire drains a dwarven victim's Constitution to 0 or less, the

victim returns as a vampire spawn if it had 4 or fewer Hit Dice and as a dwarven vampire if it had 5 or more Hit Dice. For this to happen, however, the victim's body must be placed in a stone sarcophagus and placed underground. Next, the master vampire must visit the corpse and sprinkle it with powdered metals. If all this occurs, the new vampire or spawn rises 1d4 days after the vampire's visit and is under the command of the dwarven vampire that created it, remaining enslaved until its master's death.

Special Qualities: A dwarven vampire retains all the special qualities of the base creature and gains those listed below.

Damage Reduction (Su): A dwarven vampire's damage reduction is determined by its age category (see Dwarven Vampire Aging Modifiers table).

Turn Resistance (Ex): A dwarven vampire's turn resistance is determined by its age category (see Dwarven Vampire Aging Modifiers table).

Resistance (Ex): Same as base vampire.

Spell Resistance (Su): A dwarven vampire gains spell resistance as determined by age category (see Dwarven Vampire Aging Modifiers table). A dwarven vampire cannot voluntarily lower its resistance and must defeat its own spell resistance to cast spells.

Stonewalk (Su): As a standard action, a dwarven vampire can merge with solid stone at will. This ability is similar to the spell *meld into stone*, except that the vampire can move freely through the stone at a speed of 20 feet and can remain merged with the stone indefinitely.

Tremorsense (Ex): A dwarven vampire can automatically sense the location of anything within 60 feet that is in contact with a stone surface.

Fast Healing (Ex): As long as it has at least 1 hit point, a dwarven vampire heals a number of hit points of damage each round, as determined by age category (see Dwarven Vampire Aging Modifiers table). The number before the slash represents the vampire's healing rate above ground; the number after the slash represents the vampire's healing rate while underground. If reduced to 0 hit points or lower, the dwarven vampire assumes a stonewalking state and attempts to escape. If it does not reach its coffin home within 2 hours, it rematerializes within the stone and is destroyed. Once at rest in its coffin for 1 hour, the dwarven vampire is restored to 1 hit point, then resumes healing at its standard rate.



Abilities: Increase from the base creature as determined by age category (see Dwarven Vampire Aging Modifiers table).

Skills: Dwarven vampires have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive and Spot checks. Otherwise same as the base creature.

Feats: Dwarven vampires gain Alertness, Combat Reflexes, Dodge, Improved Initiative and Lightning Reflexes assuming the base creature meets the prerequisites and doesn't already have these feats.

Environment: Mountains (underground).

Organization: Solitary, pair, or troop (1–2 plus 2–5 vampire spawn).

Challenge Rating: Same as base creature plus modifier determined by age category (see Dwarven Vampire Aging Modifiers table).

Treasure: Standard.

Alignment: Always evil (any).

Advancement: By character class.

Level Adjustment: Same as the base creature +8.

Repelling a Dwarven Vampire

Dwarven vampires recoil from a mirror or a strongly presented holy symbol. They cannot cross an unbroken line of metal shavings, even when stonewalking. These things don't harm it; they merely keep it at bay.

Dwarven vampires are unable to enter any structure that is not constructed at least in part from stone and earth.

Slaying a Dwarven Vampire

Simply reducing a dwarven vampire's hit points to 0 or below incapacitates but doesn't destroy it. However, certain attacks can slay dwarven vampires.

Exposing a dwarven vampire to sunlight disorients it. It can take only standard actions and is turned to stone on the next round if it cannot escape, as if affected by *flesh to stone*. A casting of *stone to flesh* can later restore the vampire, however. Water drawn from a mineral spring burns a dwarven vampire as effectively as holy water. If a dwarven vampire is immersed in a natural spring, it loses one-third of its hit points each round until it is destroyed at the end of the third round.

Impaling a dwarven vampire through the heart with a natural stone formation (such as a stalactite or stalagmite) slays the monster. However, it returns to life if the stake is removed, unless the body is destroyed. A sure way to destroy a dwarven vampire is to cut out the vampire's heart, soak it in oil for three days and then burn it in a dwarven forge. When the heart is completely reduced to ash, the rest of the vampire's body crumbles to dust.

Dwarven Aging Modifiers

Age Category	Ability Score Modifiers						Damage Reduction	Fast Heal	Turn Resist.	AC	SR	CR
	Str	Dex	Int	Wis	Cha	Speed						
Fledgling	+6	+2	+2	+2	+4	+0	10/cold iron and magic	1/5	+4	+8	12	+3
Mature	+8	+2	+4	+2	+4	+0	15/cold iron and magic	1/5	+4	+8	14	+3
Old	+8	+4	+4	+4	+6	+10	15/cold iron and magic	2/6	+5	+9	16	+4
Ancient	+10	+4	+6	+4	+6	+10	20/cold iron and magic	2/7	+6	+9	18	+4
Eminent	+10	+6	+6	+6	+8	+20	20/cold iron and magic	3/8	+7	+10	20	+5
Patriarch	+12	+8	+8	+8	+10	+30	25/cold iron and magic	3/10	+8	+10	22	+6



Sample Dwarven Vampire

This example uses a 5th-level dwarf fighter as the base creature.

Fledgling Dwarven Vampire

Medium Undead (Augmented Humanoid, Vampire)

Hit Dice: 5d12 (32 hp)
Initiative: +6
Speed: 20 ft. (4 squares)
Armor Class: 29 (+1 Dex, +8 natural, +8 full plate +2, +2 large steel shield), touch 11, flat-footed 28

Base Attack/Grapple: +5/+11

Attack: Slam +11 melee (1d6+6 plus strength drain) or +1 dwarven waraxe +14 melee (1d10+9) or throwing axe +7 ranged (1d6+6)

Full Attack: Slam +11 melee (1d6+6 plus strength drain) or +1 dwarven waraxe +14 melee (1d10+9) or throwing axe +7 ranged (1d6+6)

Damage: Slam 1d6+6 and strength drain; dwarven waraxe 1d10+9/x3; or throwing axe 1d6+6

Space/Reach: 5 ft./5 ft.

Special Attacks: Blood drain, children of the night, create spawn, strength drain, terror gaze

Special Qualities: Damage reduction 10/cold iron and magic, darkvision 60 ft., dwarven vampire weaknesses, fast healing 1/5, resistance to cold 20 and electricity 20, spell resistance 12, stonewalk, tremorsense, +4 turn resistance, Undead traits

Saves: Fort +4, Ref +5, Will +3

Abilities: Str 22, Dex 15, Con —, Int 12, Wis 14, Cha 10

Skills: Appraise +3, Bluff +8, Climb +14, Craft (armorsmithing) +9, Craft (weaponsmithing) +9, Hide +10, Intimidate +2, Listen +12, Move Silently +10, Ride +7, Search +9, Sense Motive +10, Spot +12

Feats: Alertness, Cleave, Combat Reflexes, Dodge, Exotic Weapon Proficiency (dwarven waraxe), Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe)

Environment: Any mountains or underground (Ravenloft)

Organization: Solitary, pair, or troop (1–2 plus 2–5 vampire spawn)

Challenge Rating: 8

Treasure: Standard

Alignment: Always evil (any)

Advancement: By character class

Level Adjustment: 16

Combat

The DC is 12 for the Will save against this vampire's terror gaze.

Possessions: +1 dwarven waraxe, full plate +2, stone of alarm, potion of bull's strength.

Elven Vampire

The being appears to be an elf from its slanted eyes, pointed ear tips and graceful frame. The rest is hidden behind a veil drawn across the lower half of the face.

Elven vampires are a malignant tumor on the world, poisoning all natural things around them by their very presence. The transformation to undeath warps and scars an elven vampire's features, changing them into twisted mockeries of their former selves. Elven vampires often conceal their monstrous faces behind veils or dark, voluminous cloaks. Unlike most strains, elven vampires feed on beauty and creative energies rather than blood.

Speed: Increase from the base creature as determined by age category (see Elven Vampire Aging Modifiers table).

Armor Class: The base creature's natural armor improves as determined by age category (see Elven Vampire Aging Modifiers table).

Attacks: Same as base vampire.

Damage: Same as base vampire.

Special Attacks: An elven vampire retains all the special attacks of the base creature and also gains those listed below.

Wretched Gaze (Su): Anyone who sees an elven vampire's scarred face must make a Horror save or be frozen as the horror effect (see Chapter Three of the *Ravenloft Player's Handbook*). The victim remains frozen until 1d4 rounds after he or she loses sight of the vampire's face. This gaze attack has a range of 30 feet.

Charisma Drain (Su): Living creatures hit by an elven vampire's slam attack suffer 1d4 points of Charisma drain. If a victim's Charisma drops below 3, she becomes a lost one and automatically gains the "suicidal thoughts" madness effect. If a victim's Charisma drops to 0 or less, he or she loses the will to live and dies within 2d6 hours.

Black Thumb (Su): Any plant an elven vampire touches with its bare skin must make a Fortitude save or suffer 1d4 hit points of damage each minute

until it dies. Once started, only destroying the vampire can stop this withering process. The elven vampire cannot suppress this ability. Elven vampires can feel the agony of the plants they slowly kill, however, and thus usually try to avoid contact. This affliction alone drives many elven vampires to the brink of madness.

Spell-Like Abilities: 3/day — *entangle*, *snare*, *spike growth*, *warp wood*; 1/day — *antilife shell*, *giant vermin*, *wall of thorns*. These abilities are as the spells cast by a 12th-level druid, except that the vampire uses its Charisma modifier to modify saves, not its Wisdom modifier (save DC = 10 + elven vampire's Charisma modifier + spell level).

Children of the Night (Su): Once per day an elven vampire can call forth a flock of 5d10 hawks, a flock of 3d10 eagles, a pack of 3d6 wolves, or a swarm of 6d10 HD of diminutive or tiny animals (mammals only), such as badgers, monkeys, rats or weasels. These creatures arrive in 2d6 rounds and serve the elven vampire for up to 1 hour.

Create Spawn (Su): An elf or half-elf that commits suicide due to the effects of an elven vampire's Charisma drain rises as a vampire spawn 1d4 days after burial.

If the vampire instead drains the victim's Charisma to 0 or less, causing the victim to die, the victim returns as a spawn if it had 4 or fewer HD and as an elven vampire if it had 5 or more HD. In either case, the new elven vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's death.

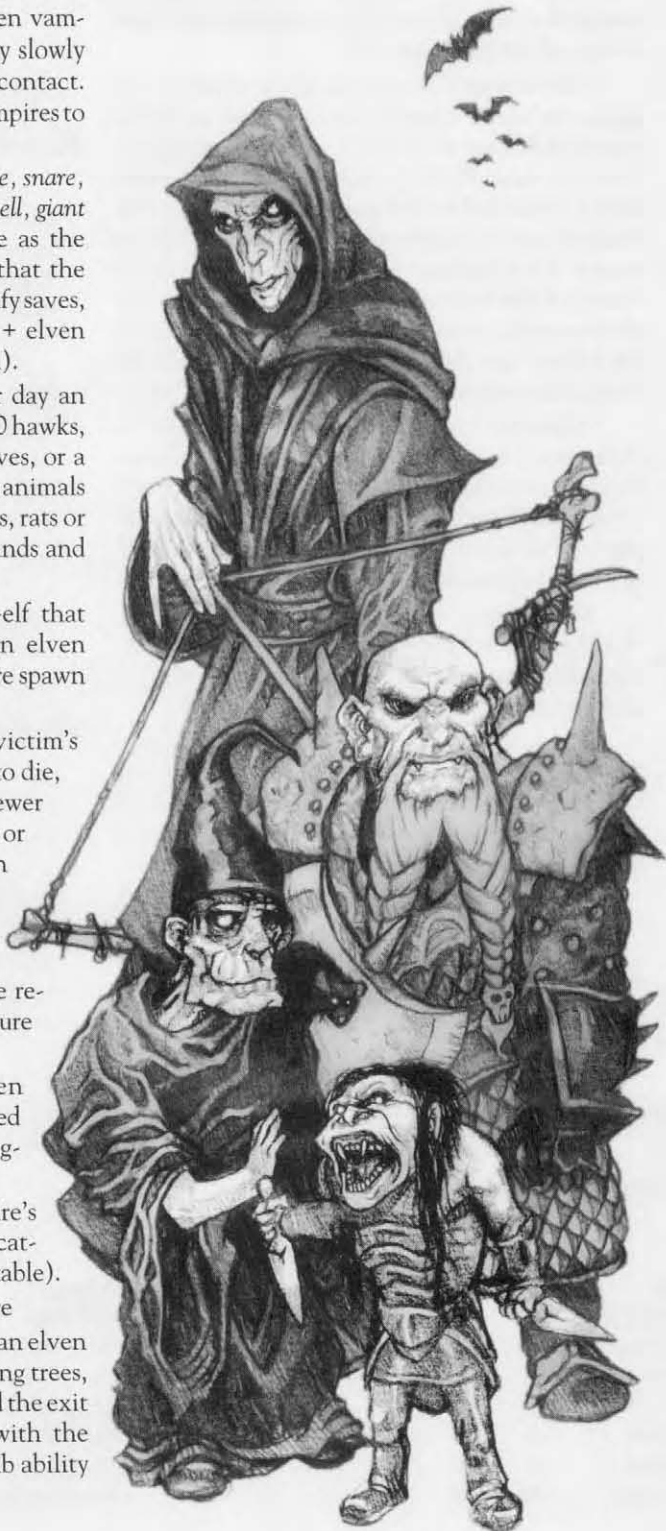
Special Qualities: An elven vampire retains all the special qualities of the base creature and gains those listed below.

Damage Reduction (Su): An elven vampire's damage reduction is determined by its age category (see Elven Vampire Aging Modifiers table).

Turn Resistance (Ex): An elven vampire's turn resistance is determined by its age category (see Elven Vampire Aging Modifiers table).

Resistance (Ex): Same as base vampire

Plantwalk (Su): As a standard action, an elven vampire can *tree stride* at will between living trees, as the spell. Both trees (the entry point and the exit point) automatically come in contact with the vampire and are subject to its black thumb ability (see above).





Alternate Form (Su): An elven vampire can assume the shape of an eagle or giant eagle as a standard action. This ability is otherwise the same as that of the base vampire.

Fast Healing (Ex): As long as it has at least 1 hit point, an elven vampire heals a number of hit points of damage each round, as determined by age category (see Elven Vampire Aging Modifiers table). If reduced to 0 hit points or lower, the elven vampire uses its plantwalk ability and attempts to escape. If it spends more than 2 consecutive rounds outside a tree before reaching its coffin home, the elven vampire is destroyed. Once at rest in its coffin for 1 hour, the elven vampire is restored to 1 hit point, then resumes healing at its standard rate.

Abilities: Increase from the base creature as determined by age category (see Elven Vampire Aging Modifiers table). Elven vampires suffer a modifier to their Outcast Rating (OR) when dealing with nonelven vampires due to their scarred, unnatural appearance.

Skills: Elven vampires have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive and Spot checks. Otherwise same as the base creature.

Feats: Elven vampires gain Alertness, Combat Reflexes, Dodge, Improved Initiative and Lightning Reflexes assuming the base creature meets the prerequisites and doesn't already have these feats.

Environment: Temperate forests (Ravenloft).

Organization: Solitary, pair, or troop (1–2 plus 2–5 vampire spawn).

Challenge Rating: Same as base creature plus modifier determined by age category (see Elven Vampire Aging Modifiers table).

Treasure: Standard.

Alignment: Always evil (any).

Advancement: By character class.

Level Adjustment: Same as the base creature +8.

Repelling an Elven Vampire

Elven vampires are unaffected by mirrors or garlic, but they cannot cross an unbroken line of flower petals. The petals must still be fresh and fragrant, having been plucked no more than 1 day earlier. If an elven vampire hears music being played or sung, it must make a Will save (DC = performer's Perform check) or stop whatever it is doing and listen, enraptured. The vampire can attempt a new Will save once per minute to break free of its rapture, and the effect ends immediately if the vampire is attacked. Flowers and music do not directly harm the elven vampire — they merely keep it at bay.

If an elven vampire travels underground, it suffers 1d4 hit points of damage per round and cannot use its fast healing or any of its supernatural or spell-like abilities until it returns to the surface.

Slaying an Elven Vampire

Simply reducing an elven vampire's hit points to 0 or below incapacitates but doesn't destroy it. However, certain attacks can slay elven vampires.

Elven vampires are not harmed by sunlight — in fact, they depend on it. An elven vampire outside its coffin between sunset and sunrise is disoriented, able to take only standard actions, and is destroyed utterly on the next round if it cannot escape. Running water has no power over elven

Elven Aging Modifiers

Age Category	Ability Score Modifiers						Damage Reduction	Fast Heal	Turn Resist.	AC	OR	CR
	Str	Dex	Int	Wis	Cha	Speed						
Fledgling	+4	+8	+2	+4	+0	+0	10/cold iron and magic	4	+2	+4	+2	+2
Mature	+4	+10	+4	+4	+0	+10	15/cold iron and magic	4	+2	+4	+2	+2
Old	+6	+10	+4	+6	+2	+10	15/cold iron and magic	5	+3	+5	+3	+3
Ancient	+6	+12	+6	+6	+2	+20	20/cold iron and magic	5	+4	+5	+3	+3
Eminent	+8	+12	+6	+8	+4	+20	20/cold iron and magic	6	+5	+6	+4	+4
Patriarch	+10	+14	+8	+10	+6	+30	25/cold iron and magic	8	+6	+6	+5	+5





vampires, but fresh tree sap burns them as effectively as holy water.

Driving a charcoal stake through an elven vampire's heart slays the monster. However, it returns to life if the stake is removed, unless the body is destroyed. A sure way to kill an elven vampire is to sever its head and burn it in a fire fueled with flowers and flowering shrubs. The fire must burn for no less than 24 hours to ensure the vampire's destruction.

Sample Elven Vampire

This example uses a 5th-level elf ranger as the base creature.

Fledgling Elven Vampire

Medium Undead (Augmented Humanoid, Vampire)

Hit Dice:	5d12 (32 hp)
Initiative:	+12
Speed:	30 ft. (6 squares)
Armor Class:	22 (+8 Dex, +4 natural, +1 padded armor), touch 18, flat-footed 15
Base Attack/Grapple:	+5/+9
Attack:	Slam +9 melee (1d6+4 plus charisma drain) or +1 longsword +10 melee (1d8+4/18–20) or +1 mighty composite longbow +14 ranged (1d8+4/x3)
Full Attack:	Slam +9 melee (1d6+4 plus charisma drain) or +1 longsword +10 melee (1d8+4/18–20) or +1 mighty composite longbow +14 ranged (1d8+4/x3)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Black thumb, charisma drain, children of the night, create spawn, spell-like abilities, wretched gaze
Special Qualities:	Alternate form, damage reduction 10/cold iron and magic, elven vampire weaknesses, fast healing, favored enemy (goblinoids +2, elves +1), plantwalk, resistance to cold 20 and electricity 20, track, +2 turn resistance, undead traits
Saves:	Fort +5, Ref +12, Will +5
Abilities:	Str 18, Dex 26, Con —, Int 12, Wis 16, Cha 8
Skills:	Bluff +10, Hide +20, Handle Animal +7, Knowledge (nature) +9, Listen +15, Move Silently +20, Search +11, Sense Motive +11, Spot +15, Survival +11
Feats:	Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Point-Blank Shot, Precise Shot

Combat

The DC is 11 for the Will save to resist this vampire's wretched gaze, and for the Fortitude save to resist its black thumb. Saves against its spell-like abilities are 9 + spell level.

Possessions: +1 longsword, +1, mighty composite longbow (+4), cloak of resistance +1, eyes of the eagle.

Gnomish Vampire

Even more wrinkled than a normal gnome, this haggard specimen seems almost mummified.

When some gnomes claim that life is little more than a cruel cosmic joke, it is the gnomish vampire they offer as their evidence. Time etches itself deeply into the gnomish vampire's flesh, slowly turning their skin from taut to haggard to a state of near mummification. Strikingly, all gnomish vampires are completely mute, robbing them of the ability to tell the jokes and stories they enjoyed in life. A gnomish vampire must use the Silent Spell feat to cast any spell with a verbal component, including their innate cantrips.

Speed: Increase from the base creature as determined by age category (see Gnomish Vampire Aging Modifiers table).

Armor Class: The base creature's natural armor improves as determined by age category (see Gnomish Vampire Aging Modifiers table).

Attacks: Same as base vampire.

Damage: Same as base vampire.

Special Attacks: A gnomish vampire retains all the special attacks of the base creature and also gains those listed below.

Mocking Grin (Su): Once per 10 minutes, a gnomish vampire can twist its features into a leering grin that acts as a gaze attack, except that the gnomish vampire must take a standard action and has a range of 30 feet. Anyone within range who sees the monster's face must make a Will save or break into uncontrollable laughter. The effects are similar to the *Tasha's hideous laughter* spell cast by a 12th-level sorcerer, but the duration is 1d6 rounds and victims of a different type do not receive a bonus on their saving throw. In addition, victims suffer damage each round they laugh, as determined by the vampire's age category (see Gnomish Vampire Aging table).

Dexterity Drain (Su): Living creatures hit by a gnomish vampire's slam attack suffer 1d4 points of permanent Dexterity drain.





Blood Drain (Ex): Same as base vampire.

Animal Domination (Su): This ability is similar to the base vampire's domination ability, but it affects only animals.

Create Spawn (Su): To create a new minion, a gnomish vampire must drain a gnome victim's Constitution to 0 or less, then place the corpse in the same sarcophagus in which the vampire itself sleeps. The gnomish vampire must then lie atop its victim for three full days, not even leaving to feed, allowing its negative energy to seep into the victim. At the end of this period, the victim returns as a gnomish vampire if it had 5 or more Hit Dice. The new vampire is under the command of the gnomish vampire that created it and remains enslaved until its master's death.

Gnomish vampires cannot create vampire spawn.

Special Qualities: A gnomish vampire retains all the special qualities of the base creature and gains those listed below.

Damage Reduction (Su): A gnomish vampire's damage reduction is determined by its age category (see Gnomish Vampire Aging Modifiers table).

Turn Resistance (Ex): A gnomish vampire's turn resistance is determined by its age category (see Gnomish Vampire Aging Modifiers table).

Resistance (Ex): A gnomish vampire has cold, electricity and fire resistance 20.

Immunities (Su): Metal weapons pass harmlessly through a gnomish vampire's body, regardless of the weapon's enchantment. If a magic weapon causes an additional type of damage (such as the

fire damage inflicted by a flaming burst weapon), the gnomish vampire is subject to that damage. A gnomish vampire automatically disbelieves all illusions.

Spectral Form (Su): As a standard action, a gnomish vampire can assume the form of a ball of light, resembling a will-o'-wisp. The vampire is incorporeal in this form and can remain so indefinitely. It has a fly speed of 20 feet with perfect maneuverability. As with all incorporeal creatures, a gnomish vampire in spectral form can pass through many solid objects. It cannot, however, pass through force effects or any living creatures or once-living material, such as wooden walls or a leather tent.

Spider Climb (Ex): Same as the base vampire, but a gnomish vampire can only climb surfaces made from inorganic substances such as stone, metal or earth. A gnomish vampire could not climb a wooden wall, for example.

Disguise Self (Sp): This ability is as the spell cast by a 12th-level sorcerer, but the vampire can maintain the illusion indefinitely. A gnomish vampire can use this ability as a standard action at will.

Fast Healing (Ex): As long as it has at least 1 hit point, a gnomish vampire heals a number of hit points of damage each round, as determined by age category (see Gnomish Vampire Aging Modifiers table). If reduced to 0 hit points or lower, the gnomish vampire assumes spectral form and attempts to escape. It must reach its coffin home within 2 hours or be destroyed. Once at rest in its coffin for 1 hour, the gnomish vampire is restored to 1 hit point, then resumes healing at its standard rate.

Gnomish Aging Modifiers

Age Category	Ability Score Modifiers						Damage Reduction	Fast Heal	Turn Resist.	AC	Laugh	CR
	Str	Dex	Int	Wis	Cha	Speed						
Fledgling	+0	+6	+2	+6	+4	+0	10/silver and magic	3	+4	+6	1d4	+1
Mature	+0	+8	+2	+8	+4	+10	15/silver and magic	3	+4	+6	1d6	+1
Old	+2	+8	+4	+8	+6	+10	15/silver and magic	5	+5	+7	1d8	+2
Ancient	+2	+10	+4	+10	+6	+20	20/silver and magic	5	+5	+7	1d8	+2
Eminent	+4	+10	+6	+10	+8	+20	20/silver and magic	6	+6	+8	1d10	+3
Patriarch	+6	+12	+8	+12	+10	+30	25/silver and magic	8	+7	+8	1d10	+4



Abilities: Increase from the base creature as determined by age category (see Gnomish Vampire Aging Modifiers table).

Skills: Elven vampires have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive and Spot checks. Otherwise same as the base creature.

Feats: Elven vampires gain Alertness, Combat Reflexes, Dodge, Improved Initiative and Lightning Reflexes assuming the base creature meets the prerequisites and doesn't already have these feats.

Environment: Temperate hills or forests (Ravenloft).

Organization: Solitary, pair.

Challenge Rating: Same as base creature plus modifier determined by age category (see Gnomish Vampire Aging Modifiers table).

Treasure: Standard.

Alignment: Always evil (any).

Advancement: By character class.

Level Adjustment: Same as the base creature +8.

Repelling a Gnomish Vampire

Gnomish vampires recoil from a silver-backed mirror or a strongly presented holy symbol. They must make a Will save (DC = presenter's Charisma check) or stare at any strongly presented jewel for 2d4 rounds. This effect ends immediately if the gnomish vampire is attacked. These things don't harm the gnomish vampire — they just keep it at bay.

A gnomish vampire is unable to enter a home or other building unless it raps once at a door and a living creature responds. In lands where gnomish vampires roam, wary residents often will not respond until a visitor's second or third knock.

Slaying a Gnomish Vampire

Simply reducing a gnomish vampire's hit points to 0 or below incapacitates but doesn't destroy it. However, certain attacks can slay gnomish vampires. Direct sunlight is devastating to a gnomish vampire: if the vampire cannot escape in a single standard action, it is destroyed.

Driving a silver spike through a gnomish vampire's heart slays the monster. However, it returns to life if the stake is removed, unless the body is destroyed. Gnomes swear that the only sure way to destroy a gnomish vampire is to cut off its hands and boil them in a volcanic hot spring for 24 hours. Next, the body must be placed in a masterwork wooden coffin (market price: 160 gp). The vampire's eyes

must then be removed and replaced with gems, each worth at least 100 gp. Once the ritual is complete, the coffin must be nailed shut and buried. Only then is the gnomish vampire sure to be dead.

Sample Gnomish Vampire

This example uses a 5th-level gnome illusionist as the base creature.

Fledgling Gnomish Vampire

Small Undead (Augmented Humanoid, Vampire)

Hit Dice:	5d12+3 (35 hp)
Initiative:	+9
Speed:	20 ft. (4 squares), fly 20 ft. (perfect)
Armor Class:	23 (+1 size, +5 Dex, +6 natural, +1 armor), touch 16, flat-footed 18
Base Attack/Grapple:	+2/+5
Attack:	Slam +2 melee (1d4–1 plus dexterity drain) or dagger +2 melee (1d4–1) or +1 light crossbow +9 ranged (1d8/19–20/x2)
Full Attack:	Slam +2 melee (1d4–1 plus dexterity drain) or dagger +2 melee (1d4–1) or +1 light crossbow +9 ranged (1d8/19–20/x2)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Animal domination, blood drain, create spawn, dexterity drain, innate spell-like abilities, mocking grin, spells
Special Qualities:	Damage reduction 10/silver and magic, fast healing 3, gnomish vampire weaknesses, immunities, rat familiar, resistance to cold, electricity and fire 20, spectral form, spider climb, +4 turn resistance, undead traits
Saves:	Fort +2, Ref +9, Will +9
Abilities:	Str 8, Dex 20, Con —, Int 18, Wis 18, Cha 12
Skills:	Craft (alchemy) +14, Bluff +9, Concentration +9, Hide +13, Knowledge (undead lore) +9, Listen +16, Move Silently +13, Search +14, Sense Motive +12, Spellcraft +14, Spot +14
Feats:	Alertness, Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Scribe Scroll, Silent Spell, Toughness
Environment:	Temperate hills or forests (Ravenloft)
Organization:	Solitary, pair
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always evil (any)
Advancement:	By character class
Level Adjustment:	Same as the base creature +8



Combat

The DC is 13 for the Will save against this vampire's mocking grin and animal domination. The save DC against its spell-like abilities is 11 + spell level.

Typical Wizard (Illusionist) Spells Prepared (5/5/4/3; save DC 14 + spell level) Prohibited Schools: Conjunction and Necromancy. 0 — dancing lights, detect magic, ghost sound, mage hand, prestidigitation; 1st — color spray, feather fall, magic missile, unseen servant, ventriloquism; 2nd — glitterdust, hypnotic pattern, levitate, mirror image; 3rd — displacement, invisibility sphere, stinking cloud

Possessions: +1 light crossbow, potion of cat's grace, potion of invisibility, wand of burning hands, bracers of armor +1, cloak of resistance +1

Halfling Vampire

The halfling's skin is pallid and its teeth sharp, giving it a distinctly feral appearance. It is missing one ear, which looks like it has been ripped from its head.

Halflings enjoy little more in life than a good pipe and the open road. In undeath, even these simple comforts become twisted mockeries. Halfling vampires resemble their living kin, but their skin is pale and sometimes withered. Their teeth are long and sharp, giving their faces a feral cast. Halfling vampires often collect grisly trophies from their victims. Many halfling vampires are themselves missing a finger, toe or ear, having been collected from during their final moments of life.

Speed: Increase from the base creature as determined by age category (see Halfling Vampire Aging Modifiers table).

Armor Class: The base creature's natural armor improves as determined by age category (see Halfling Vampire Aging Modifiers table).

Attack: Same as base vampire.

Full Attack: Same as base vampire.

Damage: Same as base vampire.

Special Attacks: A halfling vampire retains all the special attacks of the base creature and also gains those listed below.

Fatigue Aura (Su): Living creatures that come within a 60-foot radius of a halfling vampire must make a Will save or become fatigued. Creatures that are already fatigued become exhausted. (See the *D&D Player's Handbook* glossary.) This effect lasts 1d6 rounds.

Vitality Damage (Su): Living creatures hit by a halfling vampire's slam attack suffer 1d4 points of

Strength damage and 1d4 points of Dexterity damage.

Blood Drain (Ex): Same as base vampire.

Spell-Like Abilities: At will — *purify food and water*; 3/day — *create food and water* (caster level 12th). At will, a halfling vampire can also despoil food and water as a standard action. This spell-like ability renders 12 cubic feet of food and water unfit for consumption (save DC 10 + halfling vampire's Charisma modifier).

Children of the Night (Su): Once per day a halfling vampire can call forth a pack of 4d8 dogs or a swarm of 4d10 cats as a standard action. These creatures arrive in 2d6 rounds and serve the halfling vampire for up to 1 hour.

Create Spawn (Su): A halfling victim slain by a halfling vampire's Constitution drain returns as a vampire spawn if it had 4 or fewer HD and as a halfling vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the halfling vampire that created it and remains enslaved until its master's death.

Special Qualities: A halfling vampire retains all the special qualities of the base creature and gains those listed below.

Turn Resistance (Ex): A halfling vampire's turn resistance is determined by its age category (see Halfling Vampire Aging Modifiers table).

Resistance (Ex): Same as base vampire.

Gaseous Form (Su): Same as the base vampire, but rather than a cold mist, a halfling vampire takes the form of a cloud of pleasantly aromatic pipe tobacco.

Padfoot (Ex): A halfling vampire always moves silently.

Alternate Form (Su): A halfling vampire can assume the shape of a boar, dog, riding dog or owl as a standard action. This ability is otherwise the same as that of the base vampire.

Fast Healing (Ex): As long as it has at least 1 hit point, a halfling vampire heals a number of hit points of damage each round, as determined by age category and the phase of the moon (see Halfling Vampire Aging Modifiers table). The first number represents the vampire's healing rate when the moon is less than half full. The middle number represent the vampire's healing rate when the moon is half full or gibbous. The last number represents the vampire's healing rate during the three nights of the full moon. If reduced to 0 hit points or lower, a halfling vampire assumes *gaseous*



Halfling Aging Modifiers

Age Category	Ability Score Modifiers									
	Str	Dex	Int	Wis	Cha	Speed	Fast Heal	Turn Resist.	AC	CR
Fledgling	+0	+6	+2	+4	+6	+0	3/4/5	+4	+6	+1
Mature	+0	+6	+2	+6	+8	+10	3/4/5	+4	+6	+1
Old	+2	+8	+4	+6	+8	+10	4/5/6	+5	+7	+2
Ancient	+2	+8	+4	+8	+10	+20	4/5/6	+6	+7	+2
Eminent	+4	+10	+6	+8	+10	+20	5/6/8	+7	+8	+3
Patriarch	+6	+12	+8	+10	+12	+30	6/8/10	+8	+8	+4

form and attempts to escape. It must reach its coffin home within 2 hours or be destroyed. Once at rest in its coffin for 1 hour, the halfling vampire is restored to 1 hit point, then resumes healing at its standard rate.

Abilities: Increase from the base creature as determined by age category (see Halfling Vampire Aging Modifiers table).

Skills: Halfling vampires have a +8 racial bonus on Bluff, Hide, Listen, Move Silently, Search, Sense Motive and Spot checks. Otherwise same as the base creature.

Feats: Halfling vampires gain Alertness, Combat Reflexes, Dodge, Improved Initiative and Lightning Reflexes assuming the base creature meets the prerequisites and doesn't already have these feats.

Environment: Any hills or plains (Ravenloft).

Organization: Solitary, pair, gang (2–5), or troop (1–2 plus 2–5 vampire spawn).

Challenge Rating: Same as base creature plus modifier determined by age category (see Halfling Vampire Aging Modifiers table).

Treasure: Standard.

Alignment: Always evil (any).

Advancement: By character class.

Level Adjustment: Same as the base creature +8.

Repelling a Halfling Vampire

Halfling vampires cannot tolerate the smell of tobacco smoke (other than their own *gaseous form*) and will not enter an area heavy with its aroma. Similarly, they recoil from a strongly presented holy symbol. A halfling vampire is unable to enter any room with a fire burning in its hearth, and it cannot pass through any window or doorway with an upright horseshoe nailed above it. These things don't harm the vampire; they merely keep it at bay.

Although most vampires must rest on a bed of their native soil, many vampires learn to gain mobility by porting boxes of earth from their burial grounds with them on their travels. The halfling vampire is denied the pleasures of travel; it can never rest more than 1 mile from the spot where it was first buried. Most halfling vampires are buried near populated areas, but a few unlucky enough to have been entombed in remote locations are known to have gone mad from hunger.

Slaying a Halfling Vampire

Simply reducing a halfling vampire's hit points to 0 or below incapacitates but doesn't destroy it. However, certain attacks can slay halfling vampires.

Halfling vampires are as vulnerable to sunlight and running water as the base vampire. In addition, rainfall burns a halfling vampire like acid, so they never leave their lairs willingly during a storm. If a halfling vampire is caught out in the rain, it suffers acid damage each round, as determined by the severity of the rainfall.

Rainfall	Damage
Rain	1d6
Heavy (thunderstorm)	1d8
Torrential (hurricane)	1d10

A halfling vampire reduced to 0 hit points or less by rainfall is destroyed utterly.

A halfling vampire can be instantly slain by driving a wooden stake through its heart. The stake must have just been drawn from a crackling hearth fire, and the stake's tip must still be burning when it is driven into the vampire's chest. However, the halfling vampire returns to life if the stake is removed, unless the body is destroyed. A sure way to destroy a halfling vampire is to sever its hands and feet and cast them into a hearth fire. If the flames are maintained for 3 hours, the vampire dissolves into smoke and is destroyed.



Sample Halfling Vampire

This example uses a 5th-level halfling rogue as the base creature.

Fledgling Halfling Vampire

Small Undead (Augmented Humanoid, Vampire)

Hit Dice:	5d12 (32 hp)
Initiative:	+21
Speed:	20 ft. (4 squares)
Armor Class:	26 (+1 size, +7 Dex, +6 natural, +2 padded armor +1, +1 masterwork buckler), touch 18, flat-footed 19
Base Attack/Grapple:	+5/+5
Attack:	Slam +4 melee (1d4 plus vitality damage) or +1 dagger +13 melee (1d4/19–20/x2) or +1 dagger +13 ranged (1d4/19–20/x2)
Full Attack:	Slam +4 melee (1d4 plus vitality damage) or +1 dagger +13 melee (1d4/19–20/x2) or +1 dagger +13 ranged (1d4/19–20/x2)
Space/Reach:	5 ft./ 5 ft.
Special Attacks:	Blood drain, children of the night, create spawn, fatigue aura, sneak attack +3d6, spell-like abilities, vitality damage
Special Qualities:	Alternate form, evasion, fast healing, gaseous form, halfling vampire weaknesses, padfoot, resistance to cold 20 and electricity 20, +4 turn resistance, uncanny dodge, undead traits
Saves:	Fort +3, Ref +15, Will +5
Abilities:	Str 10, Dex 24, Con —, Int 16, Wis 14, Cha 14
Skills:	Balance +15, Bluff +18, Climb +10, Disable Device +11, Disguise +10, Forgery +11, Hide +23, Jump +10, Listen +14, Move Silently +17, Open Lock +15, Search +11, Sense Motive +10, Spot +12, Tumble +15
Feats:	Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Shield Proficiency, Weapon Finesse
Environment:	Any hills or plains (Ravenloft)
Organization:	Solitary, pair, gang (2–5), or troop (1–2 plus 2–5 vampire spawn)
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always evil (any)
Advancement:	By character class
Level Adjustment:	+14

Combat

The DC is 14 for the Will save against this vampire's fatigue aura. Saves against its spell-like abilities are 12 + spell level.

Possessions: +1 dagger, +1 padded armor, pipes of the sewers.

Vampire Strains and Spawn

Vampire spawn resemble their masters, both in terms of physical traits and in their special attacks and qualities. Modifications for each type of spawn should be made to the *Monster Manual* vampire spawn (referred to hereafter as the "base spawn") to reflect their strain of vampirism. Spawn of vampire subtypes use all the base spawn's statistics and special abilities except as noted here. All vampire spawn gain the undead type (see above). Vampire spawn of each strain are equally vulnerable to attacks that can repel or destroy their masters.

Chiang-Shi Spawn

Like their masters, chiang-shi spawn have stark white hair, though this does not grow over time. A chiang-shi spawn has the following special attacks and qualities:

Stun (Su): This is similar to the chiang-shi's mesmerism ability, but if the victim fails a DC 14 Will save, she is stunned for 4 rounds.

Energy Drain (Su): Same as base spawn.

Blood Drain (Ex): Same as base spawn.

Invisibility (Su): Same as chiang-shi.

Fast Healing (Ex): Same as base spawn, except that if the chiang-shi spawn is reduced to 0 hit points, it becomes invisible and intangible, not gaseous.

Nosferatu Spawn

Like their masters, nosferatu spawn are difficult to distinguish from base vampires—or mortals. A nosferatu spawn has the following special attacks and qualities:

Charm (Su): Same as base spawn.

Blood Drain (Ex): Same as base spawn.

Gaseous Form (Su): Same as base spawn.

Spider Climb (Su): Same as base spawn.

Restful Sleep (Ex): A nosferatu spawn heals 2 hit points of damage each hour it spends sleeping in its coffin as long as it has at least 1 hit point.

Lunar Regeneration: Same as the nosferatu, except that nosferatu spawn heal only 2 hit points of damage each round, and only under the light of a full moon.

Daylight Powerlessness: Same as nosferatu.



Vrykolaka Spawn

Vrykolaka spawn are even more hideous than their masters, and are often mistaken for ghouls. A common belief holds that if a vrykolaka is destroyed, all its spawn die with it. A vrykolaka spawn has the following special attacks and qualities:

Sleep (Su): This is similar to the vrykolaka's fever sleep ability (see above), but the save DC is 14, and the effect is similar to a *sleep* spell cast by a 5th-level sorcerer.

Blood Drain (Ex): Same as base spawn, except that the victim also risks infection (see below).

Swarm (Su): This is similar to the vrykolaka's ability to transform into a swarm of fine vermin, except that the spawn's swarming creatures cannot make attacks.

Fast Healing (Ex): Same as the vrykolaka, except that the spawn heals only 2 hit points of damage each round as long as it has at least 1 hit point.

Dwarven Vampire Spawn

Dwarven vampire spawn share their master's physical traits. A dwarven vampire spawn has the following special attacks and qualities:

Fear Gaze (Su): This is similar to the dwarven vampire's terror gaze ability, but the save DC is 14.

Strength Drain (Su): Same as dwarven vampire.

Blood Drain (Ex): Same as base spawn.

Stonewalk (Su): Same as dwarven vampire.

Fast Healing (Ex): Same as the dwarven vampire, except the spawn heals only 2 hit points per round, and then only if it is underground.

Elven Vampire Spawn

Like their masters, elven vampire spawn appear as pallid, hideous elves. An elven vampire spawn has the following special attacks and qualities:

Horrid Gaze (Ex): Anyone who sees an elven vampire spawn's face must make an immediate DC 14 Horror save.

Charisma Drain (Su): Living creatures hit by an elven vampire spawn's slam attack suffer 1d4 points of permanent Charisma drain.

Black Thumb (Su): Same as elven vampire, but the Fortitude save DC is 14 and the effect lasts only 10 rounds.

Plantwalk (Su): Same as elven vampire.

Fast Healing (Ex): Same as elven vampire, except the spawn heals only 2 hit points of damage.

Gnomish Vampire Spawn

Gnomish vampires cannot create vampire spawn.

Halfling Vampire Spawn

Halfling vampire spawn resemble their masters in both appearance and habit. Halfling vampire spawn are small undead: add a +1 size bonus on attacks and AC. A halfling vampire spawn has the following special attacks and qualities:

Fatigue Aura (Su): Same as the halfling vampire, but the save DC is 14.

Strength Damage (Su): Living creatures hit by a halfling vampire spawn's slam attack suffer 1d4 points of Strength damage.

Blood Drain (Ex): Same as base spawn.

Gaseous Form (Su): Same as base spawn.

Fast Healing (Ex): Same as base spawn.



Vampyre

Medium Monstrous Humanoid

Hit Dice:	8d8+8 (44 hp)
Initiative:	+5
Speed:	30 ft. (6 squares)
Armor Class:	16 (+1 Dex, +5 natural), touch 11, flat-footed 15
Base Attack/Grapple:	+8/+10
Attack:	Bite +10 melee (1d4+2)
Full Attack:	Bite +10 melee (1d4+2) and 2 claws +8 melee (1d4+1)
Space/Reach:	5 ft./5 ft.
Special Attacks:	Blood drain, domination
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +3, Ref +7, Will +7
Abilities:	Str 15, Dex 12, Con 13, Int 15, Wis 12, Cha 17
Skills:	Bluff +10, Disguise +9, Hide +7, Intimidate +10, Listen +10, Move Silently +7, Spot +9
Feats:	Alertness, Improved Initiative, Multiattack
Environment:	Any land and underground
Organization:	Solitary, pair, brood (2–5) or pack (5–20)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	By character class
Level Adjustment:	+8

Lovely and slim, with a beautiful face and long, raven-dark hair, the woman offers a slow smile that reveals keen fangs.

A vampyre is a fearsome humanoid predator that feeds on the blood of living creatures. Although often confused with undead vampires, vampyres are a living, breathing race that breeds and dies like any other. These depraved, haughty creatures regard themselves as a race above humanity: wolves among the sheep.

Vampyres resemble humans and only a careful observer may note their fangs and claws. They are universally beautiful, blessed with slim, muscular builds, ivory skin and an undeniable, feral grace.

Ravenous and deadly, vampyres dwell wherever humans gather in significant numbers. Vampyre packs are competitive and rigidly hierarchical, led by an alpha who is constantly beset by challengers. Vampyre young mature quickly, often claiming their first kill by the age of ten.



Vampyres claim a primeval legacy, a mandate to prey upon men to keep their numbers in check. Even if this dubious birthright is true, vampyres are now thoroughly corrupted by vanity and bloodlust.

Vampyres speak the local domain language; many also know Abyssal.

Combat

Vampyres fight savagely, eschewing weapons in favor of tearing their victims to pieces with fang and claw. They use pack tactics reminiscent of wolves, fleeing if they do not have the advantage of numbers. When on the hunt, one vampyre lures a single victim to a secluded spot, where the creature's kin emerge and descend on the hapless soul.

Blood Drain (Ex): A vampyre can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, inflicting 1d4 points of Constitution damage each round the pin is maintained.

Domination (Su): Creatures bitten by a vampyre must succeed at a DC 15 Fortitude save or fall under the vampyre's influence as a *dominate person* spell caster level by a 10th). Creatures with poison immunity are unaffected by this ability.

Vampyre Characters

A vampyre's favored class is fighter. Most vampyres with a character class are fighters, though a large pack will sometimes include a bard, cleric, or enchanter. Vampyre clerics have access to the domains of Chaos, Evil, Strength and Trickery.



Vorlog

When a vampire chooses a new companion, it must pour its blood and passion into its beloved's transformation, then lie helpless beside its transforming chosen (see sidebar below). If the vampire is slain during this period, the companion instead becomes a pitiable thing trapped between the worlds of the living and undead. The vorlog looks like a normal humanoid to most observers, with only its budding fangs and pale and doleful expression indicating any change. A vorlog does cast a shadow, but it throws an eerily translucent reflection in mirrors.

Many adventurers have killed a vampire in the midst of the Dark Kiss and congratulated themselves on "saving" its victim, thereby damning the vorlog to a tortuous existence, yearning constantly for his lost love. Finding someone resembling his undead soul mate, the vorlog drains his victim of Wisdom and charms the victim into becoming the being he misses so much. The vorlog gives his victim blood for three consecutive nights, after which his victim becomes a surrogate — gaining no advantage from the relationship, but having Wisdom drained regularly to ensure devotion to the vorlog. Unfortunately, the replacement is never good enough, and within a few months the vorlog must find another, killing the current surrogate when the replacement comes along.

Vorlog speak any languages they knew before their transformation.

Sample Vorlog

The man is pale, his expression sad and lonely. Budding fangs sprout within his mouth.

This example uses a 6th-level human fighter as the base creature.

Medium Humanoid

Hit Dice:	6d12+12 (51 hp)
Initiative:	+6
Speed:	30 ft. (6 squares)
Armor Class:	19 (+2 Dex, +3 natural, +4 chain shirt), touch 12, flat-footed 17
Base Attack/Grapple:	+6/+10
Attack:	Unarmed strike +10/+5 melee (1d3+4 nonlethal plus Wisdom drain) or short sword +10/+5 melee (1d6+4/19–20/x2) or masterwork mighty longbow +9 ranged (1d8+4/19–20/x2)
Full Attack:	Unarmed strike +10/+5 melee (1d3+4 nonlethal plus Wisdom drain) or short sword +10/+5 melee (1d6+4/19–20/

Space/Reach:

x2) or masterwork mighty longbow +9 ranged (1d8+4/19–20/x2)
5 ft./5 ft.

Special Attacks:

Animal rage, charm person, Wisdom drain

Special Qualities:

Damage reduction 5/silver and magic, immunity to mind-affecting effects, poison, sleep and paralysis, fast healing 1*, vorlog weaknesses

Saves:

Fort +7, Ref +4, Will +3

Abilities:

Str 19, Dex 15, Con 14, Int 10, Wis 12, Cha 12

Skills:

Climb +16, Craft (bowmaking) +4, Diplomacy +3, Listen +4, Move Silently +13, Ride +4, Spot +4

Feats:

Alertness, Blind-Fight, Dodge, Improved Critical (short sword), Improved Initiative, Improved Unarmed Strike, Point Blank Shot, Power Attack

Environment:

Any land and underground

Organization:

Solitary

Challenge Rating:

7

Treasure:

Standard

Alignment:

Usually chaotic, always evil

Advancement:

By character class.

Level Adjustment:

+15

Combat

Vorlogs are self-pitying creatures that normally try to avoid combat, but they will "defend" their surrogate to the bitter end. The DC is 12 for the Will save against this vorlog's charm ability and 14 for the Will save against its animal rage.

Possessions: 50 +1 arrows, ring of climbing.

Creating a Vorlog

"Vorlog" is a template that can be added to any humanoid or monstrous humanoid creature (referred to hereafter as the "base creature"). It uses all the base creature's statistics and special abilities except as noted here.

Size and Type: Same as the base creature.

Hit Dice: Increase by one die type, to a maximum of d12.

Speed: Same as the base creature.

Armor Class: The base creature's natural armor improves by +3.

Attack: Same as the base creature.

Full Attack: Same as the base creature.

Damage: Same as the base creature.



Special Attacks: A vorlog retains all the special attacks of the base creature and also gains those listed below.

Animal Rage (Su): At will, a vorlog can send all animals in a 50-foot radius into a mad rage, as the *rage* spell (caster level 12th). Enraged animals attack the nearest creature, including other enraged animals or the vorlog itself. The Will save to negate has a DC of $10 + 1/2$ vorlog's HD + vorlog's Charisma modifier.

Charm Person (Sp): A vorlog can cast *charm person* at will, as cast by a 6th-level sorcerer, evoking a feeling of pity and sympathy in its target. The Will save to negate has a DC of $11 +$ vorlog's Charisma modifier.

Wisdom Drain (Su): Living creatures hit by a vorlog's unarmed attack suffer 1d3 points of Wisdom damage. A victim whose Wisdom is

reduced below 3 becomes a lost one under the vorlog's control. Once the vorlog takes a victim as a surrogate, he continues to drain the surrogate's spiritual energies, never allowing her to regain more than half her Wisdom at any time.

Special Qualities: A vorlog retains all the special qualities of the base creature and those listed below.

Damage Reduction (Su): A vorlog's body is unnaturally tough, giving the creature damage reduction 5/silver and magic.



Vampire Companions

Sometimes, whether from the loneliness of eternity or the vampire's twisted idea of love, a vampire may become enamored of a mortal. Very often, however, the mortal is not strong enough to cross over to undeath without becoming a stagnant, menial vampire spawn. If a mortal has less than 5 HD, a vampire can still turn its companion into a true vampire through prolonged process called the Dark Kiss. Vampires can also use the Dark Kiss on victims of 5 or more HD if they wish to grant their companion free will. Male vampire companions are typically called "grooms" and females "brides."

To create a companion through the Dark Kiss, a vampire must drain the mortal of blood, taking no more than 1 point of Constitution per round. When the companion has just 1 point left, the vampire opens its own veins and allows (or compels) the companion to drink its blood even as it slowly drains its beloved's last point of Constitution. The vampire suffers 2 negative levels for each level the companion needs to reach 5 Hit Dice. (Thus, a 2nd-level companion would inflict 6 negative levels.) If the vampire is reduced to 0 Hit Dice or less by these negative levels, both the vampire and its companion are destroyed. If the vampire survives, it removes one negative level every 10 minutes, and lies spent and helpless until all negative levels are lost. If the vampire is slain by other means before it recovers, the companion becomes a vorlog.

The companion gains enough "vampire" levels (advancing as an undead creature) to bring it to 5 Hit Dice. If the vampire companion later gains class levels, each class level replaces one "vampire" level. Vampire companions are free-willed, though they are usually still enamored of their creators. A vampire and its companion share a telepathic link, regardless of the distance between them. If a vampire or its companion is destroyed, its partner immediately suffers 6d6 hit points of damage. A vampire can have only one companion at a time.



Fast Healing (Ex): A vorlog heals 1 hit point of damage each hour as long as it has 1 hit point. If the vorlog's surrogate is physically present, the vorlog's healing rate rises to 1 hit point of damage each round. If reduced to 0 hit points or lower, it wails mournfully and automatically dissolves into a puddle of tears and attempts to escape. It moves at a speed of 20 feet and can climb walls and flow through the smallest cracks. It must find a dark haven where it can recuperate within 1d4 hours or it evaporates and is destroyed. After 8 hours of rest, the vorlog resumes humanoid form.

Immunities (Su): Caught in the shadowy realm between the living and the undead, a vorlog is immune to mind-affecting effects, poison, sleep and paralysis.

Saves: Same as the base creature.

Abilities: Increase from the base creature as follows: Str +4, Dex +2, Cha +2.

Skills: Vorlogs receive a +8 racial bonus on Move Silently checks. Otherwise same as the base creature.

Feats: Vorlogs gain Alertness and Improved Unarmed Strike, assuming the base creature doesn't already have these feats.

Environment: Any land and underground.

Organization: Solitary.

Challenge Rating: Same as base creature +1.

Treasure: Standard.

Alignment: Usually chaotic, always evil.

Advancement: By character class.

Level Adjustment: Same as base creature +8.

Vorlog Weaknesses

A vorlog suffers 1d6 hit points of damage each round it remains exposed to direct sunlight. A vorlog will not approach anyone that presents the holy symbol of a good-aligned deity with courage and conviction. A vorlog must feed on both food and spiritual energy (Wisdom) to survive. A vorlog dies if denied a surrogate for three months.

Wight, Dread

	Common Wight Medium Undead	Greater Wight Large Undead
Hit Dice:	5d12+3 (35 hp)	10d12+3 (68 hp)
Initiative:	+2	+2
Speed:	30 ft. (6 squares)	40 ft. (8 squares)
Armor Class:	17 (+2 Dex, +5 natural), touch 12, flat-footed 15	20 (-1 size, +2 Dex, +9 natural), touch 11, flat-footed 18
Base Attack/Grapple:	+2/+4	+5/+12
Attack:	Slam +5 melee (1d6+3 plus energy drain)	Slam +12 melee (1d8+10 plus energy drain)
Full Attack:	Slam +5 melee (1d6+3 plus energy drain)	2 slams +12 melee (1d8+10 plus energy drain)
Space/Reach:	5 ft./ 5 ft.	5 ft./ 10 ft.
Special Attacks:	Create spawn, energy drain	Create spawn, energy drain
Special Qualities:	Damage reduction 5/magic, undead traits	Damage reduction 10/magic, +1 turn resistance, undead traits
Saves:	Fort +1, Ref +3, Will +5	Fort +3, Ref +5, Will +9
Abilities:	Str 14, Dex 15, Con —, Int 12, Wis 13, Cha 15	Str 25, Dex 14, Con —, Int 13, Wis 14, Cha 17
Skills:	Climb +8, Hide +10, Listen +8, Move Silently +20, Search +7, Spot +8	Climb +12, Hide +10, Intimidate +8, Listen +10, Move Silently +22, Search +10, Spot +10
Feats:	Blind-Fight, Toughness	Blind-Fight, Cleave, Power Attack, Toughness
Environment:	Any land and underground	Any land and underground
Organization:	Solitary, gang (2–5) or pack (6–11)	Solitary, gang (2–5) or pack (6–11)
Challenge Rating:	4	6
Treasure:	None	None
Alignment:	Always lawful evil	Always lawful evil
Advancement:	6–9 HD (Medium)	11–14 HD (Large)
Level Adjustment:	—	—



The man seems haggard, his skin appearing dry and tight.

Dread wights look more natural than common wights, appearing much as they did in life, with only a slight drying and tightening of the skin. They are more aggressive and daring than common wights also, venturing far from their gravesites to seek out and destroy life and create more of their own kind. They are cunning, often using surprise or strategy when attacking.

Combat

Wights attack with their fists, draining energy through each blow.

Create Spawn (Su): Any humanoid slain by a dread wight becomes a dread wight in 1d4 rounds. Spawn are under the command of the dread wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Energy Drain (Su): Living creatures hit by a dread wight's slam attack receive one negative level. The Fortitude save to remove the negative level has a DC of 14.

Skills: Dread wights receive a +8 racial bonus on Move Silently checks.

Greater Dread Wight

Greater dread wights are created from ogres, trolls and similar small giants. They usually stand between 10 and 11 feet tall. They are fearsome creatures that hate all life and often command several dread wights and other greater dread wights.

Combat

Dread wights fight exactly as common wights, but often send their minions to join battle before they enter

combat.

Create Spawn (Su): Any humanoid slain by a greater dread wight becomes a dread wight in 1d4 rounds. Any giant slain by a greater dread wight becomes a greater dread wight. Spawn are under the command of the greater dread wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Energy Drain (Su): Living creatures hit by a greater dread wight's slam attack receive one negative level. The DC is 18 for the Fortitude save to remove the negative level.

Skills: Greater dread wights receive a +8 racial bonus on Move Silently checks.



Wolfwere

	Wolfwere	Greater Wolfwere
	Medium Animal (Augmented Animal, Shapechanger)	Large Animal (Augmented Animal, Shapechanger)
Hit Dice:	5d8+10 (32 hp)	8d8+10 (60 hp)
Initiative:	+5	+4
Speed:	40 ft. (8 squares)	50 ft. (10 squares)
Armor Class:	17 (+1 Dex, +6 natural), touch 11, flat-footed 16	18 (-1 size, +9 natural), touch 9, flat-footed 18
Base Attack/Grapple:	+3/+5	
Attack:	Bite +5 melee (1d6+3) and longsword +3 melee (1d8+1) or composite shortbow +4 ranged (1d6)	Bite +11 melee (1d8+6) and 2 claws +9 melee (1d6+3) or composite shortbow +5 ranged (1d6)
Full Attack:	Bite +5 melee (1d6+3) and longsword +3 melee (1d8+1) or composite shortbow +4 ranged (1d6)	Bite +11 melee (1d8+6) and 2 claws +9 melee (1d6+3) or composite shortbow +5 ranged (1d6)
Space/Reach:	5 ft./ 5 ft.	5 ft./ 10 ft.
Special Attacks:	Song of weariness	Lupine allies, song of weariness
Special Qualities:	Alternate form, damage reduction 10/cold iron, darkvision 60 ft., spell resistance 13	Alternate form, damage reduction 10/cold iron, darkvision 60 ft., regeneration 10, spell resistance 21
Saves:	Fort +6, Ref +5, Will +5	Fort +9, Ref +6, Will +8
Abilities:	Str 15, Dex 12, Con 14, Int 14, Wis 12, Cha 15	Str 23, Dex 10, Con 17, Int 16, Wis 14, Cha 16
Skills:	Bluff +6, Diplomacy +6, Disguise +6, Hide +5, Listen +5, Move Silently +5, Perform (string instruments) +6, Spot +5	Bluff +7, Diplomacy +7, Disguise +6, Handle Animal +6, Hide -2, Intimidate +7, Listen +7, Move Silently +3, Perform (wind instruments) +7, Spot +7
Feats:	Combat Reflexes, Combat Expertise, Improved Initiative, Multiattack (despite only one natural weapon)	Alertness, Combat Expertise, Improved Initiative, Multiattack, Power Attack
Environment:	Any land and underground	Temperate forest
Organization:	Solitary, pair, or troupe (2-5 wolfweres, plus 2d8 wolves)	Solitary, pair, gang (3-5), or troupe (1 greater wolfwere, plus 2d4 wolfweres, 1d6 dire wolves, and 3d6 wolves)
Challenge Rating:	4	7
Treasure:	Standard	Standard
Alignment:	Always chaotic evil	Always neutral evil
Advancement:	By character class	By character class
Adjustment Level:	+4	+11

What mere moments before appeared to be an amusing minstrel has suddenly become a snarling half man-half wolf.

Wolfweres are cunning wolves that can assume a humanoid form to deceive their victims. They delight in trickery and music as much as they relish devouring humanoid flesh. They are sometimes mistaken for werewolves, though they hate lycanthropes.

In their natural form, wolfweres resemble huge wolves with a glitter of human guile in their eyes. They can assume the form of any male or female humanoid, always physically attractive and enchanting in demeanor. The statistics above reflect their hybrid form, that of a fearsome, wolf-like humanoid.

Wolfweres masquerade as lone pilgrims, minstrels, and other travelers to win the trust of their

intended victims. Wolfweres often become enamored with handsome men and women. They have trouble separating lust and hunger in their beastly minds, however, and frequently devour the objects of their affection. Wolfweres reserve their most venomous hatred for werewolves, however, regarding the lycanthropes as mangy pretenders.

Wolfweres speak Sylvan and the local domain language.

Combat

Wolfweres prefer to use their supernatural song before their opponents become hostile. Once their secret is revealed, they then shift to their hybrid form and attack fiercely with bite and blade.

Alternate Form (Su): A wolfwere can transform into a dire wolf or a Small or Medium humanoid of either gender as though using the *polymorph*



spell. Changing forms is a standard action, and the wolfwere can remain in any form indefinitely. Unlike a creature using the *polymorph* spell, a wolfwere can use its supernatural abilities (including its song) when it assumes the form of a humanoid.

Song of Weariness (Su): When a wolfwere sings, all creatures within a 90-foot radius must succeed at a DC 14 Will save or be *slowed* for 1d4+4 rounds as the spell (caster level 6th). If the save is successful, that creature cannot be affected again by that wolfwere's song for one day. This is a sonic, mind-affecting ability.

Wolfwere Characters

A wolfwere's favored class is bard. They rarely pursue other character classes, though wolfwere fighters, rangers and rogues are not unheard of.

Greater Wolfwere

Greater wolfweres are the offspring of Harkon Lukas, wolfwere bard and darklord of Kartakass. Although only one in ten of Lukas' progeny become greater wolfweres, the number of such bastard nightmares is steadily increasing.

Greater wolfweres are more powerful than their lesser kin. The statistics above reflect a greater wolfwere's wolf-man form. Often, a greater wolfwere leads a pack of normal wolfweres, turning their bestial hunger toward its own schemes.

Combat

A greater wolfwere in wolf-man form attacks with its bite and a melee weapon instead of its normal bite and claw attacks. Such weapon attacks receive the claw attacks' +3 base attack bonus.

Alternate Form (Su): A greater wolfwere can transform into a dire wolf or a Small or Medium humanoid as though using the *polymorph* spell. Changing forms is a standard action, and the greater wolfwere can remain in any form indefinitely. Unlike a creature using the *polymorph* spell, a greater wolfwere can use its supernatural abilities (including its song) when it assumes the form of a humanoid.

Lupine Allies (Su): Once per day, a wolfwere can howl to summon forth a pack of 4d6 wolves or 2d6 dire wolves as a standard action. These creatures arrive in 2d6 rounds and serve the greater wolfwere for up to 1 hour. During that time, the wolves or dire wolves

receive a +2 morale bonus on their attack rolls.

Regeneration (Ex): Fire and acid deal normal damage to a greater wolfwere. Greater wolfweres cannot regrow lost limbs.

Song of Weariness (Su): When a greater wolfwere sings, all creatures within a 90-foot spread must succeed

at a DC 17 Will save or be *slowed* for 1d6+4 rounds as the spell (caster level 8th). If the save is successful, that creature cannot be affected again by that greater wolfwere's song for one day. This is a sonic, mind-affecting ability.





Zombie

These grotesque animated corpses exist in a number of unique variants in Ravenloft. Though they share many traits with standard zombies as described in the *Monster Manual*, the zombies of the Dread Realms display many qualities that tie them to a particular realm or terrain.

Zombies usually bear the marks of the graves from which they arose. Bits and pieces of the clothes they last wore still cling to them, though

the garments of older zombies have deteriorated into shreds or rotted away entirely. Their desiccated, worm-eaten corpses exude foul odors or rot and the grave, while they bear not only any wounds received in death but also marks of battles since their animation as zombies.

Most zombies have little to no intelligence, being able to comprehend and obey only the simplest of commands. They usually remain under the control of the person who animated them.

	Zombie, Cannibal Medium Undead	Zombie, Desert Medium Undead	Zombie, Mud Medium Undead
Hit Dice:	3d12+3 (22 hp)	2d12 (13 hp)	4d12+3 (29 hp)
Initiative:	-1	+2	-1
Speed:	30 ft. (6 squares) (can't run)	30 ft. (6 squares) (can't run)	30 ft. (6 squares) (can't run)
Armor Class:	14 (-1 Dex, +5 natural), touch 9, flat-footed 15	15 (+3 natural), touch 10, flat-footed 15	12 (+2 natural), touch 10, flat-footed 12
Base Attack/Grapple:	+1/+5	+1/+2	+2/+7
Attack:	Slam +5 melee (1d8+4)	Slam +2 (1d8+1)	Claw +7 melee (1d6+5)
Full Attack:	Slam +5 melee (1d8+4)	Slam +2 (1d8+1)	2 claws +7 melee (1d6+5)
Space/Reach:	5 ft./ 5 ft.	5 ft./ 5 ft.	5 ft./ 5 ft.
Special Attacks:	Bending the land, create spawn	Grab from beneath, sandswim	Disease, suffocation
Special Qualities:	Damage reduction 5/slashing, darkvision 60 ft., single actions only, stitching, undead traits	Damage reduction 5/slashing, darkvision 60 ft., undead traits	Darkvision 60 ft., immune to thrusting weapons, undead traits, vulnerable to water
Saves:	Fort +1, Ref +0, Will +3	Fort +0, Ref +1, Will +3	Fort +1, Ref +3, Will +4
Abilities:	Str 19, Dex 8, Con —, Int —, Wis 10, Cha 1	Str 12, Dex 14, Con —, Int —, Wis 10, Cha 1	Str 19, Dex 14, Con —, Int —, Wis 10, Cha -10
Skills:	Climb +8	Swim (sand) +5	Combat Reflexes +4, Hide+4, Use Rope +4, Search +4
Feats:	Toughness	Improved Natural Armor	Toughness
Environment:	Any	Desert (Har' Akir)	Wetlands (Darkon)
Organization:	Any, pack (7-20)	Pack (6-10)	Any
Challenge Rating:	3	2	5
Treasure:	None	None	None
Alignment:	Always chaotic evil	Usually neutral evil	Always neutral evil
Advancement:	—	—	—
Level Adjustment:	—	—	—



	Zombie, Sea Medium Undead (Augmented Humanoid)	Zombie, Strahd Medium Undead
Hit Dice:	5d12+5 (37 hp)	2d12+3 (16 hp)
Initiative:	+7	-1
Speed:	30 ft. (6 squares) (can't run), swim 60 ft.	30 ft. (6 squares) (can't run)
Armor Class:	16 (+2 Dex, +2 leather armor, +2 natural), touch 12, flat-footed 14	11 (-1 Dex, +2 natural), touch 9, flat-footed 11
Base Attack/Grapple:	+5/+8	+1/+2
Attack:	Slam +8 (1d10+3) or longsword +9 (1d8+3) or shortbow +8 (1d6)	Slam +2 melee (1d6+1)
Full Attack:	Slam +8 (1d10+3) or longsword +9 (1d8+3) or shortbow +8 (1d6)	Slam +2 melee (1d6+1)
Space/Reach:	5 ft./ 5 ft.	5 ft./ 5 ft.
Special Attacks:	Disease, stench	—
Special Qualities:	Damage reduction 5/slashing, darkvision 60 ft., double damage from lightning, electrical and cold-based attacks, half damage from fire attacks, spell resistance 10, telepathic communication, +2 turn resistance, undead traits	Darkvision 60 ft., relentless, single actions only, spell resistance 15, +4 turn resistance, undead traits, vigilant
Saves:	Fort +7, Ref +4, Will +1	Fort +2, Ref -1, Will +3
Abilities:	Str 17, Dex 16, Con —, Int 10, Wis 10, Cha 10	Str 13, Dex 8, Con —, Int —, Wis 10, Cha 1
Skills:	Climb +4, Jump +4, Ride +2, Swim +4, Survival +2	—
Feats:	Alertness, Combat Reflexes, Improved Initiative, Weapon Focus (longsword)	Great Fortitude ^B , Toughness
Environment:	Any/shallow waters (Saragoss, Sea of Sorrows, Souragne)	Any (Barovia)
Organization:	Pack (6–10)	Gang (2–5), squad (6–10) or mob (11–20)
Challenge Rating:	6	2
Treasure:	Standard	None
Alignment:	Always chaotic evil	Always neutral
Advancement:	By character class	—
Level Adjustment:	By character class	—

Cannibal Zombie

The small army of decrepit corpses plods forward steadily, a look of crazed hunger on their lifeless faces and the fetid odor of dried blood and rotting meat wafting from them.

Driven by an insatiable hunger for living flesh, these zombies roam the desolate places of Ravenloft, making their homes among ruins, abandoned structures or empty manors.

Cannibal zombies appear fresher than standard zombies despite their slack features, oozing wounds and lifeless eyes. The stench of rotted flesh is apparent from up to 50 feet distant.

Unlike most zombies, cannibal zombies retain a vestige of communication, using the language they spoke in life to utter short phrases and words (“Get food,” “Kill,” “Eat,” etc.). A *Speak with Dead* spell can force them to carry on a coherent conversation but they return to their all-consuming search for fresh food once the spell expires.

Combat

Cannibal zombies travel in packs, primarily at night, in search of a likely source of food. They are prone to attacking isolated farmhouses or places on the outskirts of a village. Once they have selected a target, they attack ceaselessly, hammering on doors and windows in an effort to reach the people inside. Only the approach of sunrise can drive them away. If they are not satisfied, they sometimes devour one of their own to assuage their appetites. The next evening, however, they return to their target, continuing to attack night after night until they either succeed or settle on a different target.

Like other zombies, cannibal zombies can only take single actions during a combat round.

Bending the Land (Su): The cannibal zombie has the power to remain within a specific range of its target, regardless of how far the target attempts to flee or how fast the target moves. Even if the zombie is watched carefully to prevent it from following the



target, it fades into the distance only to reappear in front or to the side of its victim. If the target stands still, the zombie approaches it, closing the distance. The zombie may break off the pursuit at any time.

Create Spawn (Su): An individual slain by a cannibal zombie rises swiftly to join his slayer and the pack as a new cannibal zombie. The new zombie has identical statistics as his creator but it is not under the control of anyone, listening instead to the insatiable hunger for living flesh arising within him.

Stitching (Ex): Most zombies cannot heal their wounds. Cannibal zombies may repair damage done to them by eating the body parts necessary to make themselves whole. A cannibal zombie who has lost an arm must consume the arm of a victim. The repair process takes 4 hours.

Desert Zombie

The corpse-like creatures, clad in shreds of dirty robes and carrying parts of rusted weapons, seem to rise out of the sand as if from nowhere.

The first desert zombies were the product of the experimentations of one of Har'Akir's most powerful spellcasters, the ancient dead known as Senmet. Since his time, other powerful wizards and

sorcerers in that desert realm have learned how to raise up the dead to serve them as desert zombies.

These creatures resemble mummies or dried up human corpses. Their withered flesh is usually in one piece, dried out and desiccated in the desert heat so that it does not rot. Unlike most zombies, they do not exude any strong or offensive odor. Though they wear the clothing and carry the weapons they possessed in life, they make no attempt to take care of their possessions. Their clothing diminishes to rags and tatters and their weapons rust away in their hands.

Desert zombies retain all the skills and abilities they had when living. They have little to no power of communication but can understand simple commands.

Combat

Desert zombies move slowly in the same hesitant fashion as other zombies, but they suffer no initiative penalties, rolling normally for their turn to act in a round. Regardless of the type of attack or the weapon used, they always inflict 1d8 damage (plus any Strength bonus). They share the typical immunities of other zombies.

Grab From Beneath (Ex): Desert zombies can come up from within the sands to grab their opponents,





who may defend with their Dexterity bonus but may not include any bonuses for natural or crafted armor. If the grab is successful, the desert zombie gradually pulls its victim under the sand. A character may break free with a successful opposed Strength check, but each round sees the character buried deeper in the sand. After 3 rounds, the character is completely buried. Though the character can survive for 1 round under the sand, at the end of the second round, if he has not been freed, the character dies.

Sandswim (Ex): Desert zombies possess the ability to “swim” through the sand, leaving furrow if they are only a few feet beneath the sand’s surface. This enables them to pursue their targets without being seen until it is too late. Desert zombies use this form of travel to place themselves strategically for a grab from beneath (see above).

Spell Use: Desert zombies who were spellcasters in life retain their spellcasting ability, receiving their powers as a sorcerer regardless of what their original spellcasting class was.

Telepathic Communication (Sp): Sea zombies have the ability to communicate with one another through a form of telepathy usable within 100 feet.

Mud Zombie

Clumps of mud detaches themselves from the morass and rise up. Each is a mud-covered humanoid form, though most are missing hands, feet or other extremities.

Mud zombies generally hail from Darkon, where Azalin Rex has discovered how to create minions that would keep going despite insurmountable problems, such as missing arms or legs.

A mud zombie resembles nothing so much as a mud-creature, its features barely distinguishable beneath the covering of mud. Mud zombies have little odor, though some who have survived an encounter with the creatures claim that mud zombies smell like freshly-turned earth or a grassy field.

Mud zombies lose their mud covering if immersed in water (river, pond, rainstorm) for at least 1d4 rounds. Mud zombies without a mud covering revert to a skeletal form and lose their suffocate ability.

Combat

Mud zombies, like standard zombies, attack last in the round. They have two claw attacks that create festering wounds that must be treated magically as well as sterilized or become infected with a mild but lingering fever. Mud zombies can also try

to suffocate their victims by pulling them into their own layer of protective mud.

Disease (Ex): Injury — Fortitude DC 15, initial damage 1 point Strength, secondary damage 1 point Strength per day for 1d6 days.

Suffocate (Ex): When a mud zombie succeeds with both claw attacks, it grabs its victim and presses the person’s face into the mud on its chest. On the next round, the victim must make a Strength check (DC equals the victim’s Strength) or suffer 1d4 points of suffocation damage per round until freed. One attempt per round may be made.

Sea Zombie

Rising from the water and clambering aboard the ship swarms a relentless pack of rotting, bloated sword-wielding corpses.

Sea zombies are the animated bodies of drowned humans. Similar in many ways to land-bound zombies, sea zombies are different in that they are free-willed and seem answerable only to the land of Ravenloft itself.

Resembling drowned corpses, sea zombies have discolored flesh, rotted out eyes and swollen tongues protruding from blackened lips. Many have served as food for fish, with evidence of bites all over their bodies. They exude a stench of dead flesh, polluted sea-water and massive decay.

Active at all hours underwater, sea zombies only rise to the surface at night. They lair deep under the sea, usually in the sunken wrecks of the ships they once sailed upon. Sea zombies rarely stray farther than 100 feet from the water, though they may advance further inland under foggy conditions. When the fog retreats, so do the sea zombies.

Combat

Sea zombies exhibit extraordinary cunning and battle savvy in combat. Their hatred of the living enables them to plan clever traps to lure ships onto the rocks, at which point they board the ship and try to overwhelm the crew.

Disease/Poison (Ex): The putrid water that drips from the sea zombies and their weapons carries a particularly virulent blood disease. Anyone wounded by a sea zombie must make an immediate DC 14 Fortitude save. **Poison** — Injury, DC 14 Fortitude, initial damage 1d4 Constitution, secondary damage 1d4 Constitution.

Stench (Ex): The reek of a sea zombie is so foul that anyone within 20 feet of the creature must make a DC 15 Fortitude save or become both nauseated



and horrified, suffering a -1 to all attack rolls and a -1 penalty to his Armor Class for 2d4 rounds.

Strahd Zombie

The creatures that move forward seem fragile in build, their eyes forming dark, rotting pits and their lips peeling away from their teeth. Some wear tattered uniforms, their badges of rank long since faded away.

Barovia's darklord has mastered the secret of creating more potent zombies than the usual animated corpses. The first Strahd zombies were created from members of Count Strahd's household guard, now doomed to serve him perpetually, if mindlessly. Later zombies have come from the populace of Barovia at large.

These creatures move as slowly as normal zombies, but seem to possess an even greater weariness than lesser version of their kind. They can understand and obey simple commands but do not speak.

Combat

Strahd zombies often attack in the same military formation that they used when living, provided they had some training in the guard of Castle Ravenloft. They serve as shock troops and fodder for the Count or for anyone Strahd has designated as master of the zombies.

Relentless (Ex): When a Strahd zombie is reduced to 0 hit points or lower, it begins to heal 1 hit point per round instead of being destroyed. When it has achieved full hit points, the Strahd zombie reanimates and resumes its attack. Destroying a Strahd zombie involves completely annihilating the creature through a successful divine turning that obliterates it or else through the use of a *disintegrate* spell. A coup de grace can also ensure the demise of a Strahd zombie.

Vigilant (Su): Strahd zombies possess the ability to *see invisibility* up to 60 feet.

Zombie fog

	Zombie Fog	Fog Cadaver
	Colossal Undead	Medium Undead
Hit Dice:	6d12 (42 hp)	2d12+3 (16 hp)
Initiative:	-2	-1
Speed:	Fly 10 ft. (perfect) (2 squares) (can't run)	20 ft. (4 squares)
Armor Class:	12 (-2 Dex, -8 size, +12 deflection), touch 12, flat-footed 14	10 (-1 Dex, +1 natural), touch 9, flat-footed 10
Base Attack/Grapple:	—	—
Attack:	—	Slam +1 melee (1d6)
Full Attack:	—	Slam +1 melee (1d6)
Space/Reach:	60 ft./ 0 ft.	5 ft./ 5 ft.
Special Attacks:	Cause despair	Dreadful moan
Special Qualities:	Animate cadaver, damage reduction 15/magic, spell resistance 12, undead traits, unnatural aura, vaporous	Daylight powerlessness, reanimation, single actions only, +4 turn resistance, undead traits
Saves:	Fort +2, Ref +2, Will +5	Fort +0, Ref -1, Will +3
Abilities:	Str —, Dex 6, Con —, Int 3, Wis 10, Cha 11	Str 11, Dex 9, Con —, Int —, Wis 10, Cha 1
Skills:	Listen +6, Search +5, Spot +6	—
Feats:	Toughness	Toughness
Environment:	Any land	Any land (in zombie fog)
Organization:	Solitary	Mob (9-73)
Challenge Rating:	7	1/2
Treasure:	None	None
Alignment:	Always neutral evil	Always neutral
Advancement:	7-12 HD (Colossal)	—
Level Adjustment:	—	—



Drifting slowly outward from the Mists is a tendrill of fog that glows a pale green.

Zombie fogs emerge from the Misty borders of Ravenloft to feed off the last remaining psychic energy in freshly dead bodies. A zombie fog has no physical attacks of its own, depending on the corpses it animates to defend it. A zombie fog fills an area 25 feet square and 10 feet deep per HD, and glows with a slight greenish light. The fog is dimly intelligent but never communicates in any way. It drifts across the countryside seeking bodies that are less than a year dead to drain the last remnants of their life force.

The fog is only active at night, seeking out the dead and animating them into walking cadavers that it uses to spread more death upon which it can feed. The sight of the glowing fog cloud with many stumbling cadavers shuffling inside the cloud is not soon forgotten.

Combat

A zombie fog's most overt attacks are made through its cadavers. Many adventurers have been slain by a fog's walking corpses, realizing only too late that the strange mist around them was the true menace.

Animate Cadaver (Su): The fog can animate any humanoid corpse within its mist-filled area. It can animate corpses that are buried in the ground unless they were *blessed* at the time of burial or are buried in sanctified ground. The fog can animate up to 10 dead bodies each round. A zombie fog can animate a total number of cadavers at any one time equal to its current hit points.

Daylight Powerlessness (Ex): Zombie fogs are utterly powerless in natural sunlight (not merely a *daylight* spell). When exposed to sunlight, all the fog's cadaver drop lifeless to the ground, and the fog merely hangs still in the air, waiting for the sun to set.

Despair (Su): Any creature that sees a zombie fog must succeed at a DC 13 Fear save or be shaken until they are completely out of sight of the zombie fog for 10 minutes. Whether or not the save is successful, that creature cannot be affected again by that zombie fog's despair ability for one day.

Life Drain (Su): The fog cloud cannot resist the lure of a freshly dead or dying body. Any dying creature (reduced to negative hit points) loses 1 extra hit point per round while inside the fog. Even if the individual stabilizes, they continue to lose 1 hit point each round as the fog absorbs their energy. The body writhes and screams as the life force is drawn from it. The drain ends immediately if the victim is cured to at least 0 hit points. A *protection from evil* spell can stop the zombie fog from draining an individual inside it.

Each week, a zombie fog must feed on the life energy of at least as many dying creatures as it has Hit Dice (thus, six creatures must die within a 6 HD zombie fog each week). If it fails to feed on enough deaths in a week, it loses 1 HD. If a zombie fog feeds on the deaths of at least twice as many creatures as it has Hit Dice in a given week, it gains 1 HD.





Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of the zombie fog at a distance of 30 feet and will not willingly approach nearer than that, panicking if forced to do so for as long as they remain within that range.

Vaporous (Ex): A zombie fog has no physical body. Its gaseous form can pass through small holes or narrow openings, even mere cracks. Subject to wind. Cannot enter water or any other liquid. Always moves silently. A zombie fog automatically fails any saving throws against air-or wind-based damaging effects. Creatures within the fog have normal concealment against foes 5 feet away and total concealment against foes farther away. This fog does not impair cadavers' vision, however.

Fog Cadavers

Fog cadavers are slow-moving undead easily mistaken for zombies. They retain none of the

abilities that they had in life and move with a slow, erratic gait. Fog cadavers will not leave the zombie fog willingly. The cadavers collapse back into true death if removed from the fog cloud.

Combat

Fog cadavers attack in a very haphazard manner, simply shambling forward to attack the nearest living creature.

Dreadful Moan (Ex): Fog cadavers constantly issue hideous moans. Anyone within 10 feet of a fog cadaver must make a DC 12 Fear save.

Reanimation (Su): As noted above, a zombie fog can animate up to 10 cadavers per round; this includes cadavers that have already been struck down. Reanimated cadavers rise at full hit points.

Single Actions Only (Ex): Fog cadavers have poor reflexes and can perform only single actions. Thus they can move or attack, but can only do both if they charge.

Zombie Lord

In stark contrast to the fine clothing it wears, the creature is a decayed corpselike thing. A spark of keen intelligence shows in its eyes as it gives an arrogant tilt to its head.

Though mindless, pathetic creatures with no will of their own, the walking dead remain horrifying creatures that generate a primal fear in those unfortunate living souls who encounter them. Far more horrific, then, is a walking corpse with the full intelligence and drive of a human mind and the power to impose that will on his lesser brethren. The zombie lord is just such a creature.

Zombie lords are created only through a rather unlikely set of circumstances. A humanoid of evil alignment must first be slain by an undead creature, without joining the ranks of the undead himself. Then, an attempt to restore the dead individual to life, such as through a *raise dead* spell, must go awry, with the deceased individual failing the necessary Fortitude save. If that happens, the deceased may enter undeath as a decayed, corpselike zombie lord.

Zombie lords are arrogant creatures, seeing themselves as above both the living and the dead. They often take on the affectations of nobility, regardless of their actual station in life. Some take the opposite road, eschewing the trappings of the

living altogether and dressing only in burial shrouds or funereal garments. All seek to expand their power by adding to their legion of zombie slaves.





Sample Zombie Lord

This example uses a 6th-level human adept as the base creature.

Zombie Lord Medium Undead

Hit Dice:	6d12+3 (42 hp)
Initiative:	+2
Speed:	30 ft. (6 squares)
Armor Class:	18 (+2 Dex, +4 natural, +2 leather armor) touch 12, flat-footed 16
Base Attack/Grapple:	+3/+5
Attack:	Slam +5 melee (1d8+2)
Attacks:	2 slam attacks +5 melee (1d8+2) or sling +5 ranged (1d4)
Space/Reach:	5 ft./ 5 ft.
Special Attacks:	Aura of death, awaken the dead, spells, zombie master, zombify
Special Qualities:	Speech of the dead, toad familiar, undead traits
Saves:	Fort +2, Ref +4, Will +8
Abilities:	Str 14, Dex 14, Con —, Int 12, Wis 16, Cha 8
Skills:	Concentration +7, Knowledge (arcana) +7, Knowledge (nature) +7, Listen +5, Profession (herbalist) +8, Spot +5, Search +3, Survival +12
Feats:	Alertness, BrewPotion, ScribeScroll, Toughness, Track
Environment:	Any land
Organization:	Solitary
Challenge Rating:	9
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	By character class
Level Adjustment:	+6

Combat

Zombie lords fight as normal zombies, though they direct their zombie minions to battle for them when possible.

The DC is 12 for the Fortitude save against this zombie lord's aura of death and *zombify* ability.

Divine Spells: (4/3/2). The save DC for this zombie lord's adept spells is 13 + spell level.

Creating a Zombie Lord

"Zombie lord" is a template that can be added to any humanoid or monstrous humanoid (referred to hereafter as the "base creature"). The creature's type changes to "undead." It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Increase to d12.

Speed: Same as the base creature.

Armor Class: The base creature's natural armor improves by +4.

Attack: The zombie lord retains all the attacks of the base creature. It also gains two slam attacks if it did not already have a slam attack.

Full Attack: If a zombie lord is unarmed, it uses its slam attacks. If the creature has a weapon it uses the weapon as its initial attack and a slam attack as a natural secondary attack.

Damage: Zombie lords have slam attacks. If the base creature does not have this attack form, the zombie lord's slam attacks inflict damage according to the table below. If the base creature already had a slam attack, use the original damage rating or that from the table below, whichever is better.

Size	Damage
Fine	1d2
Diminutive	1d3
Tiny	1d4
Small	1d6
Medium	1d8
Large	2d6
Huge	2d8
Gargantuan	4d6
Colossal	4d8

Special Attacks: A zombie lord retains all the special attacks of the base creature and also gains those listed below. Saves have a DC of 10 + 1/2 zombie lord's HD + zombie lord's Charisma modifier unless noted otherwise.

Aura of Death (Su): The first round that a living creature comes within 90 feet of a zombie lord, it must make a Fortitude save or be affected as if a *contagion* spell had been cast on it, inflicting a disease of the zombie lord's choice. Those who fail their save by more than 10 die instantly and become zombies under the zombie lord's control. This is a continuous effect that the zombie lord cannot suppress.

Zombie Master (Su): The zombie lord can mentally command all zombies within its sight at will as a free action. It can also use the senses of any zombie within a mile radius of its location as if it were standing in their place.

Awaken the Dead (Su): Once per day, the zombie lord can cast a variation of the *animate dead* spell. This ability acts just as the spell, save that only zombies may be created. This ability takes effect as if cast by a 12th-level sorcerer. Using this





ability costs the zombie lord the use of its *zombify* ability for the day.

Zombify (Su): Once per day, by making a successful touch attack, the zombie lord can attempt to turn a living creature into a zombie under his command. The target must make a Fortitude save. Those who fail are instantly slain, and rise in 1d4 rounds as a zombie under the zombie lord's command. Using this ability costs the zombie lord the use of its *awaken the dead* ability for the day.

Special Qualities: A zombie lord retains all the special qualities of the base creature and also gains the quality below. It also gains the undead type.

Speech of the Dead (Su): The zombie lord has the mystical power to telepathically converse with the living dead. Generally, the dead can convey only basic information about their former lives and

their recent experiences. A zombie lord can also *speak with dead* at will by touching a corpse (requiring a standard action).

Saves: Same as the base creature.

Abilities: The zombie lord gains +4 to its Strength score. As an undead creature, it loses its Constitution score.

Skills: Same as the base creature.

Feats: The zombie lord receives Toughness, assuming it doesn't already have the feat.

Environment: Any land.

Organization: Solitary.

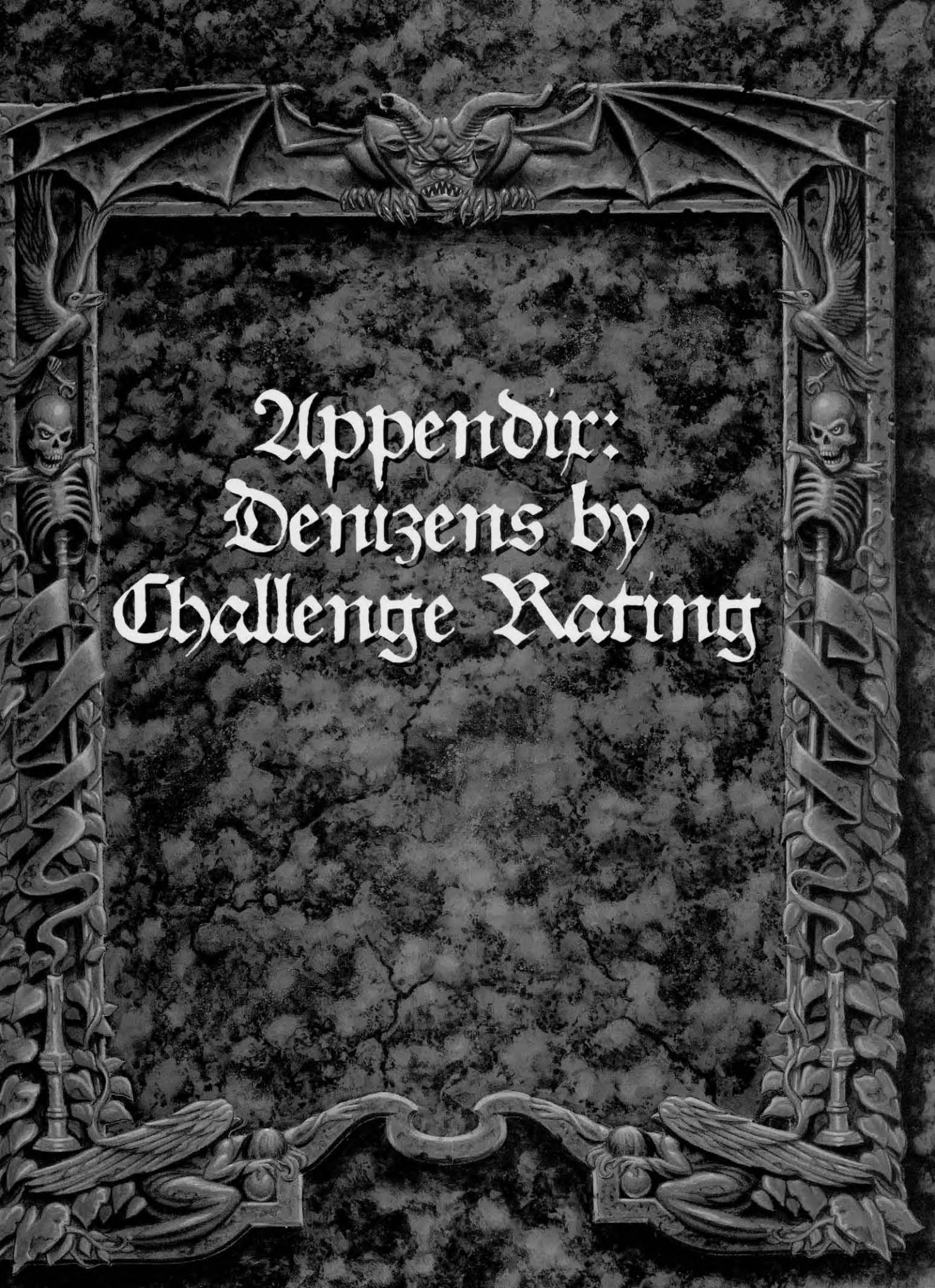
Challenge Rating: Same as the base creature +3.

Treasure: Standard.

Alignment: Usually ethically neutral, always evil.

Advancement: By character class.

Level Adjustment: Same as the base creature.



Appendix:
Denizens by
Challenge Rating

**CR 1/4**

Leech, witchbane

CR 1/3

Bat, skeletal
Cat, crypt
Gremishka
Scavyt

CR 1/2

Beetle, grave scarab
Bloodrose (plant, dread)
Fog cadaver (zombie fog)
Dreamweaver
Spirit waif

CR 1

Bakhna rakhna
Bat, carrion
Carcass hound
Carrionette
Fearweed (plant, dread)
Figurine, ceramic
Figurine, crystal
Hound, mastiff
Quevari
Razorback
Sea spawn minion
Skeleton, Strahd
Subdweller
Tentacle rat

CR 2

Assassin bug, giant
Beetle, giant scarab
Carrion stalker
Crawling ivy (plant, dread)
Crimson bones
Figurine, obsidian
Goblyn
Hearth fiend
Hound, phantom
Lebentod
Marikith hunter
Ravenkin
Shadow asp
Skeleton, Strahd's skeletal steed
Skin thief

Zombie, desert

Zombie, Strahd

CR 3

Arak, teg
Baobhan sith (black sprite)
Bloodroot (plant, dread)
Boneless
Boowray
Bowlyn
Broken one
Cat, midnight
Cat, plains
Doppelganger, dread
Drownling
Figurine, ivory
Figurine, porcelain
Gray morph (dream spawn, lesser)
Head hunter
Impersonator
Jack frost
Lycanthrope, werejackal
Lycanthrope, wereraven
Lycanthrope, wereray
Moor man
Remnant, aquatic
Scarecrow, dread
Skeleton, pyroskeleton
Zombie, cannibal

CR 4

Arak, powrie
Backward man
Beetle, monstrous scarab
Bruja
Fenhound
Imp, assassin
Lashweed (plant, dread)
Lycanthrope, werebadger
Lycanthrope, werejaguar
Lycanthrope, wereleopard
Mist ferryman
Reaver
Unicorn, shadow
Vampyre
Wight, dread
Wolfwere





CR 5

Arak, shee
Arak, sith
Arayaskha
Cloaker; shadow, resplendent, undead
Lycanthrope, lowland loup-garou
Lycanthrope, mountain loup-garou
Odem
Paka
Sea spawn master
Shadow morph (dream spawn, lesser)
Zombie, mud

CR 6

Bastellus
Corpse candle
Doppelganger plant (plant, dread)
Ennui (dream spawn, greater)
Ermordenung
Grave ooze
Grim
Jolly roger
Mist horror
Nightmare, dread
Red widow
Sea hag (spectral)
Troll, dread
Golem, wax
Zombie, sea

CR 7

Akikage
Grim reaper
Kizoku
Green hag (spectral)
Wolfwere, greater
Zombie fog

CR 8

Annis hag (spectral)
Fiend, dread
Ghoul lord
Golem, doll
Golem, glass

Living wall
Rushlight
Shadow fiend

CR 9

Death's head tree (plant, dread)
Tenebris
Undead treant (plant, dread)
Valpurleiche

CR 10

Golem, bone
Golem, gargoyle
Golem, snow
Quickwood (plant, dread)
Radiant spirit

CR 11

Furies (Alecto, Tisiphone, Megarea)
Golem, flesh
Golem, mechanical
Marikith queen

CR 12

Golem, zombie
Lich, elemental

CR 14

Golem, mist

CR 16

Hebi-no-onna

CR Variable

Ancient dead
Animator
Changeling
Dhampir
Elemental, dread (all)
Geist
Ghost
Human, Vistani
Living tattoo (all)
Vampire strains (all)
Vorlog
Zombie lord





Denizens by Type

Aberration: backward man, broken one, head hunter, impersonator, marikith (hunter and queen), red widow, resplendent cloaker, sea spawn, shadow cloaker, tentacle rat

Animal: mastiff, plains cat, razorback, scavyt, wolfwere

Construct: bone golem, carrionette, changeling, ceramic figurine, crystal figurine, doll golem, dread scarecrow, flesh golem, gargoyle golem, glass golem, ivory figurine, living tattoo, living wall, mechanical golem, mist golem, obsidian figurine, porcelain figurine, snow golem, wax golem, zombie golem

Elemental: blood elemental, grave elemental, hearth fiend, mist elemental, pyre elemental

Fey: arak (powrie), arak (shee), baobhan sith (black sprite), boowray, drowning, jack frost

Giant: dread troll

Humanoid: ermordenung, lowland loup-garou, mountain loup-garou, quevari, subdweller, Vistani, vorlog, werebadger, werejackal, werejaguar, wereleopard, wereraven, wereray

Magical Beast: carrion bat, gremishka, grim, midnight cat, shadow asp, shadow unicorn

Monstrous Humanoid: bakhna rakhna, bruja, dhampir, dread doppelganger, goblin, hebi-nonna (snake woman), kizoku, moor man, paka, ravenkin, reaver, skin thief, vampyre

Ooze: grave ooze

Outsider: assassin imp, dread fiend, dread nightmare, dream spawn, dreamweaver, fenhound, furies, grim reaper, shadow fiend, tenebris

Plant: bloodroot, bloodrose, crawling ivy, death's head tree, doppelganger plant, fearweed, lashweed, quickwood (spy tree)

Undead: akikage, ancient dead, animator, aquatic remnant, arayashka, bastellus (dream stalker), , boneless, bowlyn, cannibal zombie, carcass hound, corpse candle, crimson bones, crypt cat, desert zombie, dread wight, elemental lich, fog cadaver, geist, ghost, ghoullord, jolly roger, lebentod, mist ferryman, mist horror, mud zombie, odem, phantom hound, pyroskeleton, radiant spirit, rushlight, sea zombie, skeletal bat, spectral hag (all), spirit waif, Strahd skeleton, Strahd zombie, Strahd's skeletal steed, undead cloaker, undead treant, valpurleiche (hanged man), vampire strains (all), zombie fog, zombie lord

Vermin: assassin bug, giant, beetle (scarab), carrion stalker, witchbane leech



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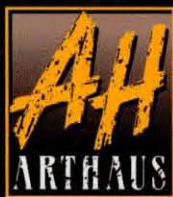
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