

SWORD
SORCERY

Ravenloft

VAN
RICHTER'S
ARSENAL

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VOLUME I

A Ravenloft Campaign Setting Supplement

RICH MEN'S ARSENALS

VOLUME I

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Special Acknowledgements

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VAN RICHTER'S ARSENAL

VOLUME I

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Introduction

The fight against creatures of darkness is a difficult and often painful one! But it is a good fight, and one that must be fought. If this work inspires but one person to follow in my footsteps, then I have succeeded and my life's work has not been for naught.

—Dr. Rudolph van Richten,
Van Richten's Guide to Vampires



Dear Reader,



I am Laurie Weathermay-Foxgrove. Longtime scholars of the occult may know of me — as well as my sister and cohort Gennifer — through our past compilations of the guides written by the esteemed Dr. Rudolph van Richten. Others of you may be familiar with our surname through the heroic exploits of our illustrious uncle George Weathermay, whom I trust needs no further introduction.

If you are new to these works, you may know the Weathermay name solely through its prominence in “quaint and sleepy” *Mordent*, and you may be wondering why you are reading my words in a text promising the good doctor’s name in the title. I admit that this is a valid query — and I bid you warm welcome. Before I pass these pages to my sister so that she might solve that puzzle, however, I must first write of the man without whose valiant work this book — and quite possibly Gennifer and I — would not exist today.

The Life of Rudolph van Richten

I write these words on a dreadful anniversary. Fifty years ago tonight, the shadow of a monstrous injustice fell on the door of a humble Darkonian doctor — but that is not where this tale should begin.

Rudolph van Richten was born in the year 671 and spent his early childhood at Richten Hous, his family’s estate outside the pleasant crossroads community of Rivalis in Darkon. While still a young boy, he learned several herbal cures for minor ailments from his grandmother and came to feel that his destiny was to heal his fellow man.

As Rudolph grew older, he attended a fine boarding school in Nartok, concluding his studies in the year 688, the same year a still-notorious outbreak of the lethal plague known as the Crimson Death washed across Darkon. The sudden loss of so many lives, including that of a beloved aunt, must have further spurred van Richten’s natural inclinations, and the following spring he enrolled at the University of Il Aluk to earn a medical license.

Although van Richten was a dedicated student, the grislier aspects of surgery did not appeal to him. An early journal entry — I hope the good doctor would not mind my revealing this now — records that Rudolph fainted upon witnessing his first human dissection. A reproachful professor even advised the young van Richten to abandon

his studies and seek out an occupation “less taxing to your tender disposition.”

Van Richten persevered, however, though he chose to focus on herbal remedies. These were heady years for the young medical student. While still attending university he married his childhood sweetheart, Ingrid, and their son Erasmus was born shortly before van Richten graduated. Armed with his new license and his new family, Dr. van Richten proudly returned to Rivalis. There he practiced medicine for many years, his life untouched by the legions of the night.

Had fate been more kind, his tale might have ended on this happy note, but it was not to be. In the year 706, a Vistani caravan appeared at van Richten’s doorstep. This was the Radanavich clan, and they demanded treatment for one of their kin, a young boy who was mortally ill — mere hours from death. No mortal power could save him. The grief of the Radanaviches quickly soured into rage, and they chose to punish the doctor by stealing his own son, Erasmus.

Van Richten took to his horse and chased blindly after the kidnappers, unaware that they had already called upon the Mists to travel halfway across the Core. As night fell, van Richten found himself lost and alone in the Darkonian night and defenseless against the legendary terrors it held. Sure enough, the good doctor soon found himself surrounded by the shambling undead that eternally roam Darkon’s borders. To meet these nocturnal sentries was to die, for they were the eyes and ears of Azalin Rex himself.

Yet the sentries did not destroy van Richten. For reasons we may never be able to understand, Azalin chose to aid the hapless doctor that night, guiding him to the Radanavich camp and even granting him command over the walking dead that surrounded him, so as to lend force to his words.

When van Richten found the Radanavich camp, their pitiless raunie gleefully informed Rudolph that he was too late; they had already sold Erasmus to a certain Baron Metus, a vampire in search of a companion. What van Richten did next would in many ways haunt him for the rest of his life. Maddened by despair, van Richten ordered his undead entourage to attack the Vistani. The rotting sentries fell upon the Radanaviches and slew them nearly to the last. As Madame Radanavich was dragged down, she cried out, “Live you always among monsters, and see everyone you love die beneath their claws!” Van Richten knew nothing





of the Vistani's powers then, and not for many years would he understand that he had been direly cursed.

The bloody deed done, van Richten traveled on alone to the home of Baron Metus, but the ghastly aristocrat callously turned him away. Van Richten camped on the edge of the baron's estate, unsure of what to do. That night, Erasmus sought him out. Van Richten's loving son was dead — Metus had already given him the Dark Kiss of undeath. Erasmus had no desire to become a monster, but he could feel his humanity ebbing with every passing moment. Throughout the night, he and his father wept together and spoke fondly of the fourteen years they had shared. Then, as dawn approached, Erasmus guided his father through the steps of his own destruction.

With Erasmus's torment ended, the despondent van Richten made the long trek home. As dejected as he must have been, nothing could have prepared him for what awaited him at Richten Hous. In perverse retaliation for the loss of "something of value" to him, Baron Metus had rushed ahead of the good doctor and extracted what he considered to be an

equivalent price: van Richten found his wife Ingrid most brutally slain.

Cradling his wife's body in his arms, van Richten swore a bitter oath to destroy Metus and all his vampiric kind. He returned to the estate of Baron Metus at once and, using the knowledge Erasmus had given him, destroyed the villain, scattering his ashes in a sunny field.

Here the good doctor did a remarkable thing. This bloody saga finally over, van Richten looked to his heart and saw the terrible thirst for vengeance that had relentlessly driven him onward from the moment Erasmus had been taken. In an act of great moral fortitude, van Richten realized that he could no longer allow retribution to guide his actions, for vengeance is not unlike a vampire in itself, consuming those it empowers.

Van Richten dedicated the rest of his life to battling the legions of the night — not on a brutal quest of blood for blood, but to spare other families the pain he had suffered. He left Richten Hous and its painful memories, never to return, and em-





barked on his true life's work. As his quest continued over the following decades, he continually enriched his knowledge of the unnatural predators that lurk in the shadows of the world. One by one, he added such foul creatures as werebeasts, lichs, the ancient dead, ghosts, constructs, hags, and even fiends to his list of sworn foes.

Van Richten's long battle against evil was not without casualties. Here in his adopted home in Mordentshire, the walls of his parlor are covered with small portraits of the many friends and companions he lost to the minions of darkness over the years. By the year 736, many of his closest compatriots — such as the steadfast dwarf Gedlan Ironheart and the Sanguinian spirit medium Claudia DeShanes — were dead. When one of his longtime allies, the aged mage Shauten, attempted to sacrifice the good doctor in an abortive attempt to become a lich, van Richten felt his mortality weighing heavily upon him.

This is what motivated van Richten to pen his famous guides — the desire to ensure that his decades of collected experience were not lost to future generations. Over the next few years, van Richten wrote eight treatises revealing the weaknesses of many foul monsters that prey upon the innocent.

Finally, in the year 741, van Richten at last discovered the existence of the Vistani curse which had so long plagued him and cut down so many of his friends. He spent the next year on sabbatical, making peace with the last surviving Radanavich, with the Vistani as a people, and with the path his own life had taken. At long last content, he published his *Guide to the Vistani*, then set down his quill and settled into years of peaceful retirement.

Sadly, this tale ends not with a glorious sunset but with a question mark. Six years ago, Dr. van Richten inexplicably vanished while traveling abroad. We know that his health had taken a turn for the worse, and he may have been seeking a remedy, but we have never found a single soul who could tell us of the good doctor's final fate.

Should you, dear reader, be the one who holds the key to this mystery, please seek us out.

The Van Richten Legacy

Greetings, gentle reader. I am Gennifer Weathermay-Foxgrove.

After many years of hunting the legions of the night, Rudolph van Richten gathered what he considered to be damning evidence that his

homeland's ruler, the enigmatic Azalin Rex, was in truth an undead horror, as he would later detail in his *Guide to the Lich*. Dr. van Richten was never one to deny an uncomfortable truth, and he was quite candid with his theories. Wary of Darkon's infamous secret police, Rudolph's friends urged him at length to remove himself from Azalin's reach. The good doctor eventually relented to his friends' pleading and moved from Darkon to our own homeland of Mordent. Azalin's expected wrath never materialized.

Dr. van Richten had become a close friend to the Weathermays by the time Laurie and I were born. We grew up knowing him as "Uncle Rudolph," for he was as dear to our hearts as our beloved Uncle George. As girls, we greatly admired the virtue and courage of our two uncles, even before we understood the grim and dangerous nature of their noble work. That dire peril was thrust upon us while we were still quite young; I myself have felt the talons of a beast that sought out Dr. van Richten with murder in its heart. Thanks to the swift and heroic actions of George and Rudolph, I am in perfect health today. If not for them I surely would have been slain, and it was mere luck of the draw that Laurie was not snatched up instead. In hindsight, it is clear to me how narrowly my sister and I avoided joining the ranks of those doomed by the Radanavich curse.

Once Laurie and I truly understood the wicked threats George and Rudolph faced, our admiration for our uncles grew tenfold. They forged the path we now hope to follow. As we came of age, we assisted Dr. van Richten in his herbalist's shop, and when he disappeared in the year 750, we swore to uphold his legacy. We seek to continue Dr. van Richten's life's work in both its forms, battling evil both through our own actions and through the spread of knowledge. Though our hands may have prepared this book, we believe that Dr. van Richten's spirit is still vibrant within it. This book is thus as much *his* work as ours, so we have chosen to preserve Dr. van Richten's name in our titles to honor him.

Over the last several years, Laurie and I have sought the good doctor and published new compilations of his treatises. We will not let his work fade into obscurity, despite the existence of malign forces we *know* would rather see these books forgotten. Of late, however, we have tried to accept that our search for van Richten may be in vain. Regardless, his legacy must live, so we have decided that





it is time to produce new texts of our own, adding the humble knowledge we have gained these past few years to Dr. van Richten's own voluminous records. But what topic were we to tackle with our first *Guide*? The walking dead that haunt forgotten graves? The Shadow Fey, so reviled in Tepest? Perhaps the scaly devils of the ocean's abyssal depths, or even the slithering abominations of Bluetspur?

As we gathered our notes, we pored through Dr. van Richten case files and wrote to many of his surviving allies, seeking their learned advice. The Radanavich curse claimed many of the good doctor's friends over the years, yet my life stands as testament that the curse could not claim *all* whom he loved. Some of van Richten's allies live on, more than we had expected. As we contacted these folk, or they contacted us seeking word of Rudolph's fate, we came to realize that we had found yet another aspect of the van Richten legacy: a disparate network of warriors and scholars, all united in the battle against the forces of darkness.

To honor these good folk who once fought at van Richten's side and have now extended their aid to us, Laurie and I have elected to set aside the customary *Van Richten Guide* topics and format for the nonce. In this book, we shall focus not on the horrors of the night but on the valiant folk who oppose them. We shall present to you all of the best advice that has been bestowed upon us. To demonstrate our boundless esteem for our new allies, we shall also present our allies' knowledge in their own words, largely as we received it. The names of some correspondents may be familiar to readers of past

Van Richten Guides; others may be new to you. All are to be cherished.

Gentle reader, on behalf of Laurie and myself, I welcome you to *Van Richten's Arsenal*.

Chapter Overview

In **Chapter One: Stakes and Silver**, we have asked our invaluable uncle George Weathermay to advise us on mundane tools and devices that may possess special uses for the night hunter.

In **Chapter Two: Faith and Fury**, the respected Valachani arcanist Perseyus Lathenna presents us with a selection of arcane and divine incantations which should prove most useful in your investigations.

In **Chapter Three: Instruments of Power**, we turn from spells to enchanted objects. Lord Balfour de Casteelle, president of the University of Dementlieu, has been kind enough to point out many magic items worth the effort to seek out.

In **Chapter Four: Bottled Lightning**, celebrant Agatha Clairmont of the Divinity of Mankind offers a selection of useful alchemical devices and educates us on the risks and rewards of alchemical philosophy.

In **Chapter Five: Perilous Pursuits**, Toret Johann Severin of the Great Cathedral in Levkarest informs us of many potential allies, training regimens, and callings that hunters may wish to take up.

Last but not least, in **Chapter Six: Tricks and Tactics**, the Sithican ranger Jameld of Hroth details how to plan successful investigations and battles against the legions of the night.

How to Use This Book

Game applications and special information on the topics discussed in *Van Richten's Arsenal* are presented throughout this book in the form of sidebars like this one. The appendix that concludes this book presents NPC entries for the Weathermay-Foxgrove twins and their correspondents, and should be read only by the Dungeon Master.





Chapter One:
States and Silver



W

e shall not fail or falter; we shall not weaken or tire... Give us the tools and we will finish the job.

—Sir Winston Churchill, radio broadcast (1941)

Editor's Note: Our uncle, George Weathermay, has spent the last thirty years smiting the legions of the night and protecting the innocent. I shall attempt to capture his character through a single example: He once ventured alone into the accursed mines of Mount Lament to rescue an infant from the very arms of the legendary banshee Tristessa.

George occasionally offered his services to Dr. van Richten, but usually works alone, relying on his cunning and resolve. How fitting to have him tell us of weapons and contraptions that prove useful to hunters. —LWF

Dear Laurie and Gennifer;

Your decision to take up van Richten's banner leaves me torn. Surely I am not the first to try to dissuade you. I know I have not seen much of you since the attack, but I know your minds — and I know you'll ignore what I'm about to say. I know because I did when your grandfather said similar words to me.

Doctor van Richten's cause is worthwhile. Someone must step forward to keep his legacy alive, but you are not the ones to do it. Many will dismiss you as rich girls playing at being "adventurers" — or worse, that you are capitalizing on the good doctor's reputation to bolster your own. I

know your motives are pure. What I fear is that you may not understand that all your skill and dedication may not be *enough*. The world is beautiful, and people deserve to live in peace. But the world is also *tainted*. If you seek out the forces of evil, you will find them.

Once you take up the hunt against evil, that hunt may never *permit* you to quit. You two may consider the bond you share to be your greatest strength, but many of the fell creatures you face see love only as a blade to be turned against the naïve. Are either of you truly prepared to accept the death - or worse - of the other? Your foes will seek to destroy whatever gives you hope, so those who hunt monsters should be those who have no hope left to lose.

On the other hand, I heartily support your decision to extend Doctor van Richten's literary legacy with this new book you mention. Here is where your unique talents are best applied. I would be more than happy to contribute whatever scribblings you find useful.

Editor's Note: If our beloved uncle George has a fault, it is that his compassion is felt all too keenly. Laurie and I will not urge others to expose themselves to risks we ourselves are unwilling to undertake. This said, his heartfelt warning is worth heeding. One must commit fully to the battle against the legions of the night, or not at all. Disturb evil's lair and it may follow you home. —GWF

Equipment format

Tables 1-1 through 1-5 list the following factors where applicable:

CL: Cultural Level, a measure of the item's degree of technological advancement.

Cost: The item's market price in gold pieces. Characters that create these items themselves must pay one-third this cost in raw materials. Weapon modifications are listed with cost modifiers; multiply the weapon's cost by this modifier before adding masterwork costs, if applicable.

Damage, Critical, Range Increment: See "Weapon Qualities" in Chapter Seven of the *PHB*.

Craft (DC): The applicable skill used to create the item, including the DC of the skill check. Unless noted otherwise, all listed skills are Craft skills.

Weight: The item's weight in pounds. Unusual materials are listed with weight modifiers; multiply the weapon's weight by this number for a final result.

Type: The type of damage a weapon inflicts: bludgeoning, piercing, and slashing. See the *PHB* for additional details.





On Acquisition

Your letter asked for my advice on various sorts of equipment that no hunter of evil should go without. Some things, like holy symbols, garlic, and holy water, should be ubiquitous to hunters. Instead, I will discuss some items that hunters may overlook.

With some ingenuity, a hunter can turn mundane trinkets into useful tools. Other devices may be obscure in the extreme. Don't bother looking for these in your local dry goods store. Hunters should commission these items.

Try to avoid drawing attention when acquiring specialized equipment. The best course is to construct these devices yourself. The reason for this is simple: your foes are predators that prosper through close study of their prey. Never forget, your foe may be firmly entrenched in the community; if you alert it to your activities it will assuredly do everything in its power to turn that community against you.

On false "Monster Hunters"

I should offer your readers one more warning. I wish all who claim to hunt evil were as honest and respectable as Doctor van Richten. Sadly, criminals roam these lands preying on the hopes and fears of simple folk to fatten their own purses. I have encountered a few myself, and heard tales of more.

These charlatans operate by faking the activities of a supernatural menace to evoke terror in a community. They play upon the local inhabitants' deepest superstitions: vampires in Barovia, demonic wolves in Verbrek. Such charlatans usually work in small groups. While some create false evidence — strange footprints, eerie lights — their accomplices spread fearful rumors about the new "menace."

Sometimes charlatans engage in this deception to conceal more mundane crimes. Typically, however, they stir the community into a terrified frenzy, then introduce themselves as "monster hunters." After a highly secretive "hunt," they produce a boastful tale of their battle and a trophy of their victory — usually some tricked-up animal or a corpse stolen from the nearest graveyard — and collect the reward.

These are swindlers who sell useless "protective" trinkets at inflated prices, or who claim that eating belladonna can cure lycanthropy. These criminals are despicable. The worst of them are just as foul as the monsters they mimic. True hunters should be most wary when dealing with charlatans, as some have murdered villagers to spread terror.

In addition to items that hunters can use to battle evil creatures, penetrate their lairs, and defend against their attacks, I have included a few devices charlatans have used in their crimes so that true hunters can better recognize their mark.

Charlatans

Traveling adventurers suffer a +1 OR modifier in any community that knows it has fallen prey to charlatans in the past. Characters can still improve their standing as normal in such a community by demonstrating their nobler intentions (see "Outcast Ratings" in Chapter Two of the *Ravenloft* setting book). At the DM's discretion, heroes can permanently remove this OR penalty through their good deeds, such as by saving the community from a true threat.

On Weaponry

I know that van Richten advised caution and planning above all else, but in the heat of battle your best friend is the blade in your hand. The ideal weapon for any given hunter depends as much on that hunter's fighting style as anything else, but these specialized weapons may give the hunter an edge in certain situations.

Blade, Retractable: This thin dagger blade is spring-loaded inside its hilt. A metal latch holds the blade in place; if depressed, it instantly releases the blade, then holds the blade in place once released. These covert weapons can be incorporated into virtually any object, turning it into a weapon. I've seen them hidden in boots, books, gauntlets, the hilt of a larger weapon, and even in a holy symbol.

Blunderbuss: A massive, musket-like weapon, the blunderbuss unleashes phenomenal power in a spreading cloud of shellshot, literally shredding one's foes with searing metal pellets. This power comes at the cost of range and accuracy, however. When fired, the blunderbuss kicks like a mule,





making it virtually impossible to aim. To make the weapon slightly less unwieldy, its muzzle should be supported by a heavy, Y-shaped brace. The weapon's flared muzzle makes it relatively easy to load, and in an emergency it can fire virtually any sort of grit poured down its maw, such as pebbles or rock salt, though rock salt inflicts more pain than actual harm.

Reloading firearms

Reloading a pistol or musket requires either the Exotic Weapon Proficiency (firearms) feat or at least 1 rank in the Craft (gunsmithing) skill, and is a standard action that requires two hands and provokes attacks of opportunity. This is an official clarification to the rules presented in Chapter Two of the **Ravenloft** setting book.

Catspaw: These weapons resemble heavy brass knuckles, but feature anywhere from three to five curving steel talons that extend out from the wielder's closed fist. These weapons are the toys of charlatans who wish to leave the impression that their victim was slain by the claws of a savage creature, such as a plains cat or werebeast. To that end, these weapons are often designed to mimic the claw patterns of actual animals.

Crossbow, Staking: Callow vampire hunters often learn too late that standard crossbow bolts are far too small and light to effectively stake their prey. These failings prompted an anonymous Nova Vaasan to develop the staking crossbow, a cumbersome version of the heavy crossbow modified to fire lethal wooden missiles. Like the heavy crossbow, the staking crossbow requires a winch to load, though its size precludes a man of normal stature from firing it with one hand. The accompanying bolts are unadorned wooden stakes, usually of ash or yew, albeit shaped and weighted quite finely. Instead of bearing a metal head, the tip is merely a sharpened wooden point. At eighteen inches long and nearly the diameter of a gold piece, the cumbersome bolts have a short range.

As useful as this item might sound, in my experience it is nearly impossible to plant a stake in the heart of an active and resisting vampire, so I include it here only to warn against its use. I

sometimes wonder if the Nova Vaasan inventor was simply naïve, or if he was a charlatan who preyed on gullible hunters.

Editor's Note: By applying the "heartseeking" enchantment on a stake, this otherwise misleading weapon can be made to fulfill its potential. Please see Chapter Four for more details. —GWF

Dragon Pack: The rare hunter who knows of this strange device often assumes it to be the product of gnomish invention. In truth, the dwarves of Tombdust Hall beneath Mount Nirka were the first to develop this apparatus, putting it to grim use in the terrible Ancestor Uprising of 712. The gnome tinkers of Mayvin have refined the dragon pack in the decades since, and although the device remains an uncommon sight, hardened Darkonian undead hunters swear by it.

The dragon pack operates on the principle of compressed air, or so a gnome once explained to me. The device consists of a hefty copper tank fitted with straps, so that it can be worn across the back. Connected to the tank via a flexible waxed canvas hose is a hollow metal wand, often outfitted with a wooden stock similar to that of a firearm. When the tank is strapped onto one's back, a round plunger just over the left shoulder can be rapidly pumped. This is just like pumping water from a well, and it builds pressure in the tank. When a trigger on the wand is depressed, any liquid in the tank is expelled in a thin, forceful stream that is easily directed. The original dwarven craftsmen were fond of molding the "fire-breathing" wand in draconic shapes, thus giving this device its name.

Although a questionable weapon for conventional warfare, the dragon pack can prove quite lethal in the hands of those who hunt unnatural horrors. Specifically, the tank can be filled with acid, alchemist's fire, holy water, herbal solutions, or any other liquid substance harmful to one's quarry. Your readers should keep in mind that some of these substances pose a significant danger of collateral damage, however. Needless to say, anyone with two gallons of acid strapped to his back should exercise extreme caution.

Sword Cane: Like the retractable blade, these weapons are of most use to those who value stealth, for better or worse. Like the walking sticks they are modeled on, sword canes come in all shapes and sizes. In the model I prefer, the cane serves as the wooden scabbard to a slender, rapier-like blade — with a *second*, shorter blade hidden in the hilt of the first.



New Weapons

Blade, Retractable: A retractable blade is a simple weapon. You can release the blade as a free action. Pressing the blade back into its hilt is a move-equivalent action that provokes attacks of opportunity. To notice the blade while it is retracted, an observer must make a successful Search check with a DC of 20. The DC drops to 15 if the observer physically examines the object.

Blunderbuss: A blunderbuss is an exotic weapon, requiring its own Exotic Weapon Proficiency feat in addition to Exotic Weapon Proficiency (firearms). It holds a single load of shot and follows the rules for reloading firearms found in the sidebar on pg. 11. A blunderbuss fires its pellets in a 50-foot cone, and uses an unusual attack process. Make a ranged attack roll. Users without the two required Exotic Weapon Proficiency feats suffer up to a -8 penalty to this roll, and an additional -4 circumstance penalty if the blunderbuss is not braced. The brace (whether held by an assistant or driven into the ground) must be in an adjacent space, and the relative positions of the blunderbuss and its brace determines the direction of the blunderbuss cone.

The blunderbuss deals damage to all targets within this cone, ranging between $5d4$ to $1d4$ points, as determined by the distance between the blunderbuss and the target (the damage decreases by $1d4$ per 10 feet). All targets within the cone can make Reflex saves to take half damage. The DC of this saving throw is equal to the result of the attack roll. A blunderbuss cannot score a critical hit.

Additionally, a target can be shielded by cover from objects (including other targets) between it and the blunderbuss.

If you fire a blunderbuss without the use of a brace, you must succeed at a Strength check (DC 15) or be knocked off balance until your next turn: foes gain a $+2$ attack bonus against you, and you lose your Dexterity bonus to AC, if any.

A brace can be used in combat as a tool-quality club. Improvised ammunition (such as pebbles) acts as tool-quality shot, inflicting a -1 penalty to the attack roll and to each die of damage (to a minimum of 1 point of damage per $d4$). A load of rock salt inflicts subdual damage rather than normal damage.

Catspaw: A catspaw is a simple weapon. A character creating a catspaw can craft the weapon to mimic the claw pattern of a specific creature (tiger, ettercap, etc.) she has seen before by making

a Knowledge (nature) check. The character gains a $+2$ competence bonus to this check if she can examine a physical specimen of the mimicked creature while crafting the catspaw. The result of this check becomes the DC of the Knowledge (nature) checks needed for others examining the wounds left by that catspaw to determine that the claw pattern has been faked.

Crossbow, Staking: A staking crossbow is an exotic weapon. Like a heavy crossbow, a staking crossbow requires two hands to use effectively, regardless of the user's size. Loading a staking crossbow is a full-round action that provokes attacks of opportunity.

A Large or larger character can shoot, but not load, a staking crossbow with one hand at a -4 penalty. A Large or larger character can shoot a staking crossbow with each hand at a -6 penalty, plus the usual -4 penalty for the off-hand attack (-6 primary hand/ -10 off hand). The Two-Weapon Fighting feat does not reduce these penalties because it represents skill with melee weapons, not ranged weapons. The Ambidexterity feat lets someone avoid the -4 off-hand penalty (-6 primary/ -6 off hand).

Dragon Pack: A dragon pack is an exotic weapon. Pumping the device for a single attack requires a full-round action that provokes attacks of opportunity. You may then direct a stream of liquid as a ranged touch attack. The pumper pack has a maximum range of 20 feet and no range increment. If the attack misses and the target has cover from other creatures, check to see if the stream hits those creatures (see Chapter Eight of the *PHB*). The pack cannot be pumped for more than a single attack at a time.

A hit with acid, alchemist's fire, holy water, or herbal solution deals damage as a direct hit with a flask of that substance (see Table 7-10 in the *PHB*). The stream deals no splash damage to adjacent creatures, and does not deviate as a grenadelike weapon can. The standard pumper pack's tank holds up to two gallons of liquid (sixteen flasks).

Refilling the tank is a delicate procedure that takes ten minutes, and if a different liquid is to be placed in the device it must first be thoroughly cleaned with alchemical solvents for two hours.

Sword Cane: A sword cane's dagger and rapier act just like their standard equivalents in the *Player's Handbook*. Discovering the hidden weapons requires a successful Search check with a DC of 20.



Table 1-1: Weapons

Melee Weapons		CL	Cost	Damage	Critical	Range Increment	Craft (DC)	Weight	Type
Weapon									
Tiny									
Blade, retractable	4+	4 gp	1d4	19-20/x2	—	weaponsmithing (15)	+1 lb.	Piercing	
Catspaw	2+	5 gp	1d4	x2	—	weaponsmithing (10)	2 lb.	Slashing	
Sword cane, dagger	—	—	1d4	19-20/x2	—	—	—	Piercing	
Medium-size									
Sword cane, rapier	4+	25 gp	1d6	18-20/x2	—	weaponsmithing (15)	4 lb.	Piercing	
Ranged Weapons									
Medium-size									
Crossbow, staking	5+	80 gp	1d12	19-20/x2	10 ft.	weaponsmithing (15)	15 lb.	Piercing	
Bolts, staking (10)	2+	1 gp	—	—	—	carpentry (5)	5 lb.	—	
Large									
Blunderbuss	8+	800 gp	**	—	**	gunsmithing (15)	15 lb.	Piercing	
Shot (10)	8+	10 gp	—	—	—	gunsmithing (5)	5 lb.	—	
Brace	1+	3 gp	—	—	—	carpentry (5)	3 lb.	—	
Dragon pack	8+	400 gp	**	—	**	engineering (20)	25 lb.***	**	

** See text.

*** Empty weight.

On Weapon Modifications

In addition to specialized weapons, I know a few ways to give any weapon that extra edge.

Barbs: Any weaponsmith can add these wicked metal barbs to the heads of your piercing weapons. They work like a porcupine's quills, anchoring your weapons and further tearing the flesh of your foes when those weapons are pulled free.

Heating Weapons: "Keep your irons hot," as the saying goes. It never hurts to keep a blade glowing in your campfire. If you are suddenly attacked, the heat pouring from that weapon may sting what steel cannot.

Viperbite: These odd weaponheads work on the same principles of the retractable blade, but I'm told they actually originated in the harmless, theatrical blades one might see used in Port-a-Lucine's opera house. So far I've seen these piercing blades used to modify daggers and spearheads. A viperbite holds a small reservoir big enough to hold a single vial of any liquid substance, such as acid or holy water. The tip of a viperbite weapon is mounted on a tightly wound spring, and it partially retracts into

itself when jabbed into a target. This somewhat dulls the damage it inflicts, but as the tip retracts, it presses into the reservoir, forcing the fluid to gush forth into the target's wound, like a serpent injecting its venom.

Unusual Materials: Anyone who hunts werebeasts or the shadow fey can attest to the value of weapons created from materials other than forged iron or steel. Silver weapons are deservedly well known, but materials such as bone, bronze, obsidian, or even gold or platinum may have their uses against obscure creatures.

After silver, hunters of supernatural evil should pay the most attention to cold iron. This is raw metal that has been hammered into shape without benefit of the forge. This is an ancient and primitive form of metalworking, and its products are distinctly inferior. Not only is the crafting process interminably slow, cold iron is too soft to keep an edge. Despite this, I have found that cold iron weapons can penetrate the unnatural defenses of numerous creatures, particularly shapechanging predators.





Chapter One

Editors' Notes: To further clarify uncle George's findings, I believe that in particular, cold iron is most reliable against what Dr. van Richten called "animalistic shapechangers" (as distinct from lycanthropes): beasts that assume human form so better to hunt their prey. —LWF

In arcane circles, cold iron is known for an unusual property: it cannot be enchanted. Most sages agree that there is more behind this than the generally crude construction of cold iron objects. Alchemists see this base metal as symbolic of the material, mundane world; perhaps something in its humble nature disrupts the energies of supernatural beings? —GWF

Weapon Modifications

Barbs: Barbs can be added only to piercing weapons. Adding barbs to a Tiny or Small weapon (Arrows and crossbow bolts are Tiny) inflicts 1 additional point of damage with a successful attack. Adding barbs to a Medium-size weapon inflicts an additional 1d3 points of damage. Adding barbs to a Large weapon inflicts an additional 1d4 points of damage. Note that this damage is dealt only when the weapon is removed from the foe. If using a barbed melee weapon, you can apply this damage immediately as you withdraw your weapon. Barbed ranged weapons often stay embedded in their target for the entire battle.

You can remove a barbed weapon without inflicting further damage by making a successful Heal check with a DC of 15.

Heating Weapons: By heating a metal weapon to a red glow, you add 1 point of fire damage to each successful attack. To heat a weapon, it must be left in a fire (or equivalent heat source) for at least five minutes. The bonus lasts for 2d4 rounds after the weapon is drawn from the heat source.

Viperbite: A viperbite tip can be added only to piercing weapons of medium size or larger. A viperbite applies a -1 penalty to the weapon's attack and damage rolls. The viperbite injects its reservoir of liquid on its first solid strike (any successful touch attack against a corporeal target). This deals damage as a direct hit with a flask of that liquid (see Table 7-10 in the *Player's Handbook*). If the attack penetrates the foe's armor (a successful attack roll against the foe's full AC), the liquid deals no splash damage to adjacent creatures. Reloading a viperhead is a full-round action that provokes attacks of opportunity.

Unusual Materials

Bone: Bone weapons have a hardness of 5 and only half as many hit points as their metal counterparts. (See Tables 8-12 and 8-13 in the *Player's Handbook*.)

Cold Iron: Cold iron weapons suffer a -1 penalty to attack and damage rolls. When determining the amount of time needed to create or repair cold iron objects, treat the object as if its price is three times the object's listed; the cost of raw materials remains unchanged. Objects made of cold iron cannot be turned into magic items, even if they are of masterwork quality.

Gold: Gold weapons have a hardness of 6 and two-thirds as many hit points as their iron and steel counterparts. Gold weapons suffer a -1 penalty to attack and damage rolls.

Oakwood: The statistics of weapons normally made from wood (such as clubs, javelins, and quarterstaves) are unchanged from the *Player's Handbook*. Weapons that usually incorporate metal blades or tips (such as swords, axes, and arrows) suffer a -1 penalty to attack and damage rolls.

Platinum: Platinum weapons have a hardness of 12.

Table 1-2: Weapon Modifications

Modification	CL	Cost	Weight Modifier
Barbs	3+	x1.2 gp	x1.1 lb.
Viperbite	6+	+5 gp	+1/2 lb.
Unusual Materials			
Material Modifier	CL	Cost Modifier	Weight
Bone	1	x1/2	x.3 lb.
Bronze	2	x1	x1 lb.
Cold iron	3	**	x1 lb.
Gold	3+	x50	x2.5 lb.
Oakwood	1+	x1/2	x.2 lb.
Obsidian	1	x2	x.5 lb.
Platinum	4+	x500	x2.5 lb.





On Explosives

Sometimes stealth must be sacrificed for expediency. In my own experience, gunpowder explosives are most useful when punching into the fortified catacombs of foul creatures such as liches or the ancient dead—or, if necessary, sealing those passages to defend a temporary retreat. Your readers should keep in mind, however, that incorporeal creatures such as ghosts may not even notice a bomb exploding at their feet.

Petard, Doorbreaker: Petards are specialized bombs. The doorbreaker is forged in the shape of a wedge. By carefully strengthening most sides of the wedge while weakening its “base,” the craftsman can (to a degree) direct the petard’s explosive force in a specific direction. As the name implies, doorbreakers are designed to smash through barriers in cramped quarters, where a simple bomb might cause too much collateral damage.

Petard, Triggered: Your readers may be familiar with the phrase “hoisted with his own petard.” These treacherous devices are the source of that old saying. Armed by a small, hinged, spring-mounted plate rather than the simple fuse of a standard bomb, when the petard’s plate is pressed in, it strikes a flint to create a spark, just like a tinderbox. This spark ignites the bomb. A hunter can plant these in the ground, conceal the triggers with a bit of underbrush, and wait for an unlucky intruder to step on one of these manglers. Your readers must apply caution when handling petards, however; their triggers are notoriously sensitive to the slightest jostling.





Camouflaging Traps

Traps such as the clockwork fuse, triggered petard, cage trap, and tripwire alarm, can be easily circumvented by creatures that notice them. To camouflage a trap, hunters make a Hide check, but apply the *trap's* size modifier to the result (see the Hide skill in the *PHB*). Clockwork fuses, petards and tripwire alarms are all Tiny. The result of the Hide check becomes the DC of other creatures' Search checks to detect the concealed device.

Clockwork Fuse: To uninitiated eyes, this gnomish device resembles a plain-looking mantle clock affixed to a tinderbox. A hunter sets the clock face to whatever time he wants and fastens the end of a fuse to a clamp inside the tinderbox. The hunter can then wind up the contraption and leave it unattended; when the clock hands tick down to "midnight," the clockwork fuse automatically strikes a flint in the tinderbox, lighting the attached fuse. Although the gnomes of Mayvin create these devices to aid the dwarves in mining, your readers may find them of use when they wish (or need) to be nowhere near a bomb when it goes off.

Explosives

The petards listed here can be constructed with the Craft (gunsmithing) skill with a DC of 20. Information for the clockwork fuse is listed on Table 1-4. All explosives using fuses listed here and in the *Ravenloft* setting book are assumed to have a standard 2-inch fuse as a default.

Petard, Doorbreaker: When setting a doorbreaker, you must point it in a specific direction. The doorbreaker's blast radius is divided into three areas: It deals 3d6 points of damage to everything in the three spaces directly in front of it, 2d6 points of damage to its own space and to the two spaces to either side, and 1d6 points of damage to the space directly behind it. Creatures caught in the blast radius can make a Reflex save (DC 20) to take half damage.

Petard, Triggered: Setting a triggered petard requires a successful Dexterity check (DC 12). If you fail this check, the petard explodes as if you had triggered it. If you are hit by a bludgeoning attack or take falling damage while carrying a triggered petard, you must succeed at a Reflex save (DC 10 + damage suffered) or the petard is triggered by the impact. A triggered petard can be dismantled (or reassembled) with a successful Disable Device check (DC 20).

Each time a creature moves into a 5-foot-square area occupied by a triggered petard (or spends a round fighting while standing in such an area), the creature may step on the petard. Those who step into the area set off automatically if they are not aware of it. A Reflex save for those who enter the area that are aware of the petard. The petard explodes for 2d6 points of damage to everything in its blast radius, and the triggering creature's speed is reduced to one-half because its foot is wounded. This penalty lasts until the damage is healed. A charging or running creature must immediately stop if it steps on a petard. Any creature moving at half speed or slower can step around a petard with no trouble, assuming that it notices the lurking bomb.

Clockwork Fuse: The timer can be set for up to 12 hours. A successful Listen check (DC 15) can detect the quiet ticking of a wound clockwork fuse.

Table 1-3: Grenadelike Gunpowder Weapons

Weapon	CL	Cost	Damage	Blast Radius*	Range Increment	Weight
Petard, doorbreaker	8+	150 gp	**	5 ft.**	—	2 lb.
Petard, triggered	8+	180 gp	2d6	5 ft.	—	2 lb.

* A miss requires a roll for deviation as for regular grenadelike weapons, but rather than dealing splash damage to all creatures within 5 feet, the weapon deals the same damage to all creatures within the blast radius of where it actually lands.

** See text.



On Tools of the Hunt

In this section I'll present some items that your readers may find useful when detecting or defending themselves against the supernatural. Truth be told, hunters can never know *exactly* what may prove useful against a given foe, so they should always keep a close eye on opportunities presented by their surroundings.

Alchemical Field Kit: This padded leather case contains a handful of beakers, bottles, and tiny vials of various chemicals. A field kit is essentially a compact version of the full alchemist's lab one might find in an apothecary shop or wizard's abode. A skilled hunter should appreciate the ability to analyze strange substances or mix gunpowder while deep in an enemy's lair.

Beeswax: Once softened by fire, beeswax has several uses for the cunning hunter. First, she can use wax to seal the cracks and gaps around doors or windows, rendering them airtight. This waxen seal is no obstacle to incorporeal menaces, such as ghosts, but it does create a perfect barrier against the intrusion of gaseous creatures, such as vampires or spellcasters who have transformed themselves into mist. Half a pound of wax is enough to thoroughly seal the average window, and a full pound can seal the typical door. Of course, a hunter cannot then open that window or door without destroying the seal.

Some hunters use softened wax to seal their own ears. Although this can protect the deafened hunter from the dire effects of some unnatural sounds — such as the frightful moan of a banshee — depriving oneself of one's hearing makes as much sense to me as wearing a blindfold when battling a vampire just to avoid meeting the creature's gaze. In short, it is a reckless overreaction.

Flour: If a hunter suspects the presence of a charlatan while investigating a haunting, liberally dousing the floor with a coat of flour can reveal the truth. A truly incorporeal entity will cross the marked area without disturbing the flour. The same cannot be said for a charlatan who has simply used magic to render himself invisible. Even if your foe remains unseen, his footprints will be plain.

Herbal Candles: I'm sure that both of you are familiar with ladies' scented candles made from rose petals and other sweet-smelling herbs. The principle in creating these ladylike indulgences

can also be put to use by hunters to create candles infused with garlic, wolfsbane, or other chemical repellents. Creatures of the night with chemical vulnerabilities can be kept at bay by the scent of such tapers. Unfortunately, as I discovered once when facing a wererat with a vulnerability to stinkhorns, particularly pungent aromas can cling to a candle's user for weeks.

Editor's Note: Such candles are also the basis of at least one enchanted item, "gloaming candles," which are used to detect hags. The additional possibility of creating servant candles out of herbal tapers is an intriguing possibility. Both gloaming and servant candles are discussed in Chapter Three. —GWF

Lantern, Harness: A harness lantern resembles a miniature bullseye lantern. It sheds less light, which stealthy hunters may find a virtue, but its real value lies in the sturdy clip that allows it to be attached to a hunter's belt, backpack strap, or battle harness. A harness lantern thus provides light while leaving both hands free. A harness lantern can hold up to one-third of a pint of oil, which keeps it lit for two hours. Wear some padding between the lantern and your skin; it can be uncomfortably warm.

Logger's Spurs: Once strapped to a climber's feet, these spurs dig into a tree's bark, offering the climber extra purchase. The spurs' sharp blades extend below the soles of the wearer's feet, however. This makes walking in logger's spurs somewhat awkward, but does offer foes a nasty surprise should a hunter reward them with a swift kick.

Magnetic Compass: The heart of each of these ornate devices is a lodestone that, barring unusual circumstances, always points north. Beyond the obvious use in navigation, magnetic compasses can tip a hunter off to certain spectral manifestations. When I set out to destroy the wraiths of Torek Wood, my compass helped me to reach the heart of the forest. Something about the spatial warping of that ghost-haunted forest caused the lodestone to spin increasingly wildly as I approached the center of those bleak woods. As a word of warning to travelers, a compass is worthless in the Misty Border.

Tripwire Alarm: This gnomish device is a thick metal platter, usually measuring about a foot across. The platter contains a six-foot-long silk cord, wrapped around a spring-mounted wheel that automatically withdraws the cord. As the



spring wheel spins, it strikes numerous tiny bells built into the platter. The far end of the cord is lashed to a small metal loop.

To use a tripwire alarm, a hunter tucks the platter out of sight, then extends the cord and hooks the loop somewhere where it can be easily dislodged, such as on a jutting nail. These devices are most useful when the cord is stretched across a

Miscellaneous Equipment

Alchemical Field Kit: An alchemical field kit is required as a minimum to use the Alchemy skill. Unlike a full alchemist's lab, however, a field kit does not grant a bonus to Alchemy checks.

Beeswax: Half a pound of beeswax can completely seal all cracks in one 5-foot-by-5-foot area. Gases and gaseous creatures cannot penetrate openings sealed by wax. Characters who use wax to seal their ears are deafened until the wax is removed. A deafened creature is immune to language-dependent effects and sonic effects dependent on hearing, but suffers a -4 penalty to initiative, automatically fails Listen checks, and has a 20% chance of spell failure when casting spells with verbal components. It takes one minute to soften and apply enough wax to seal a creature's ears or all the cracks in one square foot.

Flour: One pound of flour can thoroughly coat one 5-foot-by-5-foot area.

Herbal Candle: If a creature has an aversion to the herb used in the candle (such as vampires to garlic), it must succeed at a Will save (DC 12) to enter a 10-foot radius around the lit candle. If a creature is harmed by the herb used in the candle (such as werewolves by wolfsbane), it must succeed at a Fortitude save (DC 12) or suffer a -1 penalty to attack rolls while within this radius. A creature in either situation must also make a Bluff check (DC 14) to conceal its disgust. An herbal candle burns for one hour.

Lantern, Harness: A harness lantern illuminates a cone 30 feet long and 10 feet wide at the end.

Logger's Spurs: The cost and weight given are for a pair of spurs. These spurs grant a +2 circumstance bonus to Climb checks. At the DM's discretion, they allow unarmed strikes to inflict normal damage when kicking. A strike with logger's spurs is otherwise considered an unarmed attack. Opponents cannot use a disarm action to against logger's spurs. Running is impossible while wearing spurs.

Magnetic Compass: A compass grants a +4 circumstance bonus to Intuit Direction checks and allows such checks to be made untrained. (It's still possible to misread the compass.)

Tripwire Alarm: The alarm's tripwire can be extended between any two adjacent five-foot areas. Each time a creature crosses the alarm's tripwire or spends a round fighting while standing in an area adjacent to the tripwire, the creature must make a successful Reflex save (DC 14) or set off the alarm. Any creature aware of the tripwire can step around it with no trouble if it moves at half speed or slower. A tripwire alarm can be disarmed without setting it off with a successful Disarm Device check (DC 15).

If triggered, a tripwire alarm rings for one round and is considered as loud as the audible effect of the *alarm* spell (see the *PHB*).

Table 1-4: Adventuring Gear

Item	CL	Cost	Craft (DC)	Weight
Alchemical field kit	5+	100 gp	glassblowing (20)	10 lb.
Beeswax	1+	1 gp	Handle Animal (5)	1 lb.
Flour	1+	2 cp	Profession (miller) (5)	1 lb.
Fuse, clockwork	9	500 gp	clockmaking (20)	1 lb.
Herbal candle	1+	2 cp	candlemaking (6)	*
Lantern, harness	3+	10 gp	blacksmithing (15)	1 lb.
Logger's spurs	4+	5 gp	blacksmithing (12)	4 lb.
Magnetic compass	9	15 gp	blacksmithing (10)	1 lb.
Tripwire alarm	8+	100 gp	clockmaking (20)	3 lb.

* No weight worth noting.





narrow opening, such as a doorway. Should an unwitting intruder come along and knock the cord loose, the spring wheel yanks in the cord and loudly peals its bells, immediately raising an alarm.

On Medical Devices

Successful hunters will face death many times in their careers; unprepared or foolish hunters will likely face death only once. In skilled hands, these contraptions can help your readers heal their wounds after a battle turns against them. I cannot add to what Doctor van Richten has taught you about the healing arts, but your readers may find that some of these devices have additional uses.

Chirurgery Kit: In addition to the usual bandages and vials in standard healing kits, this padded, compartmentalized case contains a selection of knives, scalpels, clamps, needles and thread. These tools are all used in chirurgery, a relatively new style of medicine gaining favor. I know van Richten had little liking for this "bloody business" but still carried a kit with him; he found the tools useful when examining corpses to determine the cause of death. His usual habit was to replace most of the case's supplies with his various monster-hunting kits: stakes, silver daggers, hand mirrors, spare holy symbols, and similar gear.

Leeches: Any good apothecary should be able to provide live leeches, usually selling them ten to a jar. Your readers can also collect a full crop of leeches simply by wading through a swamp. Chirurgeons claim that leeches can draw impurities from the blood, and from what I've seen they might be right. If a hunter suffers a venomous bite or is stabbed with a poisoned blade, he should apply a leech to the wound at once. The bite is painless, and the leech may suck away some of the toxins in the victim's blood, thus dulling the poison's lingering effects.

Hunters should keep in mind that leeches are living creatures that must be cared for. Keep them in fresh water and, of course, remember that they must be fed on a regular basis.

Restraint Board: This device is best described as a full-body splint, used to immobilize a subject too critically injured or too dangerous to be allowed to move. Seven thick leather straps bind the subject to a reinforced wooden board at the ankles, thighs, waist, chest, forehead, and each wrist. Restraint boards may be seen anywhere that deals in

pain, be it an operating theater or the parlor of a sadistic madman.

Sanguine Pump: These complex devices were introduced just two or three decades ago, though I'm not sure who first invented them or suggested their use. A sanguine pump attaches to a glass jug capable of holding up to a gallon of fluid, but it's the lid that matters. This lid features a small hand pump and metal tubing attached to two yard-long, hollow, waxed canvas tubes. Each of these tubes ends in a hollow metal needle, which is inserted in the vein of a living subject.

The intended use of the sanguine pump is to transfer fresh blood from one living subject to another. From what I've heard these "transfusions" are even more controversial than the practice of electrocuting the insane, however you wish to interpret that.

Once the needles are inserted, you work the hand pump to draw blood from the initial subject, just as you would pump a dragon pack. This blood can be pumped into the jar and stored (I understand blood can remain fresh for hours in near-freezing temperatures), or pumped directly into the veins of a secondary subject.

No one ever prospered from having pint after pint of his blood drained out, but apparently, an infusion of healthy blood can work wonders for an ailing secondary subject. In some cases, these transfusions can even bring the victim of a far more sinister bloodsucker back from the brink of death.

Straitjacket: These heavy canvas jackets use thick straps and long, closed sleeves to completely immobilize the wearer's arms. Alienists use them to keep the insane from doing themselves harm. Hunters may find them useful when restraining their foes, particularly spellcasters.

Syringe: These delicate little devices are glass tubes affixed to hollow metal needles. Syringes seem to work on the same principle as the sanguine pump; a syringe's tube can hold up to an ounce of fluid, and by pressing a plunger one can inject that fluid into a creature; a more genteel form of a viperbite weapon, if you will. Of course, a syringe can be used to draw fluids from a creature as well.

Editor's Note: Syringes are typically used by chirurgeons to inject harmless or beneficial substances into their patients, though of course they could be used for more nefarious purposes. See Chapter Four for a sampling of substances that can be applied through this method. —GWF



Medical Devices

Chirurgery Kit: Like a healer's kit, a chirurgery kit offers a +2 circumstance bonus to Heal checks. Its supplies are exhausted after ten uses. The chirurgery kit also offers a +2 circumstance bonus to Search checks when examining a creature's body for clues. This does not expend any of the kit's supplies. If used as a weapon, consider a scalpel a tool-quality straight razor.

Leeches: Applying a leech to an open wound is a standard action. If applied just after a wound is inflicted, a leech deals 1 point of subdual damage but provides a +1 synergy bonus to the Fortitude save to resist the secondary damage of injury-based poisons. Leeches are Fine aquatic vermin with 1 hp each.

Restraint Board: A restraint board can immobilize a Medium-size character. She loses her Dexterity bonus to Armor Class (if any), and opponents gain a +4 bonus to their attack rolls against her. A restrained character cannot cast any spells with somatic components. The restrained character can use the Escape Artist skill to slip free (DC 35). To break free requires success at a Strength check (DC 25). A leather strap has 10 hit points. If the one restrained has at least one arm free, she can fasten or release one strap as a move-equivalent action that provokes attacks of opportunity.

A restraint board for Small creatures costs the same price. For Large creatures, a restraint board costs 250 gp.

Sanguine Pump: Successfully attaching one of a sanguine pump's tubes to a subject requires a successful Heal check (DC 15). Once attached, you can pump blood out of a living creature, inflicting 1 point of temporary Constitution damage for every ten full-round actions (one minute) spent pumping. Blood pumped out of the initial subject

can be pumped into a secondary subject at the same time. If both subjects are of the same race, the secondary subject can recover 1 point of lost temporary Constitution damage for every "point" of blood pumped out of the initial subject. (This cannot boost the secondary subject beyond her normal Constitution score, however.) If the two subjects are of different races, the secondary subject instead suffers 1d3 points of temporary Constitution damage for every "point" of blood pumped into her. (These rules overlook the issue of blood typing for the sake of playability.)

Diseases (including magical diseases like mummy rot and disease-like curses like lycanthropy) can be spread through blood transfusions. The recipient of diseased blood must make a Fortitude save as if exposed to the original source of the disease. In the case of lycanthropic blood, for example, the recipient must succeed at a Fortitude save (DC 18 in Ravenloft) or contract lycanthropy from the donor.

Straitjacket: A straitjacket binds the arms of a Medium-size subject. A character in a straitjacket cannot perform any actions requiring the use of her arms. The bound character can use the Escape Artist skill to slip free (DC 35). To tear free of the straitjacket requires success at a Strength check (DC 24). A straitjacket has 15 hit points.

A straitjacket for Small creatures costs the same price. For Large creatures, a straitjacket costs 200 gp.

Syringe: A syringe can deliver one dose of an injury or contact poison (including harmless substances) with a successful melee attack roll. If the attack roll is high enough to connect (a touch attack) but does not penetrate the target's full AC, the syringe breaks. The syringe itself deals no damage.

Table 1-5: Medical Devices

Item	CL	Cost	Craft (DC)	Weight
Chirurgery kit	7+	75 gp	varies (20)	5 lb.
Leeches (10)	—	1 sp	—	*
Restraint board	5+	25 gp	leatherworking (10)	15 lb.
Sanguine pump	9	50 gp	glassblowing (20)	1 lb.
Straitjacket	4+	20 gp	Profession (tailor) (10)	5 lb. ***
Syringe	9	10 gp	glassblowing (20)	**

* No weight worth noting.

** Ten of these items together weigh 1 pound.

*** This item weighs one-quarter this amount when made for Small characters.



Chapter Two:
Faith and Fury



saw Eternity the other night
Like a great Ring of pure and endless light,
All calm as it was bright.
O fools (said I,) thus to prefer dark night
Before true light

To live in grotts, and caves, and hate the day
—Henry Vaughan, “The World”

Editor's Note: Turning from mundane tools to the arts of magic, we scoured Dr. van Richten's journals for occult researchers whom we could trust. The good doctor named many mages his friends over the years, but Shauten's final betrayal stands as a warning against the insidious allure of such otherworldly power — a warning I must stress despite my own dabbling in magical matters. “Power corrupts,” as they say. Perhaps this risk of moral decay is the seed of truth at the heart of legends that speak of reckless witches being transformed into hags? Fortunately, we can safely vouch for the upright character of our next correspondent, Perseyus Lathenna, a name already familiar to many scholars of the arcane. —GWF

Dear Mlles. Weathermay-Foxgrove,

I was surprised and delighted to receive your letter, and even more so to find that Rudolph van Richten had mentioned me in his notes. I was only fortunate enough to meet the great man once, when he visited my village while investigating the Laughing Man of Valachan. I was honored to have the opportunity of opening my house to him and found him to be a remarkable man. He had suffered far more than I had during his life. Unlike myself, he was not embittered by his tragedy. In the brief time that he stayed with me, he taught me to overcome the trials that had shaped my life to that point and reacquaint myself with the world. He remains an inspiration to me to this day and I am glad that I can still help you in whatever modest way I can. You are to be commended for compiling and releasing the notes your uncle collected during his adventures.

Magic is a powerful weapon against the forces of darkness, but remember that, like any weapon, it must be treated with respect. Magic is far more dangerous than a dagger when used irresponsibly. Folktales are full of examples of people who misuse magic and suffer for it. Many of those stories have their roots in truth. This is not to say that magic should not be used or is intrinsically evil, as the fools in Tepest would have you believe. While the gullible believe that demons give practitioners magic in exchange for the soul, the wise know that magic a tool and weapon, dangerous when used for

evil or by the careless. Even so, magic has brought much joy to my life and I believe that our world would be greatly impoverished by its loss.

I hope that you have received enough training to copy my spell descriptions for your book. My handwriting is somewhat more spidery and a good deal more illegible than yours is — the legacy of a hard life spent having to struggle for one's supper rather than meeting with penmanship tutors, I fear. If you need any help deciphering the runes of power or find something confusing, simply let me know. I am always available to help.

Editor's Note: Due to the complexity of magical notations and the dangerously imperfect nature of the printing press, we are unable to provide actual spells in this book. Instead, we can merely offer Lathenna's descriptions and the assurance that these incantations are not difficult to find. We would be more than happy to assist any mage who comes to us and demonstrates his or her good intentions. —GWF

Spells to Aid an Investigation

*Eyesight and speech they wrought
For the veil of the soul therein
His life is a watch or a vision
Between a sleep and a sleep*

—Algernon Charles Swinburne, “Atlanta in Calydon”

As a scholar, my preferred spells are those that involve the gathering and recording of information. However, these spells are just as vital to the wandering adventurer as they are to the sedentary scholar. If you should encounter a village plagued by a recent rash of murders, these spells will aid you in leading the murderer to justice or tracking the perpetrator down before anyone else falls victim to such evil. Spellcasters should not ignore these spells, simple and lacking in glory though they may be. As in most situations, simplicity is far better than opulence — these spells may save your life, or that of an innocent, one day!

Use Natural Creatures

By means of the *dark sentinels* spell, the caster calls upon a flock of birds to take to the sky in a swirling, calling cloud of small bodies, locating monstrosities that disrupt nature by their very existence. As if following some strange twisting of their seasonal migration, the flock is always drawn first to an undead creature, then a hag, and finally





to a fiend, should such monsters be present in the region.

Editor's Note: As children, we often heard tales of the great half-elf warrior known only as Silence. It was said that she had some bond with the birds of the forest, which led her unerringly towards the minions of darkness that she hunted. Having learned of this spell, I am led to believe that Silence was a druid (or perhaps a sorcerer with some martial training) who specialized in this spell. Although I have heard nothing of her during the past few years, I believe that she would make a powerful ally for adventurers lucky enough to meet her. —GWF

Dark Sentinels

Divination [Mind-Affecting]

Level: Drd 5, Sor/Wiz 5

Components: V, F

Casting Time: 1 minute

Range: See text

Target: A flock of black birds

Duration: See text (D)

Saving Throw: See text

Spell Resistance: No

This spell must be cast on a flock of black birds, which become the "sentinels" of the spell. As casting is completed, the birds seek out the nearest undead creature within the same domain. They settle on whatever surface they can around the creature or its lair. Once a creature is targeted, the birds follow it everywhere. The bravest birds even land on the undead if they can, clearly marking its unnatural presence. If the monster leaves the domain once targeted, the flock follows it.

If the undead is destroyed, the birds take flight again, leading the caster to the lair of the most powerful hag within one mile per caster level. Finally, if the hag is killed, the birds seek out the closest outsider with either the Good or Evil descriptor.

The caster can sense the general location of the flock at all times.

Creatures targeted by the flock may make a Will save to avoid being detected by the birds. If the save is successful, the birds seek out the next closest undead or fiend, or the next most powerful hag, who also gets a save to avoid notice.

The spell ends if all the birds are killed, if the caster doesn't find the flock within one week of casting the spell or slaying the previous creature, or if the sentinels can find no creatures of the necessary type within range. (In other words, if a given

domain contains no hags, the flock disperses rather than moving on to seek out a fiend).

The order in which the birds seek out creatures never changes. If the caster wants to use the *dark sentinels* to find the closest fiend, he must first hunt down the closest undead and the most powerful hag within range. Also, the birds target the fiend closest to the hag, not to where the caster casts the spell, so truly unlucky casters may not target the fiend they are after.

Focus: A flock made up of at least 50 birds that are largely black in color. Ravens, black ducks and even darkly colored pigeons are suitable.

Know What You're After

This spell attunes the caster to the physical evidence left by the passage of some creature. This spell is invaluable for spellcasters tracking a beast through the wilderness; I am told the elven rangers of Sithicus swear by it.

Identify Spoor

Divination

Level: Rgr 1

Components: V, S, F

Casting Time: 1 action

Range: Touch

Target: 1 corporeal creature

Duration: 1 hour/level

Saving Throw: None

Spell Resistance: No

When utilizing this spell, the caster becomes unusually attuned to a particular creature. Upon finding a footprint or similar piece of evidence (the focus of this spell), casting *identify spoor* allows the caster to determine what made that mark. The subject's general species (a wolf-like being of some kind, or an elf, for example) and its size can be identified. If the spoor is actually a piece of the creature (such as hair or blood), the caster receives a momentary vision of the subject's appearance at the time it left the spoor.

In addition to the above effect, the knowledge bestowed by *identify spoor* grants the caster an effective +4 insight bonus to any attempt to track that creature for the spell's duration.

Focus: A footprint, dropped handkerchief, tuft of hair or similar trace of the targeted creature.

Link Minds

This spell links the caster's mind with the memories of a touched creature or corpse, allowing





the caster to relive what the subject thinks of as the single most important moment of its life. This can often give the caster valuable insights into the subject's motives.

Immerse Mind

Divination [Mind-Affecting]
Level: Clr 3, Sor/Wiz 3
Components: V, S
Casting Time: 1 action
Range: Touch
Target: One creature or corpse
Duration: 1 round
Saving Throw: Will negates
Spell Resistance: Yes

This spell allows the caster to immerse her mind in the touched creature's (or corpse's) memories, calling forth the single most important moment of that creature's life. If the subject is dead or undead, the defining moment is probably, but not necessarily, the creature's death.

For other creatures, the scene viewed may vary immensely, including such diverse memories as the death of someone close to them, completing their apprenticeship, or having a baby. However, the resulting memory is probably the same if this spell is cast on the same person later, especially if the castings are in quick succession. The caster has no control over what is viewed.

Exactly what the caster experiences depends on what the subject and her culture considers important. This is a very useful way to gain insights into another culture or the subject's alignment (what evil characters consider to be their defining moment will probably be quite different to that of a good subject, although this is not a foolproof method). This spell gives the caster a +4 insight bonus to all Diplomacy and Bluff checks to the relevant individual and decreases her OR by -1 for other members of the same culture. The caster only gains this bonus to her OR if she casts the spell on a member of another culture, but the insight bonus remains regardless of the culture of the target. Repeated castings do not stack.

Most shared memories seem to last no longer than a minute, but all memories—even those that feel much longer—are actually experienced by the caster during a single round. Sharing the memory of a violent death is enough to prompt a Madness save. If the caster has the Reincarnated feat, she gains a +4 morale bonus to this save. Even if the caster is driven insane, she still remembers the

memory completely (unless the Madness effect blots it out, of course).

Ferret Out the Secret

This spell forces a lycanthrope to change shape. I include it largely for completeness' sake. Although it has obvious uses in rooting out a lycanthrope disguised in human form, it is a crude—even *cruel*—method of investigation. Instead, *induce lycanthropy* is usually the tool of those who seek to enslave a known werebeast.

Induce Lycanthropy

Transmutation
Level: Drd 4, Rgr 4, Sor/Wiz 4
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Lycanthrope touched
Duration: 1 hour/3 levels
Saving Throw: Fortitude negates
Spell Resistance: Yes

This spell forces the targeted natural or afflicted lycanthrope to assume a bestial alternate form, as if affected by its trigger. If the lycanthrope has both animal and hybrid forms, it can choose which form to assume. If the lycanthrope can control its changes, it can transform between its animal and hybrid forms during the spell's duration. Until the spell's duration ends, the lycanthrope cannot assume its humanoid form.

The targeted lycanthrope transforms immediately, losing its next standard action to do so. Unlike *polymorph other*, this spell overrides a natural shapechanger's ability to resume its natural form. This spell has no effect on non-lycanthropes. *Induce lycanthropy* and *suppress lycanthropy* counter each other if cast on the same subject.

Casting this spell requires a powers check.
Material Component: A sprig of wolfsbane.

Pay Attention

Many of us overlook the clues we need most, then berate ourselves later. With the *insight* spell, you need do so no longer!

Insight

Divination
Level: Sor/Wiz 2
Components: V, M
Casting Time: 1 full round





Range: Personal

Target: You

Duration: 1 round/level (D)

The *insight* spell imbues the caster's vision with an unearthly degree of acuity. Clues that the caster would normally overlook seem to leap out with unnatural clarity, allowing him to notice even the smallest details.

This spell gives the spellcaster an effective +10 insight bonus to Search and Spot checks.

Material Component: The eye of a hawk, eagle, or similar bird of prey.

See the Other Side

Sometimes it is enough simply to know that you can see what you sense. This spell is invaluable for locating those places where ghosts and such lurk.

See Ethereal Resonance

Divination

Level: Clr 2, Sor/Wiz 3

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

With this spell, the spellcaster grants a subject the ability to see the ever-shifting landscape of the Near Ethereal—what most folk call the spirit world. The subject experiences the world as through the eyes of a ghost. The subject becomes able to see all the ethereal resonance within 60 feet. The resonance appears as a translucent blush of color over the natural tones of the area. Thus, a sinkhole of evil may appear with a ghostly taint of black, while a brothel would be vibrantly painted with red and purple. In areas of particularly powerful ethereal resonance, resonating objects may become distinctly visible, though they remain intangible to creatures on the Material Plane.

This spell does not allow the subject to sense ethereal creatures unless their ethereal resonance is unusually noticeable for some reason (in the case of a ghostly darklord, for example).

While the spell is in effect, the subject's Will saves are modified by ethereal resonance (and sinkholes of evil) as if the subject was in the Near Ethereal. (See "Sinkholes of Evil" in the *Ravenloft* setting book.)

Spells of Offense



*was angry with my foe:
I told it not, my wrath did grow.
And it grew both day and night
Till it bore and apple bright.
In the morning glad I see,*

My foe outstretched beneath the tree.

—William Blake, "A Poison Tree"

Dear Gennifer and Laurie,

In the time since we last corresponded, I have contacted some of my other acquaintances, requesting that they send me notes for some of the spells they have collected. At first, many seemed unwilling (wielders of magic are untrusting, jealous people at times), but at the mention of your uncle's name, they eagerly assisted in the continuation of his legacy. People can be very strange, to be swayed by the shadow of a man they've never met, don't you agree?

Editor's Note: It is wonderful that even after his death, Rudolph van Richten remains a vital unifying force for good. We can only hope that our small parts in his legacy will prove one tenth as successful as he was, and still is. —LWF

So, for the spells of offense and defense that I reveal in this letter, I must thank my dear friends, Savepalli Zakir of the University of Tvashtri in Sri Raji, Jacqueline and Pierre Lonsdale of Dementlieu, and the spellbooks of the now-deceased Jonathan Hargreave of Paridon. I must also extend my sincere and somewhat surprised thanks to Mistress Eleni of Hazlan for her unexpected (and unsolicited!) gift of a pamphlet describing some unusual battle magic. I hope these spells are a rewarding study for those educated people that read your book. Perhaps, armed with these spells and an experienced chaperone, you may even be able to take time from your luxurious lifestyles to hunt a goblin or a poltergeist someday!

Make the foe Uncomfortable

With this spell, you may be able to keep powerful foes at bay with nothing more than a bit of trickery.

The spell has no noticeable qualities for you; you cannot even sense a shadowy presence while the spell is in effect. You learn nothing about a particular creature's allergen.

Allergen

Illusion (Phantasm) [Fear, Mind-Affecting]





Level: Brd 2, Sor/Wiz 3
Components: V, S, F
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: 1 creature
Duration: 1 round/level (D)
Saving Throw: Will negates
Spell Resistance: Yes

This spell plays upon the deep psychological and physiological revulsion towards certain objects that some creatures possess. If the targeted creature fails its Will save, it becomes convinced that the focus item the caster presents is its allergen. How it reacts depends on the creature's personality, how strong its aversion is, and how threatening the caster chooses to be. If the allergen fascinates the subject, enrages it or prevents it from approaching (like garlic to a vampire), then that takes effect normally. If the allergen would normally kill the creature (as wolfsbane does to a werewolf), that creature must make a Fear save against the spell's DC. Particularly aggressive creatures that succeed at the Fear save may attack, however, trying to wrest the illusory allergen away from the caster. Once the spell ends, the subject's senses return to normal. If they can still see (or otherwise sense) the focus, they realize that the caster has made a fool of them. If not, they may continue to believe that he possess their allergen.

This spell can be used against lycanthropes, vampires, any ghost or ancient dead that has a allergen due to some salient power, and any other creature that has a chemical vulnerability or crippling reaction to an object of some kind. People with unnaturally strong phobias (such as those created by Aversion or Revulsion Horror effects) can also be frightened by the allergen. However, as a golem's zeitgeber is subtly different to a true allergen, this spell does not affect dread golems.

Note: Although this is a mind-affecting spell, it has been specially formulated to affect undead. Their immunity to mind-affecting spells does not apply but they do receive a +4 racial bonus to their Will save.

Arcane Focus: Any small object, which caster presents as the allergen.

Chastize the Guilty

This spell causes others to feel guilt for their misdeeds. While this spell can be used responsibly to reform a villain, be warned that overuse is considered by some to be a form of torture.

Awaken Guilt

Enchantment [Mind-Affecting]

Level: Brd 4,Clr 3,Pal 3
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: See text
Saving Throw: Will negates
Spell Resistance: Yes

By touching the subject of this spell, the spellcaster awakens all the remorse and regret that lies within the subject's heart. Obviously, this spell can only affect subjects who are capable of feeling guilt and have reason to feel guilty. Irredeemably evil creatures like fiends, flawlessly good creatures like celestials, and non-intelligent or amoral creatures such as animals and beasts are immune to *awaken guilt*. At the DM's discretion, some darklords and Innocents may also be immune.

If the subject can be affected by the spell and fails its Will save, she falls into Mental Shock (see Madness effects in chapter 5 of the *Ravenloft* setting book) for 1d6 minutes. During this time, the subject relives her most morally reprehensible, selfish and aggressive acts. The spell tears away the subject's illusions, allowing her to see precisely how cruel and vicious she was. In some cases, these memories may require that the subject make a Horror save.

When the subject recovers from the Mental Shock, she often tries to remain a good person for as long as possible. How long this determination to improve lasts is a matter of DM discretion, but it generally takes a number of weeks equal to the spell's caster level for the subject to return to her old habits.

As implied above, the subject's moral character has less effect on this spell than the subject's sense of self. The noblest priest can fall victim to this spell if he *believes* that he has a shameful past, while a truly vile character may be unaffected due to her penchant for blaming others for her failings.

In some cases, this spell may cause permanent (though voluntary) alignment change. Evil characters may see the error of their ways and completely change their lives. However, this spell can just as easily strip a character of all moral restraint. If cast once too often on good subjects, they may become disillusioned, realizing that no matter how hard they try to be good, they continue to do hurtful things. Convinced that it is impossible to avoid





disappointing and hurting those around them, they may become selfish and bitter.

Material Component: A bushel of rosemary.

Evoked the Positive

The *danse macabre* is a variation of a Souragnien ritual developed by my good friend, Jacqueline Lonsdale (who you may remember as a star of the Chateaufaux opera). She was inspired to develop the dance by a showman who had traveled aboard the pleasure boat, *River Dancer*, and his amazing tales of the *dance of the dead*. Jacqueline, of course, stripped the ritual of its more unpleasant aspects.

Danse Macabre

Evocation

Level: Brd 6, Clr 6

Components: V, S

Casting Time: 1 full round

Range: 60 ft.

Area: Emanation centered on caster, to the limit of the range

Duration: See text

Saving Throw: See text

Spell Resistance: Yes

By performing the highly ritualized steps of this occult dance, the caster conjures a field of terrible, corrosive energy from what some call the "Positive Energy Plane." Although dangerous to living creatures, this vital force is particularly destructive to the undead. When the dance begins (after casting is complete), all living creatures within range must make a Fear save or become panicked. Undead, whether corporeal or incorporeal, must make a Fortitude save or be paralyzed. The undead are held in place by the flow of positive energy for as long as the caster keeps dancing. Should an undead or living creature enter the area at any time after the dance has begun, it too must make a successful saving throw or be paralyzed or panicked as normal. Creatures must continue to make saving throws each round they remain within the spell's area.

After at least one round of dancing, the caster can choose to alter the spell slightly to draw even more energy into the area. This dance deals 1d6 points of damage per caster level to all undead in the area of effect (to a maximum of 15d6). It also causes 1d6 points of damage per two caster levels to any living creatures (to a maximum of 7d6). Crea-





Chapter Two

tures who successfully make Fortitude saves take half damage. (The undead do not automatically succeed at this saving throw.) This damage is also considered blessed.

The caster may continue dancing for as long as he concentrate, and he is shielded from the effects of the spell for a total number of rounds equal to his Constitution score. After this duration, however, the caster begins to suffer damage following the rules above. The caster must make a Concentration check to continue dancing each round he take damage.

After the first round, which must be used to paralyze the undead and drive away living creatures, the spellcaster can choose each round whether to invoke the dance's more destructive effects.

The ancient dead, which are maintained by positive energy, are not damaged by the *danse macabre*. Instead, they gain 1d6 hit points per caster level each round that they remain in the spell's area. These hit points can exceed the ancient's usual maximum; they persist as temporary hit points for 1 hour for each of the caster's levels. However, if the ancient gains more than twice its maximum hit points, it explodes in a fiery ball of energy, literally filled past its capacity to hold the energy. This explosion inflicts 1d6 points of damage to everything in a 10-foot radius for each Hit Die the ancient possessed.

Weaken Constructs

This spell attacks constructs, weakening them. Although casting this spell does place you at a certain degree of risk, your allies will assuredly thank you when their swords finally start biting the golem's hide.

Deconstruct

Abjuration

Level: Sor/Wiz 4

Components: V, S

Casting Time: 1 action

Range: Touch

Target: Construct touched

Duration: 1 round/level

Saving Throw: Fortitude negates (object)

Spell Resistance: Yes

If the targeted construct fails its saving throw against this spell, the magic which binds it together weakens, making it more susceptible to normal weapons. Its damage reduction is reduced by 10/+1 (to a minimum of 5/+1). Thus, a golem with

normal damage reduction of 15/+1 would be reduced to 5/+1 while affected by this spell, while a golem with damage reduction 30/+2 would be reduced to 20/+1.

Weaken the Dead

Two words of warning, concerning this spell: First, this necromantic dweomer "fights fire with fire," so to speak, and thus its use is not entirely without spiritual risk. Second, be aware that another version of this spell exists, *augment undead*, which instead *strengthens* an undead subject's defenses against divine retribution.

Diminish Undead

Necromancy

Level: Clr 3, Ngt 3, Sor/Wiz 3

Components: V, S, F

Casting Time: 1 action

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

Target: One undead creature

Duration: 1 minute/2 levels

Saving Throw: Will negates

Spell Resistance: Yes

This spell temporarily disrupts the loathsome forces that drive the undead ever onward, rendering them temporarily vulnerable to the cleansing power of divine magic. The targeted undead creature suffers a -1 sacred penalty to all saving throws and a -3 sacred penalty to its turn resistance. This spell affects only undead with at least 3 fewer Hit Dice than the caster has levels (i.e. a fourth level caster would be needed to affect a 1HD undead).

Focus: A scrap of clothing from any undead creature.

Casting this spell requires a powers check. This spell is usually cast for altruistic purposes, however, halving the chance of failure.

Strengthen Evil

As I stated earlier, this is the opposite of Diminish Undead and might be used by someone seeking greater power. Obviously, no one in his right mind would do so a thing, but it is always best to be aware of what might be arrayed against you.

Augment Undead

Necromancy [Evil]

Level: Clr 3, Wiz/Sor 3

Duration: 1 minute/level (D)

Saving Throw: Will save negates (harmless)

Spell Resistance: Yes





This spell functions in the same manner as *diminish undead*, except the targeted undead receives a +1 profane bonus to all saving throws and a +3 profane bonus to its turn resistance.

Casting this spell requires a powers check.

Lay the Unnatural to Rest

This spell is popular among those religions, particularly that worshipped by the Akiri, which maintain that a being's corpse must be intact in order for that being to achieve eternal rest. *Eternal slumber* not only prevents the target from being raised as undead, but allows those who have already been animated to return to their afterlife,

Eternal Slumber

Abjuration

Level: Clr 7

Components: V, S, XP

Casting Time: 1 minute

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

Target: 1 dead or undead creature

Duration: See text

Saving Throw: See text

Spell Resistance: Yes

Eternal slumber rids the world of the undead, destroying them without harming their bodies so that their souls can still enjoy their afterlife. If this spell is cast on a corpse, the subject becomes immune to *animate dead*. The recipient also gains spell resistance equal to (10 + caster level) to any other spells that would interfere with its eternal reward, such as *create undead* and *create greater undead*. This acts as a permanent ward for that corpse.

If *eternal slumber* is cast upon a victim slain by an undead with the *create spawn* ability, the spell can also prevent the subject from rising from its grave. If the corpse was an unwilling victim and the undead it would become has fewer Hit Dice than the caster has levels, the subject will not rise from the grave. If the subject was a willing participant or the undead it is due to become has more Hit Dice than the caster's levels, the subject must make a level check (1d20 + subject's Hit Dice) against the spell resistance described above. If the subject succeeds at its level check, the corpse still animates as undead.

If *eternal slumber* is cast upon an existing undead creature, that subject must make a Will save. If the save succeeds, the subject becomes immune to the caster's *eternal slumber* spells for one week and

suffers no ill effects. If it fails, the subject feels an overwhelming desire to return to its grave. This desire persists for one hour per caster level; if the undead can reach its grave in this time, it immediately falls into a stupor. If the desire wears off before the undead can return to its grave, it suffers no adverse effects. This stupor generally prompts ghosts to move on to their eternal reward. Vampires and ancients only sleep until their bodies are physically disturbed.

Liches, however, are affected somewhat differently. If they fail the Will save, they are banished to their phylacteries for 24 hours. However, they remain fully aware during this time and return to their own bodies or the nearest corpse when the time is up.

This spell has no effect on living creatures. Darklords gain a +4 bonus to their saves and automatically wake at the next dusk. Those foolish enough to use this spell against darklords should probably use the time they gain to flee the domain; the lord is unlikely to forgive or forget this offense within the caster's lifetime.

Control the Enemy's Needs

The victim of this spell is overcome with a sudden, overpowering sense of thirst. The proudest aristocrat will scabble on his knees in the street to drink from a puddle when affected by *insatiable thirst*. Of course, this spell does not affect creatures for whom the concepts of food and drink are entirely foreign, such as elementals or most constructs. Against creatures of flesh and blood, however, such as lycanthropes, goblins, or the slithering beasts of the sea, this spell can provide a timely distraction.

Insatiable Thirst

Enchantment [Mind-Affecting]

Level: Brd 1, Drd 1, Rgr 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

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

Target: 1 living creature

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

The victim of this spell does anything within the limits of its alignment to consume any potable liquid it can find while it is affected. Of course, the victim does not become an imbecile and will not knowingly drink harmful liquids such as poison or





acid. The victim is also allowed to take free actions like calling for help. If the only way for a victim to slake its thirst is to get past an opponent or other obstacle, it will resort to violence. A successful Concentration check (which can be attempted untrained) allows the victim to ignore its thirst long enough to perform more complex actions, such as casting a spell or attacking. The victim must make the check each round it wishes to ignore its thirst.

Aquatic creatures suffer a -2 racial penalty to their saving throw.

Target the Enemy and Its Allies

Lichbane daggers is one of the few spells that have been developed specifically to combat liches. It can be devastating when used against those "lords of the undead"; not only do the *daggers* unerringly strike their target, they then channel the damage they inflict through the lich to its minions and vice versa.

Lichbane Daggers

Evocation

Level: Sor/Wiz 5

Components: V, S

Casting Time: 1 action

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

Target: Up to 1 creature per level, no two of which can be more than 30 ft. apart, or 1 lich

Duration: Instantaneous

Saving Throw: Fortitude half (object)

Spell Resistance: No

If the target of this spell is the lich itself, it is struck by an intense bolt of pure white light that inflicts 1d6 points of damage per caster level (maximum 15d6). However, half of the damage that the lich would suffer is instead transferred to all of the undead that it currently controls. This includes any undead created by the lich through spells or supernatural abilities, and any that have fallen under its sway due to the *undead control* or *undead mastery* abilities. It does not include any self-willed undead that obey the lich out of fear or loyalty rather than magical control. The channeled damage is spread evenly among the lich's minions.

If the target(s) of the *daggers* are undead creatures controlled by the lich, a number of tiny bolts of energy shoot forth from the caster's hands. Each bolt inflicts 1d6 points of damage and can be targeted at a single minion or several minions (within the limits described above under "Tar-

get"). Each targeted minion can attempt one Fortitude save (regardless of the number of bolts that strike it) to take half damage. Half of the total damage the targeted minions would be dealt by this spell is instead transferred to the lich that controls them.

Example: Two minion vampires are under the control of a lich. One of these vampires is struck by *lichbane daggers* cast by a 9th-level wizard. The caster rolls 9d6, dealing a total of 31 points of damage. Unfortunately, the vampire makes a successful Fortitude save and suffers only 15 points of damage. Half of this again (a quarter of the damage originally rolled) is transferred to the lich itself: The vampire and the lich each suffer 7 points of damage. If the caster had targeted the lich with the same results, the lich would suffer 7 points of damage, while each vampire suffered 3 points of damage.

If a creature or object struck by *lichbane daggers* is not controlled by a lich, it suffers only 1d4 points of damage per caster level, to a maximum of 15d4.

Trap Your Enemies

Editor's Note: Although van Richten introduced this spell in his "Guide to Fiends," and it was included in our recent compendiums of his work, we have decided to offer it again here for sake of reference. *Fiends* are one of the most terrifying and powerful forces for evil our world can know, and all adventurers should be aware of what is needed to destroy them. If spreading this information involves publishing descriptions of the same ritual everywhere we can, so be it. Be warned, however, that even with a mystick cage only the luckiest, strongest and wisest heroes will be able to defeat a true fiend. —GWF

Mystick Cage

Conjuration (Summoning)

Level: Clr 6, Sor/Wiz 7

Components: V, S, F

Casting Time: 1 minute

Range: Unlimited (within domain)

Target: 1 fiend

Duration: 30 minutes

Saving Throw: None

Spell Resistance: See text

This spell is perhaps the most powerful tool in a demon hunter's arsenal. With it, the caster can summon a fiend and trap it within its phylactery (see pg 132). A fetish, an object representative of the fiend (ideally its phylactery), must be placed on





the pedestal in the center of the cage just before the spell is cast. This involves chanting the fiend's true name; if an alias or the wrong name is used instead, the spell fails and has no effect. However, if all goes well, the fetish is summoned into the container that hangs above the pedestal, and the fiend takes its place in an explosion of mist.

As long as at least four living creatures that were present at the start of the spell remain within the cage, the fiend is rendered unable to leave the cage's boundaries, whether by magic, planar travel or physical movement. The caster can stand as one of these guardians and still maintain the spell. Unfortunately, being able to trap the fiend is not without cost; the guardian creatures lose 1 hit point each minute. No saving throw is possible to avoid this damage, but a spellcaster's concentration is unaffected by the draining.

The fiend can escape if it physically destroys the cage or if fewer than four of the original life forces remain. Most fiends realize instinctively that the easiest way to escape is to kill its guardians or otherwise convince them to leave the cage. The *mystick cage* grants no protection against any of the fiend's magical abilities or physical attacks.

The spell ends when the fiend returns to its phylactery. This occurs when the fiend is reduced to 0 hit points or after 30 minutes (whichever occurs first). Once the fiend is returned to its phylactery, it is trapped there for 24 hours. If the phylactery is destroyed during this time, the fiend is permanently annihilated. As an outsider, the fiend cannot be restored to life. Note that if some object other than the phylactery is used in the *mystick cage*, the fiend still retreats to its phylactery, wherever it may be. If the caster does not have it in his possession, he must find it within one day to be sure of destroying the fiend. If the fiend does not have a phylactery, it is permanently destroyed at the climax of this spell.

If the phylactery is used as the fetish for the cage, the spell bypasses the fiend's spell resistance, automatically summoning and trapping the creature. If some other object is used, spell resistance still applies.

This spell can affect only creatures with a reality wrinkle. This includes all outsiders with the Good or Evil descriptors, including native outsiders such as lawful good or lawful evil monks with the Perfect Self ability. Mortal creatures that temporarily become an outsider through spells do not

gain a reality wrinkle and thus cannot be summoned to the cage.

Focus: A fetish (some object representative of the fiend to be summoned) and the cage itself. The circular cage is composed of wood and wrought iron and has a diameter of 30 feet. Constructing the cage costs 5,000 gp, plus another 1,000 gp for every 5 feet of diameter over 30 ft. This includes the cost of holy water and consecrated tapers that must be integrated into the cage to contain the fiend.

Weaken and Conquer

Like *insatiable thirst*, this spell is of precious little use against unliving horrors such as constructs or the undead. A *ray of fatigue* can prove quite useful against living foes, however, particularly if one wishes to impair a foe without causing lasting harm.

Editor's Note: We recommend using this spell against such opponents as allies whose actions are compelled by evil enchantments, or an afflicted lycanthrope who will revert to an innocent come dawn. —LWF

Ray of fatigue

Necromancy

Level: Drd 1, Sor/Wiz 1

Components: V, S

Casting Time: 1 action

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

Effect: Ray

Duration: 1 round/level

Saving Throw: Fortitude negates

Spell Resistance: Yes

The victim of this ray becomes *fatigued* for the duration of the spell. The victim cannot run or charge and suffers an effective -2 decrease to Strength and Dexterity. If the victim is already *fatigued*, she becomes *exhausted* (can move at only half normal speed and suffers a -6 effective decrease to Strength and Dexterity). At the end of the spell's duration, the subject returns to her previous state.

Casting this spell requires a powers check unless used for altruistic means.

Disable and Incapacitate

This disabling spell can give you an edge in battle and is often an effective means of incapacitating when one does not wish to kill.





Rheumatism

Transmutation

Level: Brd 1, Drd 1, Rgr 2, Sor/Wiz 2

Components: V, S, F/DF

Casting Time: 1 action

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

Effect: Ray

Duration: 2 rounds/level

Saving Throw: Fort negates

Spell Resistance: Yes

This spell sends a bolt of energy from the caster's hand to strike an enemy and fuse his bones into arthritic mounds, making it almost impossible to move or bend the afflicted limb. The precise effect depends on where the bones are fused. Under normal circumstances, the ray strikes a random joint. On a critical hit, however, you can decide precisely where the bolt strikes.

d%	Location	Effective Modifiers
01-05	Foot	Dex -2
06-20	Knee	Dex -4. Speed reduced by one quarter. -4 competence penalty to attack.
21-40	Pelvis/Back	Dex -6. Speed halved. -8 competence penalty to attack.
41-50	Hand/Wrist	Cannot grip (or release) held objects or use arm to cast spells with a somatic component. -2 competence penalty to attack.
51-65	Elbow	Cannot use arm to cast spells with a somatic component. -4 competence penalty to attack.
66-85	Shoulder	Cannot use arm to cast spells with a somatic component. -6 competence penalty to attack.
86-00	Neck/Head	Cannot speak, turn head or cast spells with a verbal component. -2 competence penalty to attack.

Creatures without a skeleton (such as plants, oozes, and many aberrations and constructs) are immune to this spell.

Arcane Focus: A set of knucklebones from an animal that died of old age.

Immobilize the foe

Unlike the other spells I have presented to immobilize foes, *shackle* can be effective against any enemy, even incorporeal spirits.

Shackle

Evocation [Force]

Level: Clr 3, Pal 3, Sor/Wiz 4

Components: V, S, F/DF

Casting Time: 1 action

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

Target: One creature or object, size Large or smaller

Effect: Ray

Duration: 1 minute/level (D)

Saving Throw: None

Spell Resistance: Yes

This spell releases whirling bands of force that speed from the caster's hand toward the target

chosen. If the bands strike their target, they constrict tightly around the subject, preventing movement.

The subject is completely *paralyzed* until the spell ends. An affected creature is still able to speak, breathe and use any abilities that do not rely on movement, such as psionics and gaze attacks. However, all other movement is prevented. *Shackled* subjects can be lifted and carried by other creatures.

A subject can break out of the *shackle* with a successful Strength check (DC 30). Incorporeal creatures that have no Strength score are trapped for the spell's duration. The subject has no chance of escaping through an Escape Bonds check.

Arcane Focus: A set of manacles.





Utilize the Earth

Sandra Highgarden used this spell in her noble but ill-fated defense of the Borcan hamlet of Chiara against the Whistling Fiend. Although Sandra was killed by the demon, the Whistling Fiend was stunned long enough for her allies to complete the evacuation of Chiara

Upsurge

Transmutation

Level: Drd 7

Components: V, S, M

Casting Time: 10 minutes

Range: Unlimited

Target: One outsider, elemental or fey

Duration: 1 hour/level

Saving Throw: Fortitude partial

Spell Resistance: Yes

Using their connection with nature, druid casters can use this spell to magically gather a huge amount of power from the land beneath their feet and channel it into a supernatural creature that is also connected to the land in an attempt to overload the creature with energy.

If the target is a fey, this massive attack deals 1d6 points of damage per caster level (to a maximum of 20d6). If the targeted fey fails its Fortitude saving throw, it is also knocked unconscious for the duration of the spell.

If the target is an outsider with either the Good or Evil descriptor, the burst of energy disrupts the outsider's reality wrinkle. If the outsider makes a successful Fortitude save, its reality wrinkle is halved for the duration of the spell. If it fails its save, the outsider suffers effects similar to a failed power ritual: it gains 1d4 corruption points, its reality wrinkle is permanently halved, and it is stunned for 1 round per caster level. Outsiders that do not have reality wrinkles (such as those with the Mists descriptor, or those with 22+ corruption points) are unaffected by this spell.

If the target of *upsurge* is an elemental, it suffers 1d6 hit points of damage per caster level (to a maximum of 20d6). An elemental that makes a successful Fortitude save takes half damage.

Although they are bound to their domains, darklords (even those who are outsiders or fey) are unaffected by this spell. Their connection to the land is so strong that any attempt to overload them is doomed to failure. They can simply let the energy

channel through them and dilute itself over their whole domain.

Casting this spell requires a powers check.

Spells of Defense



*From the hagg and hungrie Goblin
That into raggs would rend ye,
And the spirit that stands by the naked man
In the Book of Moones defend yee.*

—Anonymous, *Tom o' Bedlam's Song*

Gennifer and Laurie,

I understand from your last letter that you intend to do more than simply compile and reprint van Richten's notes; that you intend to follow in your uncle's footsteps and hunt evil creatures yourselves. I must advise against it! I am older and more experienced in the ways of these creatures than you; I have lived longer than your father or almost anyone else you know, and I have managed to survive this long by *avoiding* attention, not seeking it out. You are fine ladies of a wealthy, well-connected background. Why throw all that away to pursue a life that offers far more kicks than kisses? Most adventurers become heroes because they want the kind of life that you already have. I warn you, if you pursue this calling, one of you will almost certainly lose the other, and you will both bring danger upon everyone else in your lives.

I have more to say on this, but to avoid muddling one issue with another, allow me to — with some reservations — first present these spells of defense, as promised.

For the spells I have included in this letter, I must again thank the Dementieuse entertainers, Pierre and Jacqueline Lonsdale, and acknowledge the (presumably) long-dead sorcerer "Omega," whose spellbook was discovered on the Isle of Demise and forwarded to me. His (or her) talent at weaving protective magic was both unusually powerful and remarkably inventive.

Block Out Pain

I am told that *anesthesia* is particularly popular in Rokushima Táiyo, where it is used on those who are dying from wasting illnesses so that they can face death in a clear mind and die with honor.

Anesthesia

Enchantment [Mind-Affecting]

Level: Clr 3, Drd 2, Pal 2, Rgr 4, Sor/Wiz 4





Components: V, S, M
Casting Time: 1 action
Range: Medium (100 ft. + 10 ft./level)
Target: One living creature
Duration: 5 minutes/level
Saving Throw: Will negates
Spell Resistance: Yes

This spell numbs the subject's body, preventing the subject from feeling pain but also hindering manual dexterity. For the duration of the spell, the subject becomes immune to spells or similar abilities that rely on pain to cause their primary effect.

Anesthesia allows the subject to ignore any exceptional or supernatural ability that relies on pain, though spell-like effects must be of 5th level or less to be ignored. For example, an anesthetized fighter would be immune to the stunning effect of a cornugon's whip (a supernatural effect). The subject also takes only half damage from subdual attacks.

Unfortunately, losing the sensation in one's body also has negative effects. Without the normal responses from her nerves, the subject is unable to be sure how close to death she really is. The DM should keep a secret total of the damage that the character has taken. If the player asks, the DM should give her a general idea of how injured the character looks, but should not reveal her current hit points until they reach 0 or the spell ends. Once the character is reduced to 0 hit points, she is disabled as normal, and may collapse into unconsciousness if she is not careful.

Subjects who try to perform feats of manual dexterity while under the effects of this spell also tend to fumble over themselves. If the subject tries to use the Escape Artist, Forgery, Open Lock, Perform (any musical instrument), Pick Pocket or most Craft skills, she suffers an effective -2 competence penalty.

Material Component: A poppy blossom.

Assist the Unfortunate

As with many spells which affect the mind for the better, this is most useful in giving allies new hope.

Epiphany

Enchantment (Compulsion) [Good, Mind-Affecting]
Level: Clr 1, Pal 1
Components: V, S, M
Casting Time: 1 action

Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature plus one additional creature/four levels, no two of which can be more than 30 ft. apart
Duration: 10 minutes
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The recipients of this spell are suddenly filled with a wonderful warmth and sense of purpose. The tawdry and the horrifying retreat from their minds, newly replaced with hope and spirit. If the recipient is suffering from a minor or moderate Horror effect, she can immediately make a recovery check with a +4 sacred bonus, to a maximum of one recovery check per week. If she is not currently suffering from a Horror effect, the sense of well being stays with her for the duration of the spell. If she is called upon to make a Horror save during this time, the bonus applies to the saving throw, but the spell then ends.

If the recipient is suffering from the effects of an Evil spell or profane effect, she can make another saving throw (with no bonus) to resist this effect.

Material Component: A vial of holy water.

Feed the Soul

Through the use of this spell, I am told that a holy warrior can render his flesh not just unpalatable to foul carnivorous predators, but powerfully toxic — a grim sort of final hurrah.

Feast of Oblivion

Abjuration
Level: Pal 4
Components: V, S, M
Casting Time: 10 minutes
Range: Personal
Target: Caster
Duration: 1 month/level
Saving Throw: See text
Spell Resistance: No (see text)

This spell infuses the caster with the power of light and goodness, making his flesh seem repulsive to any evil creatures that might feast upon it. Unless they are truly desperate, most evil animals, beasts, magical beasts and vermin will avoid attacking the caster, particularly by biting. They find the faint smell of purity that comes from the spellcaster's skin to be repulsive, although neutral and good creatures are unable to detect it (and are unaffected by this spell). Even more powerful and intelligent evil creatures, like ghouls and hags, will





think twice about attacking, unless they have something to gain by the caster's death other than a meal. If an evil creature has survived the effects of a *feast of oblivion* before, or has witnessed others of its ilk being affected by it, it may remember and is unlikely to fall victim to the spell again — knowing well enough to leave such bodies alone.

The true strength of this spell lies in its *contingency-like* effect on evil creatures that consume the caster's flesh. Approximately 1 minute after they have begun their meal, a crippling pain strikes at the core of any evil creature that has eaten so much as an ounce of flesh so protected. The divine power that was stored in the caster's flesh is released into their bodies, burning them for 1d8 hit points of divine damage for each caster level (to a maximum of 5d8). Such creatures get no saving throw and the damage bypasses their spell resistance.

Although they generally do not consume the flesh of their victims, vampires are also affected by this spell, though to a lesser extent. Upon drinking the caster's blood, the vampire must make a Fortitude save, with a +1 unholy bonus per century of age. If it succeeds, the vampire is *slowed* (as the spell) for 1 minute per caster level. If the vampire fails, it immediately falls unconscious for a full 24 hours. This swoon is exactly like the sleep that they enter into during the day, so if the vampire has the Light Sleep salient ability, it can still respond if threatened in any way. Most vampires, however, simply collapse where they stand, exposing them to the dangers of sunlight and discovery by humans.

Material Component: A vial of holy water, a clove of garlic, and a pinch of powdered cold iron.

Spread the Woe

This is merely an improved version of the *reflect pain* spell I describe later, so I shall delay most details to that latter entry. The primary advantage of *greater reflect pain* over the standard version, however, is that this spell can force multiple foes to share in the agony they inflict upon you.

Editor's Note: This spell was used famously by Liam McGonnal, a priest of Belenus in Tepest. In the early days of the Inquisition, McGonnal was captured by a necromancer. While his captor gloated, the priest cast this spell on the necromancer's zombie servants, who were then ordered to beat McGonnal to death. The pain reflected upon the necromancer was so intense that he was forced to delay the priest's death, giving McGonnal time to escape. Regrettably, the necromancer also evaded capture, but McGonnal

happily survives to this day. —GWF

Greater Reflect Pain

Enchantment [Mind-Affecting]

Level: Clr 5

Components: V, S, M

Casting Time: 1 action

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

Target: One creature/level

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

As *reflect pain* (see below), except that any damage dealt to the caster by any of the creatures designated upon casting is reflected onto all of them. (In other words, if one of three targeted foes deals 3 points of damage to the caster, all three targeted foes suffer 3 points of subdual damage in turn.) In this case it is possible to designate a creature that is immune to this spell and still have it work properly. Although the creature retains its immunity to the spell, the damage it inflicts upon the caster is still reflected upon the other targets.

Material Component: Three interlocking silver rings, polished to a high gleam.

Shelter the Spirit

This spell is demanding and dangerous to cast, but can be worth the risks in the end. The spellcaster sequesters a small portion of his life force in order to create a spiritual shield against necromantic attacks that bypass the flesh to target the immortal soul.

Inviolate Soul

Necromancy

Level: Clr 6, Sor/Wiz 7

Components: V, S

Casting Time: 1 round

Range: Personal

Target: Caster

Duration: See text

Inviolate soul protects the caster against attacks and magic that target his soul, such as energy draining and ability damage. The caster must decide what proportion of his life force he hides for this eventuality, to a minimum of 1 hit point per caster level. While these hit points are sequestered, the caster loses them from his hit point total.

The hit points remain sequestered until the caster's life force is directly attacked. This can include, but is not limited to, energy draining,





ability damage, *magic jar* or spells with the Death descriptor. Exactly what effects constitute an attack on the caster's soul is left to the DM's discretion; the options are too varied to list comprehensively. Instead of attacking the soul, the effect targets the partitioned life force instead. The caster loses all the stored hit points, but the attack fails completely. If the caster is attacked again and has not recast this spell, the attack takes effect as normal.

If the attack on the caster's soul normally would have allowed him a saving throw, the caster may attempt that save with a resistance bonus equal to one quarter of the hit points he sequestered. If this saving throw is successful, then the sequestered hit points return to his total after one day. If he fails the save, or if the attack did not allow a saving throw, the hit points are lost and must be healed as though the caster had suffered normal damage. If the caster rolls a natural 1 on his saving throw, half of the sequestered hit points are lost permanently.

Inviolate soul lasts until it is triggered by an attack on the soul. The caster can have only one *inviolate soul* in effect at any given time. If used in conjunction with *negative plane protection*, the hit points are lost on the first attack, and then the *protection* discharges on the second.

Disarm the Deadly

Curses are powerful in the Land of Mists, and this spell is one of the few that are able to protect against them.

Protection from Curses

Abjuration

Level: Clr 2, Pal 2, Sor/Wiz 2

Components: V, S, M

Casting Time: 1 minute

Range: Touch

Target: Creature or object touched

Duration: 1 day/level

Saving Throw: Will negates (harmless)

Spell Resistance: No

While this spell is in effect, the effective DC of any curse check (see chapter 3 of the *Ravenloft* setting book) that directly targets the protected subject is raised by +4.

Likewise, the recipient gains an effective +4 resistance bonus to saving throws against magical curses. For the purposes of this spell, a magical curse is any spell with duration longer than instanta-

neous that is cast to punish the recipient for some action. Thus, the target of a *harm* spell would not receive a bonus to her save, as the duration is too short for it to be considered a curse. However, she probably would receive the bonus against *nightmare*.

The recipient also gets an effective +4 resistance bonus to Fortitude saves to resist being afflicted with lycanthropy.

This spell provides no protection against failed powers checks. Also note that full-blooded Vistani can sense when a person is affected by this spell. To avoid the hindrance created by this spell, offended Vistani may tailor their curses to target the recipient's family or possessions rather than the recipient herself.

Material Component: An amulet made from the foot of a chicken, feathers from an eagle, and some vanilla seeds.

Pass Pain Along

Reflect pain is most effective against dangerous but weak-minded beasts. Once a dire wolf realizes that it feels fangs sinking into its *own* flesh every time it bites *you*, it is likely to move on to easier prey.

Reflect Pain

Enchantment [Mind-Affecting]

Level: Clr 2, Pal 2

Components: V, S, M

Casting Time: 1 action

Range: Touch

Target: Creature touched

Duration: 1 round/level

Saving Throw: Will negates

Spell Resistance: Yes

This spell reflects all the pain that a targeted creature inflicts upon the spellcaster back onto itself. For each hit point of damage the targeted opponent deals to the caster (whether from its physical attacks, magic or magical items), it also suffers 1 point of subdual damage (and any further effects that the DM deems appropriate). The target also takes 2 points of subdual damage for every point of ability damage (whether merely temporary or permanent drain) that it deals to the caster. Creatures that are immune to mind-affecting spells or subdual damage (such as constructs, elementals, oozes, plants and undead) are also immune to this spell. If such a creature is designated as *reflect pain's* target, the spell has no effect. Damage the caster





suffers from other sources is not reflected upon the target.

Material Component: A small mirror, which is shattered on completion of the spell.

Give Spiritual Assistance

This spell is normally used to break a curse when the accursed individual is unable to lift it himself. Most holy warriors would cast it only on undeserving victims of curses of vengeance or magical curses. A paragon of virtue would rarely be motivated to relieve an accursed villain who brought a deserved doom down upon himself.

Shoulder Burden

Conjuration

Level: Pal 4

Components: V, S, DF

Casting Time: 1 minute

Range: Touch

Target: 1 cursed creature

Duration: See text

Saving Throw: Will negates (harmless)

Spell Resistance: Yes (harmless)

Shoulder burden allows the caster to temporarily transfer a curse from the subject to himself, allowing the subject a respite from the affliction.

If an afflicted subject is unwilling to let the caster take her curse, she can negate the spell with a successful Will save. If the subject fails or willingly allows the caster to shoulder her burden, he suffers the full effects of her curse while the former victim temporarily enjoys a normal life.

Sadly, this spell has only a limited duration. Embarrassing curses can be transferred for up to 24 hours per caster level, Frustrating curses for 12 hours per caster level, and Troublesome curses for 1 hour per caster level. Dangerous curses can only be carried for 10 minutes per caster level. Lethal curses (such as undeath) and the curses that bind a darklord to his domain cannot be transferred — their hold on their victims is simply too powerful to loosen.

The caster automatically loses his Innocence if he transfers a curse to himself. If the curse is particularly venomous, such as afflicted lycanthropy, the caster may lose his paladin abilities while the curse is in effect. However, once the curse returns to its rightful owner, no permanent effects remain with the caster.

Soothe the Savage

As always, any means of quelling possible violence should be explored.

Siren Song

Enchantment [Mind-Affecting, Sonic]

Level: Brd 1, Sor/Wiz 2

Components: V

Casting Time: 1 action

Range: 90 ft.

Area: Emanation, centered on caster to the limit of the range

Duration: Concentration (D)

Saving Throw: Will negates

Spell Resistance: Yes

While the caster sings this enchanting song, no one affected by the unearthly music will attempt to harm him. Instead, they follow the caster, crowding as close as possible without disturbing him. They make no aggressive action towards the caster or anyone else who is listening. However, if anyone should attack the caster while he is singing, all of the enchantment listeners nearby turn on the violent party, trying to subdue her and protect the caster from harm.

In addition to the effects above, when the caster finishes singing, the listeners wait, entranced, for 1 round, then return to their normal activities. Any aggressive action on the caster's behalf during the song ruins the spell, but an enchanted victim is automatically surprised.

This spell is particularly powerful against the fey. Even the most black-hearted and vicious fey will stop whatever it is doing to listen to the *siren song*. The fey suffer a -2 racial penalty to their Will saves to resist this spell. In addition, if they succumb to the magic, then for 1 hour per level after the caster finishes singing, fey act as though under the effects of a *charm* spell.

Stop the Change

This is the reversed, and far more merciful, version of *induce lycanthropy*. This spell is often cast to offer an afflicted lycanthrope temporary relief from the Dread Disease, but it also has tactical uses against hostile werebeasts.

Suppress Lycanthropy

Transmutation

Level: Drd 4, Rgr 4, Sor/Wiz 4, Wth4

As *induce lycanthropy*, except that the targeted lycanthrope is forced to assume its humanoid form for the spell's duration.



Casting this spell does not require a powers check.

Shadow the foe

Although this spell can seem quite menacing to the uninitiated, its effects can be quite beneficial — especially when dealing with incorporeal shadows.

Wall of Gloom

Conjuration (Creation) [Darkness, Fear]

Level: Sor/Wiz 2

Components: V, S, M

Casting Time: 1 action

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

Effect: 2 x 10 ft. cu. + 10 ft. cu./2 levels (S)

Duration: 1 minute/level

Saving Throw: Will partial (see text)

Spell Resistance: No

The spellcaster manifests a seething wall of shadow. The gloomy barrier provides 50% concealment, and living creatures must make a Will save to be able to pass through it. If they fail, they become frightened. Shadows (see the *Monster Manual*) must also succeed at a Will save to pass

through the *wall of gloom*. If they fail, they treat the wall as a solid object for the duration of the spell.

Should anyone attempt to cast a spell from the Illusion (Shadow) school through the wall, the spell is absorbed without manifesting any of its normal effects. (Nor does the spell break down into living shadows at the end of its duration.) Instead, the duration of the *wall of gloom* increases for 1 round per level of the spell absorbed.

Material Component: A clump of black wool.

A final Word

I said in my first letter to you, magic requires great control to wield properly. Although I cannot be certain, never having met you, I must warn you that the dilettante lifestyle to which you are accustomed is rarely suitable for allowing this degree of control. Thus, for your own good, and the safety of those around you, I must regretfully inform you that I no longer intend to correspond with you. This will be my last letter until such time as you turn back from this foolish decision you have made. I must also warn you, Gennifer, that I have sent letters to all of my close friends instructing them not to correspond with you either. Leave the crea-





tures of the night to those who have the ability and the need to destroy them. It is not a game of make-believe for two pampered girls to play!

Editor's Note: Unfortunately, Perseyus made good on this promise and has ceased responding to our letters. Although such concern for our welfare is admirable and appreciated, I must confess that it is equally frustrating. This is not the first time we have been summarily dismissed as "spoiled little rich girls," and doubtless it will not be the last. Such is life. — L&GWF





Chapter Three:
Instruments of
Power



If there were dreams to sell,
What would you buy?
Some cost a passing bell;
Some a light sigh,
That shakes from Life's fresh crown

Only a roseleaf down.
If there were dreams to sell,
Merry and sad to tell,
And the crier rung the bell,
What would you buy?

—Thomas Lovell Beddoes, "Dream-Pedlary"

Editors' Note: A friend of Dr. van Richten in the scholarly community, Lord Balfour de Casteelle, the president of the University of Dementlieu, was kind enough to aid us in our inquiries. Like Uncle Rudolph, Lord de Casteelle maintains a voluminous correspondence throughout the Land of Mists and is well versed in the arcane lore that inevitably aids the dedicated hunter. Our viewing of the collection of magic items and artifacts at the University of Dementlieu's Guignol Museum led to much of the information presented in this chapter. —L&GWF

Dear Mademoiselles Weathermay-Foxgrove,

My dear ladies, allow us to reiterate our pleasure at having been able to show you about the campus of our beloved University of Dementlieu. We recall with great fondness the lectures our late mutual friend Dr. Rudolph van Richten gave at the University. I was particularly fascinated by his work on the subject of fiends. Imagine such creatures as this 'Drigor' being in our very homeland, in such a quiet hamlet as Edrigan!

But of course miladies can imagine such things. After all, your efforts to follow in van Richten's footsteps were what brought you to visit me here in Port-a-Lucine. Naturally, I wholly support your efforts. Would that more intrepid souls might strive to push back the night of ignorance and work toward a new dawn of enlightenment.

In regards to your letter, we are doubly pleased that you found the collection of magical items in our university's Guignol Museum so fascinating. We will endeavor to promptly answer the questions you have put to us. Naturally, as the University of Dementlieu is the premier institution of learning in the Land of Mists, we have consulted with our faculty. Rest assured that our answers are backed by some of the finest scholars in the land.

Enchantments of Battle

The Assyrian came down like the wolf on the fold,
And his cohorts were gleaming in purple and gold;
And the sheen of their spears was like stars on the sea,
When the blue wave rolls nightly on deep Galilee.

—George Gordon, Lord Byron, "Destruction of Sennacherib"

In regards to your questions about the Guignol Museum's collection of magic weapons, we contacted our Chantreaux Chair in Military Studies, Prof. Kriegsmarch, and Port-a-Lucine's chief dwarf forge-master. With their help, we hope that we may satisfactorily illuminate the subject.

Historically, enchanted weapons have appeared even in the oldest records known to man. Records of primitive peoples commonly refer to spears or similar crude weapons that enable the wielder to slay animals with supernatural ease. However, the crafting of magical weapons does not truly come into being until humans began working metals. The enchantments of the forge enable men to weave increasingly complex magics into the very core of a weapon. The first records of magic weapons within a feasibly researchable timeframe begin in 3rd century Barovia, namely in this case the legends of the sunsword of Castle Ravenloft. Sadly, this artifact has long since been lost. Also of note during this time is the ancient dead, Quinn Roche, who, as mentioned in van Richten's *Guide to the Ancient Dead*, amassed a substantial trove of magic armors.

Perhaps the most common and important aspect of the lore of magic weapons is that of the master smith. Each magic weapon *must* be forged or otherwise created by a master craftsman, in many cases one of supra-human skill. Such figures are often known to possess certain spellcasting powers. Dean La Rue of the Department of Arcane Sciences assures me that many wizards and sorcerers learn to craft enchanted items, including weapons, over the course of years of mystical research.

Of the weapons housed in the Guignol Museum, the research staff has isolated five completely new enchantments in the last four years. These are a *dagger of binding* (complete with an unknown spirit bound within), a *death bane bastard sword* bearing the name "Mirinalithiar," a *fey-forged cudgel*, a *heartseeker spear*, and a *pistol of protection* dedicated to Dementlieu, the last donated by Mon-





sieur Dominic d'Honaire of the Council of Brilliance.

Binding

A weapon of *binding* binds the spirit of the first intelligent creature it slays within itself. Once the weapon binds a spirit, if it is used to slay another intelligent creature, the bound spirit is freed (the second slain being is not bound to the weapon, however). The metal of a weapon of *binding* appears dull black in color. The weapon glows with a dim blue aura when first wielded that changes to red once an entity is bound within.

Death Bane

A *death bane* weapon is forged to slay a single individual. The true name of the individual must be inscribed on the weapon during its creation.

Once the weapon is enchanted, when it strikes the individual it was forged to slay, a *death bane* weapon directs virulent, massively damaging magical energy into the victim.

Fey-forged

These weapons are created by the shadow fey's smithies. *Fey-forged* weapons are made of strange, greenish-white wood and metal, and seem to be especially effective against the fey.

Editor's Note: In our investigations, my sister and I have discovered that some people known to carry *fey-forged* weapons have disappeared in the dead of the night for unknown reasons. It is our belief that these people have been kidnapped by shadow fey and spirited back to the Shadow Rift. In addition, some night hunters of our acquaintance (and Uncle Rudolph's) tell tales of a shadow fey blacksmith who roams the

Weapon Enchantments

Some magic items include unusual materials in their prerequisites. As an option, the DM can include the hunt for these "special ingredients" in the process of crafting a magic item. These materials should be atmospheric but have no significant effect on the base price of the item.

Binding: *Binding* enchantments may be placed on any slashing or piercing metal weapon of Small size or larger. When a bound creature is released, elementals, fey, outsiders, and incorporeal creatures are fully restored to their original form, including full hit points. All other creatures return with the ghost template added.

Darklords are immune to this enchantment. Imprisoning a non-evil creature within a weapon of binding requires a powers check.

Caster Level: 15th; *Prerequisites:* Craft Magic Arms and Armor, *binding*; *Market Price:* +3 bonus

Death Bane: A *death bane* weapon has a +3 enhancement bonus and deals an extra 2d6 damage to the named individual. Crafting or using this item requires a powers check.

Caster Level: 11th; *Prerequisites:* Craft Magic Arms and Armor, *summon monster I*, *slay living*, the true name of the individual the weapon is created to slay; *Market Price:* +3 bonus

Fey-Forged: *Fey-forged* weapons bypass all damage reduction and weapon immunities of creatures of fey type.

Caster Level: 20th; *Prerequisites:* Craft Magic Arms and Armor, *wish*, wood and metal from the Shadow Rift; *Market Price:* +4 bonus

Heartseeker: This enchantment can be applied to piercing weapons only. With a successful critical hit, a *heartseeker* weapon pierces the target's heart (if it has one). Some creatures, such as plants and oozes, have no hearts. Others, such as constructs and undead other than vampires, are unaffected. Most other creatures are instantly killed when their heart is impaled. However, outsiders may make a Fortitude save (DC 15) to survive and take standard damage. A vampire stuck by a critical hit from a *heartseeker* weapon of at least Small size is immobilized as if it had been staked, though the undead creature does not suffer double damage.

Caster Level: 12th; *Prerequisites:* Craft Magic Arms and Armor, *slay living*, ash wood, a vial of blood; *Market Price:* +5 bonus

Protection: These weapons gain a +2 enhancement bonus and deal an extra 1d4 damage when used to protect the subject of their enchantment.

Caster Level: 5th; *Prerequisites:* Craft Magic Arms and Armor, *greater magic weapon*, symbol of the person, place, or thing to be protected; *Market Price:* +2 bonus



Core, creating fey-forged weapons for hard-pressed just and noble souls in their hour of need. —LWF

Heartseeker

Heartseeker weapons are created from pure ash wood and can contain no metal. Due to the blood used in their creation, weapons with the *heartseeker* enchantment naturally gravitate toward the heart in combat. In addition, many vampire hunters swear by *heartseeker* weapons, such as *heartseeker* enchanted halbspears, as they are especially useful in combating vampiric menaces.

Protection

Weapons of *protection* are enchanted to protect a beloved person, place, or thing. A symbol indicating the subject of the enchantment is worked in the weapon's design when it is created, after which the weapon becomes magically more effective.

Editor's Note: Certain elite Kargat agents are said to carry longswords of protection dedicated to Azalin Rex, and a few Richemuloise wizards have created a pair of muskets of protection dedicated to Richemulot at the request of Jacqueline Renier. —LWF

Instruments of the Hunt



*And oftentimes, to win us to our harm,
The instruments of darkness tell us truths,
Win us with honest trifles, to betray's
In deepest consequence.*

—William Shakespeare, *Macbeth*

Now we turn our attentions to the subject of items imbued with magic powers. With the aid of museum director Thurmine and Dean La Rue, we have compiled a selection of magic items which we believe may be of aid to those, such as yourselves, who would strive against the darkness.

La Rue has asked me to include an admonition against trusting magic items too dearly. He reminds us that magic is a power with consequences, and that power often comes with a price. As such, we have concentrated on relatively innocuous magics here, with more dangerous objects of power considered later.

Wondrous items such as those we detail here exist in such variety as to make it quite difficult to make broad statements about their properties and origins. Each is created from the arcane desires of

an individual spellcaster and so may take any form and purpose the mind can conceive.

However, magic items are extraordinarily rare and acquiring them is often an arduous task. In fact, several of the items we are offering for your consideration are known to the University by reputation alone (although in those cases, I have included the supporting documents the faculty drew their research from). Gennifer, Laurie, we would ask that should you, in the course of your investigations, stumble across any magic item, could you possibly favor the University of Dementlieu with a report of your discoveries?

Abber Dream-Catcher

Made by the Abber savages of a distant nightmarish realm, *dream-catchers* are circles of intertwined twigs with a web of string in the middle. Within this tangle rests five brightly colored beads. When hung near a sleeping person, the Abber *dream-catcher* protects the person from forces that would disturb their dreams during the night. Each time a *dream-catcher* blocks a dream intruder, one of the beads disappears. Once all of the beads disappear, the *dream-catcher* becomes useless. Abber *dream-catchers* appear to function only at night and only if hung so that neither side is closer than one foot to a wall. The creation of *dream-catchers* seems to be a native talent of Abber savages.

Amulet of the Beast, Ivory

This cursed amulet is an ivory disk on a chain. It usually bears the image of a wild, lupine beast bound in chains. Any person who dons the amulet acquires all the symptoms of afflicted lycanthropy. Each amulet turns the wearer into a specific animal type, which is usually depicted on the disk. We mention this item, of course, solely so that you do not confuse it with the next:

Amulet of the Beast, Silver

This item is forged of silver but is otherwise identical to the amulet above. A lycanthrope wearing this amulet cannot transform into any of its alternate forms, even if exposed to its trigger. The amulet does not prevent other forms of polymorphing or shapechanging, however. Should the unspeakable occur during a lycanthrope hunt, an amulet such as this can offer an afflicted victim relief from his curse. The amulet can also prevent a natural lycanthrope from transforming, but in





this case no magic force prevents the amulet's removal

Bell of Warding

This massive silver and iron bell with a gold clapper is enchanted to drive away evil spirits. When struck on the hour, the peals of the bell of warding cast imprisoning magics upon any unnatural creatures within earshot of the bell. However, if the bell is not struck on the next hour, the creatures pent by the bell's magic are freed and will undoubtedly seek out the bell's master to exact a horrifying revenge.

The most infamous bell of warding, of course, lies in ruins within the bell tower of Richemulot's Tinctnoire Manor. It was there that, after 250 years of punctual tolling, the wraiths of their ancestors finally claimed the doomed Tinctnoire family when an illicit tryst led to an hour in which the family's bell of warding did not ring.

Blood Seeker Garlic

This item is a bulb of garlic specially raised through watering with the blood of a vampire. When thrown at a vampire, a bulb that strikes the beast quickly shoots out questing rootlets that

burrow into the vampire's flesh, sucking up the creature's blood. When this occurs, the vampire is effectively paralyzed as through staked through the heart.

Editor's Note: I find myself distrustful of this item. Watering plants with vampire blood (a dangerous substance as readers of the "Guide to Vampires" may recall) smacks entirely too much of blackest necromancy. —GWF

Bone of Jackals

Brought to the Core by the Casters of Bones, this wooden replica of a femur is used to create wards against jackals. The caster must speak the command word and hurl the bone of jackals as far as they are able. The bone creates a circle that no jackal or related creatures (such as werejackals) may enter. The ward is believed to last until the next rising or setting of the sun. Should any intelligent being enter or leave the circle of protection, the ward is dispelled.

The development of this particular item is a natural response on the part of the natives of the land beyond the Mists from which the Casters of Bones hail. The grasslands of that realm are said to be home to savage tribes of shapechanging jackals,





similar to wolfweres, that roam the plains, living in hide tents and exhibiting a primitive culture with some parallels to that of the Abber.

Editor's Note: The Casters of Bones are an adventuring band noted for always leaving a spent bone of jackals at the site of their battles. —LWF

Canjar Talisman, Evil Eye Amulet

The Vistani create many sundry talismans and trinkets for their own use. For a substantial sum, or should the Vistani have a vested interest in seeing a certain creature destroyed, one might acquire one of these talismans for one's own use. Of all the Vistani tribes, the Canjar are the most proficient at crafting these talismans.

Evil eye amulets are forged in silver, in the shape of a hand in a warding gesture. They serve to protect their wearer from curses and enchantments. Because these amulets help protect the wearer against some of the Vistani's most feared powers, we suspect that a Vistana would volunteer such a talisman to a non-Vistani under only the direst of circumstances.

Canjar Talisman, Moon Jewelry

These small silver disks are usually mounted on a ring, necklace or broach. By moonlight, their surfaces glow softly, mirroring the moon's appearance. Once a spellcaster dons the *moon jewelry*, he will discover that his magical prowess waxes and wanes with the cycles of the moon. This can be quite beneficial, so long as one is wise enough to time his assaults on foes accordingly.

Coffer of Peace

Developed by halfling wizards in order to exterminate wights in the barrow country between Delagia and Tempe Falls in Darkon, this item in a stout iron coffer about a foot in length. Within the coffer sits a crude effigy of a corpse, fashioned of rags, sticks, and a small black stone. To use this item, the halflings open the coffer and command an undead creature to return to the grave. This violently draws the undead's animating force (be it its soul or simply animating magic) into the effigy. Corporeal undead leave behind their empty shell, while incorporeal undead are drawn completely into the coffer. The halfling then closes and locks the lid of the coffer, trapping the undead spirit inside. The *coffer of peace* must then be buried

before the next rising or setting of the sun, destroying the spirit.

Coffin of Eternal Rest

This item is a white sandalwood coffin with gold trim and silk lining. A gold holy symbol is worked into the center of the lid at chest height. Any body placed in this coffin and properly interred acts as though the spell *eternal slumber* had been cast on it. These items are popular with wealthy Darkonians, who import finely crafted caskets from Lamordia to be made into *coffins of eternal rest*.

Crypt Lock

This item is a chain of sturdy iron links with a complex silver-filigreed lock in the center. When stretched across the entrance to a crypt, tomb, mausoleum, or other resting place of the dead, a *crypt lock* snaps into place across the entrance, sealing it as an *arcane lock* spell. The crypt lock then places a *wall of stone* over the entrance's inner face. Finally, once the *crypt lock* is in place, should anyone touch the door with the intent of opening it, the crypt lock delivers a *shocking grasp* spell. Witch hunters commonly use *crypt locks* to seal undead in their tombs. A *crypt lock* seals only the entrance it is placed across; crypts with multiple entrances require multiple *crypt locks* to seal completely.

Eye of the Wicked Sight

An eye-sized orb of black onyx, this item grants the user the ability to *see ethereal resonance* (refer to Barclay's *Sight Unseen: The Theory of Ethereal Resonance* for details). When touched to the user's eye, the *eye of the wicked sight* sinks into the socket, replacing the user's original eye. The new eye is entirely a glossy black.

Gloaming Candle

This item is a sickly green candle used in the detection of hags. When lit, the candle produces a greenish flame and copious amounts of foul-smelling smoke that drifts heavily and pools along the ground. The flame and smoke are detectable to most creatures, but hags cannot see or smell these effects, allowing hunters to easily determine whether an individual is a shape-changed hag. The wax of a *gloaming candle* contains a mixture of rare botanical ingredients, such as Lamordian *froid dulac*





toadstools, green rancshure algae, and Hazlani weeping reaper grain rust.

Hookah of Truth

Imported from Sri Raji, this enchanted water pipe of wine-colored glass produces clouds of smoke that act as a truth serum, forcing anyone within their radius to speak freely and truthfully.

Editor's Note: The Great Detective of Port-a-Lucine, Alanik Ray, received two of these devices in payment from a wealthy client of Rajian extraction. One remains in Ray's possession, while the other was donated to the Guignol Museum at the University of Dementlieu.

Lantern Jack

Dear Ladies, we think you'll find this item interesting; note the parallels with homunculi: Developed in Darkon with the aid of the late Professor Abelhous Nicholsi of the University of Il Aluk, *lantern jacks* are small pumpkins that grow into servants on command. Initially, *lantern jacks* appear to be fist-sized pumpkins. In their fully grown form, *lantern jacks* are jack o' lantern-headed creatures which stand no more than three feet tall, with viney bodies and large leaves for hands and roots for feet. Each *lantern jack's* head glows with an inner light of the brightness of a candle.

Lantern jacks are capable of using tools and weapons and always obey the orders of their animator. They are mute but communicate via simple gestures. *Lantern jacks* exist for one week before their animating magic dissipates and they collapse into a pile of sickly-smelling decayed vegetable matter.

Ring of Reversion

From *Transpossession: A Guide to Phenomena*, by Archmage Jacktin Tellurian: "A simple rune-inscribed band of iron set with a blood red garnet, this ring forces the end of shapeshiftings and transpossession. When touched against a shapechanged creature or polymorphed individual, the ring forces the target to revert back to its true, original form. However, for our purposes, this is the lesser of the ring's abilities.

"More pertinently, if the wearer touches the ring to a transposessed creature, such as a victim of fiendish transposition or a *magic jar* spell, the transposessed minds are forced back into their

original bodies. Interestingly, transposessed individuals can feel the power of the ring. Individuals who wish to remain in the body they currently occupy feel this power as a sense of overwhelming dread emanating from the ring, while individuals who wish to escape their current body feel a sense of great hope when near the ring."

Servant Candle

On display in the central lobby of the Guignol Museum, and occasionally used by our faculty and staff, this thick, white, two-foot-tall candle silently floats after its master, helpfully providing any illumination needed. To activate a *servant candle*, the caster must speak the command word and toss the candle into the air. The candle ignites and begins floating at shoulder height two feet behind its master. The person who activated the *servant candle* becomes the candle's master for then on. *Servant candles* are able to follow simple instructions. A *servant candle's* flame does not consume wax, but can produce droplets of hot wax on command.

Editor's Note: My sister and I are aware of one Valachani witch of Hala, Sister Nimbus, who is noted for her collection of dozens of servant candles which follow her in a glowing halo on her travels throughout the Core. —GWF

Soul Searcher Medallion

Sadly, the University does not actually own an example of this piece. Instead, we are providing this information from Prof. Agrippa's *Scrying and the Nature of Visions* (please refer to the documents enclosed in the packet I've included). This medallion is a small crystal orb that hangs from a silver chain. To use the *soul searcher medallion*, the bearer must hold it in both hands and concentrate upon it. Initially, the bearer sees swirling motes of light within the crystal. The crystal then clears, after which the bearer may focus the crystal on any individual within 60 feet. The device reveals the true nature of the individual, exposing any curses, illusions, shapeshifting, magic dweomers, and so forth. *Soul searcher medallions* are notoriously fragile. Records indicate that there are many cases where just when a *soul searcher medallion* would have proven useful in a dire situation, the crystal shattered due to some chance misfortune.



Ravenloft Magic Items

Abber Dream-Catcher: An Abber *dream-catcher* protects against all dream-influencing spells as well as the intrusions of such creatures as night hags, bastelli, and dream spawn. Any creature or effect blocked by the *dream-catcher* is blocked for the duration of the night. Any Abber nomad may create one *Abber dream-catcher* per day (a process requiring eight hours), regardless of class or level, providing she possesses the necessary materials on hand (twigs, string, and beads). *Abber dream-catchers* cannot block dream invasions by darklords.

Caster Level: 7th; **Prerequisites:** Create Wondrous Item, *dream*, *nightmare*, *protection from evil*; **Market Price:** 5,780 gp; **Weight:** —

Amulet of the Beast, Ivory: The accursed wearer's creature type does not change to "shapechanger" and she does not carry the Dread Disease; she cannot infect other creatures with lycanthropy. The wearer cannot remove the amulet unless *remove curse* is successfully cast on it. Removing the amulet also removes all symptoms of lycanthropy. Crafting this item requires a powers check.

Caster Level: 7th; **Prerequisites:** Craft Wondrous Item, *bestow curse*, *induce lycanthropy*, pinch of fur from chosen lycanthrope type; **Market Price:** 98,000 gp.

Amulet of the Beast, Silver: **Caster Level:** 7th; **Prerequisites:** Craft Wondrous Item, *suppress lycanthropy*, pinch of fur from any afflicted lycanthrope; **Market Price:** 56,000 gp.

Bell of Warding: The tolling of the bell casts imprisonment on all elementals, fey, outsiders, and undead within a half-mile radius. The *imprisonment* lasts for one hour, at which time, unless the *bell of warding* is rung again to renew its enchantment, the imprisoned creatures are freed. A *bell of warding* cannot imprison a darklord.

Caster Level: 20th; **Prerequisites:** Craft Wondrous Item, *bless*, *imprisonment*, 200 lb. of gold (10,000 gp), 1,300 lb. of iron (130 gp), 500 lb. of silver (25,000 sp); **Market Price:** 61,130 gp; **Weight:** 2,000 lb.

Blood Seeker Garlic: Unless a *blood seeker garlic* clove is removed from the body of a paralyzed or slain vampire, in 1d4 months it germinates as a lashweed (see *Denizens of Darkness*). Each clove of *blood seeker garlic* is good for a single use. Depending on the individual vampire, vampire blood can have a number of different effects. While the blood

of some bloodsuckers is little different from human blood, other vampires may have blood that is caustic, explosive, or hypnotic (other effects are entirely possible though). Caustic vampire blood does 1d6 damage on a direct hit and 1 point of splash damage. Explosive vampire blood does 1d3 damage to everything within a 3 foot blast radius when exposed to sunlight. Hypnotic blood causes those touched by it to be affected by the vampire's domination ability, as though the vampire had made a gaze attack. Vampire blood produces these effects so long as the vampire the blood was drawn from lives. Should a vampire be slain, there is a 50% chance that it's blood will become inert and turn putrid (hypnotic vampire blood always turns putrid). Putrid vampire blood can not be used to create blood seeker garlic. Creating this item requires a powers check.

Caster Level: 5th; **Prerequisites:** Create Wondrous Item, *plant growth*, three vials of vampire blood; **Market Price:** 2,000 gp; **Weight:** —

Bone of Jackals: A *bone of jackals* blocks jackal creatures with SR less than 16. The warded circle's radius is equal to the distance between the point from which the caster threw the bone and the point where the bone finally lands (the results of a Strength check x 5 feet). Any jackal or related creature within the circle when it is created must make an SR check or be forced to flee from the warded area.

Caster Level: 7th; **Prerequisites:** Craft Wondrous Item, *magic circle against evil*, a chip of jackal bone; **Market Price:** 1,000 gp; **Weight:** 1 lb.

Canjar Talisman, Evil Eye Amulet: The wearer of an *evil eye amulet* receives a +2 luck bonus to all Will saves against Enchantment spells. Those who seek to lay a curse against the wearer of an *evil eye amulet* find that the DC of the curse check is raised by +4. Each amulet has 50 charges before its magic is expired; amulets created for *giorgio* often carry a mere 5 charges, however. These lesser amulets have a market price of 1,000 gp. The Vistani can also craft curse cursed *evil eye amulets* that invoke penalties rather than bonuses.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *protection from curses*, creator must be full-blooded Canjar; **Market Price:** 10,000 gp.

Canjar Talisman, Moon Jewelry: *Moon jewelry* provides the spellcaster who wears it with a luck modifier to her caster level checks (1d20 + caster level) to defeat an opponent's spell resistance. The extent of the bonus is determined by the

current phase of the moon: +1 while the moon is waxing, rising to +2 during the full moon. However, the wearer suffers a -1 penalty to these checks when the moon is waning and -2 during the new moon. Once the *moon jewelry* has modified a single caster level check, its magic remains in effect for an entire lunar cycle, even if the wearer removes the jewelry.

The moon must be visible when the *moon jewelry* is first used for it to take effect.

Caster Level: 3rd; **Prerequisites:** Craft Wondrous Item, creator must be full-blooded Canjar; **Market Price:** 2,700 gp.

Coffer of Peace: Undead are allowed a Will save to escape the effects of a *coffer of peace*. The coffer can contain a single undead spirit at a time. Should a coffer not be buried by the next rising or setting of the sun, the spirit within bursts free, returning to its body (if it had one). If the undead's body has been destroyed, the creature returns as a ghost (if it was intelligent; non-intelligent undead such as zombies simply cease to exist). This item does not affect darklords. Crafting this item requires a power check.

Caster Level: 15th; **Prerequisites:** Craft Wondrous Item, *diminish undead*, *trap the soul*, an iron coffer; **Market Price:** 8,250 gp; **Weight:** 15 lb.

Coffin of Eternal Rest: The body interred in a *coffin of eternal rest* automatically gains a Will save, with a +6 bonus, against any attempt to transform it into an undead creature.

Caster Level: 13th; **Prerequisites:** Craft Wondrous Item, *eternal slumber*, gold holy symbol; **Market Price:** 8,000 gp; **Weight:** 100 lb.

Crypt Lock: **Caster Level:** 14th; **Prerequisites:** Craft Wondrous Item, *guards and wards*, an amazing lock, iron chain, silver holy symbol; **Market Price:** 32,000 gp; **Weight:** 3 lb.

Eye of the Wicked Sight: The *eye of the wicked sight* grants the user the Ethereal Empathy feat. This item also increases the user's OR by +1 unless the affected eye is hidden (as by an eye-patch, for instance).

Caster Level: 6th; **Prerequisites:** Craft Wondrous Item, *see ethereal resonance*, orb of black onyx; **Market Price:** 3,600 gp; **Weight:** —

Gloaming Candle: The smoke produced by this candle cannot be sensed by any practitioner of witchcraft, including hags and hallowed witches (see chapter 5). Each *gloaming candle* burns for 5 hours. The candle may be snuffed and re-used later.

Caster Level: 7th; **Prerequisites:** Create Wondrous Item, *ground fog*, *invisibility*, *stinking cloud*, 550 gp of rare herbs and fungi; **Market Price:** 3,000 gp; **Weight:** —

Hookah of Truth: The smoke of a *hookah of truth* acts as a *zone of truth* spell. Those drawing from the *hookah of truth*'s two mouthpieces are immune to its effects. The immunity to the hookah's effects is limited to one person per mouthpiece; should two people try to share a mouthpiece, neither receives any immunity.

Caster Level: 15th; **Prerequisites:** Craft Wondrous Item, *zone of truth*; **Market Price:** 5,000 gp; **Weight:** 10 lb.

Lantern Jack: *Lantern jacks* have the same alignment as their animator. *Lantern jacks* must rest for three hours each night, plunging their root feet into the soil. The *lantern jack* must make a Will save each night (DC = 10 + days of existence) or have its alignment move one step closer to neutral evil, having absorbed the taint of evil from the Realm of Dread's soil. Once its alignment becomes neutral evil, the *lantern jack* becomes free-willed and develops two overriding goals: to extend its existence beyond the end of its week and to murder its animator.

Lantern jack: CR 1/6; Small plant; HD 1d8; 4 hp; Init +1 (Dex); Spd 20 ft.; AC 14 (+1 size, +1 Dex, +2 natural); Atk +1 melee (1d4, slam); SQ plant (Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.), low-light vision; AL see above; SV Fort +2, Ref, +1, Will +0; Str 10, Dex 12, Con 10, Int 10, Wis 10, Cha 3.

Caster Level: 9th; **Prerequisites:** Craft Wondrous Item, Knowledge (nature), *awaken*, a pumpkin; **Market Price:** 9,000 gp; **Weight:** 1 lb.

Ring of Reversion: Targets of either of a *ring of reversion*'s effects receive no saving throw. The powers of a *ring of reversion* can be used to counteract the effects of the *Apparatus*. For a *ring of reversion* to affect transpossessed minds, the minds' original bodies must both be within 50 miles of the *ring of reversion*. Additionally, both bodies must still be intact for the reversion to occur. The effects of a *ring of reversion* cannot extend beyond the borders of the domain it is currently in.

Caster Level: 15th; **Prerequisites:** Forge Ring, *remove curse*; **Market Price:** 30,000 gp; **Weight:** —

Servant Candle: A *servant candle* can follow several simple instructions of one sentence in length (i.e. "Go to the top of this bookcase"), and its flame

can not be put out by any means short of *dispel magic*. Unlike a *continual flame*, the flame of a *servant candle* produces heat as well as light. A *servant candle* that moves beyond 60 feet from its master becomes temporarily inert and gently sinks to the ground. However, once its master moves back in range, a simple command reactivates the *servant candle*.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *continual flame*, *unseen servant*, a large candle; **Market Price:** 600 gp; **Weight:** —

Soul Searcher Medallion: The concentration time before the crystal clears is 1d4 rounds. The medallion acts as a *true seeing* spell (and additionally reveals any of the information listed in the item description above). The *soul searcher medallion* also reveals the true alignment of the individual, superceding Ravenloft's natural obscuring of moral alignments. The *soul searcher medallion* does not make the examined individual's statistics apparent, nor does it supply information on the creature's attacks or possessions. A *soul searcher medallion* has a hardness of 0 and can sustain only 1 point of damage before it shatters. Whenever a *soul searcher medallion* or its bearer suffers a fall or any damage from a physical source (including force effects), the medallion must succeed at a Fortitude save (DC = 15 + damage taken) or be destroyed.

Caster Level: 11th; **Prerequisites:** Craft Wondrous Item, *true seeing*, crystal orb, silver chain; **Market Price:** 85,000 gp; **Weight:** —

Witch-Finder Compass: *Witch-finder compasses* point to the nearest female witchcraft-using spellcaster, including hags and witches of Hala.

Caster Level: 16th; **Prerequisites:** Create Wondrous Item, *discern location*; **Market Price:** 1,300 gp; **Weight:** 5 lb.

Wolfspaw: No creatures in lupine form with SR less than 16 can cross the boundary of a 10-foot-radius circle centered on the paw. Nor can such creatures not voluntarily transform into any wolf-like form (regardless of the method used to do so) while within the aura's radius. A creature that involuntarily assumes a lupine form while within the *wolfspaw's* radius (such as an afflicted werewolf exposed to its trigger) must flee the area of effect on its next available action.

Caster Level: 5th; **Prerequisites:** Craft Wondrous Item, *magic circle against evil*, heart's blood of a dire wolf; **Market Price:** 30,000 gp.

Witch-finder Compass

Kindly donated by your uncle George Weathermay, this item is a wood and glass compass one foot in diameter. Within its dome, an iron needle floats in holy water. Instead of pointing north, the needle within points toward the nearest witch. Many witch-hunters use *witch-finder compasses* to hunt hags and wicked sorceresses.

Editor's Note: We asked Uncle George about this item while preparing the first chapter of this text. He indicated that he was able to use this device to great effect while hunting hags in Nova Vaasa, including the green hag Semine. When the University of Dementlieu contacted him about acquiring some of the equipment he used in hunting creatures of the night, Uncle George passed them the older and less reliable of the two *witch-finder compasses* he had acquired. —GWF

Wolfspaw

This powerful item is the leathery paw of a wolf, stuffed with belladonna and rare herbs before being sewn shut. It can be worn around the neck on a leather strap. No lupine creatures, including wolves, worgs, shapechangers or undead in wolf or hybrid form can approach the bearer of this talisman. The protection fails if the paw's bearer tries to force the barrier against a blocked creature.

Items of faith and Worship



ith crosses, relics, crucifixes, Beads, pictures, rosaries, and pixes, The tools of working out salvation By mere mechanic operation.

—Samuel Butler, "Hudibras"

As we pen this missive, we can look out the windows of my offices and across the roofs of the city and see the spires and flickering lights of the Ste. Mere des Larmes, Our Sainted Mother of Tears, that great chapel where Bastion Jean Secousse wrote the *Third Book of Ezra*. We fondly recall the dinner party we hosted for miladies and how Dean of Divinities Frederique regaled the three of us with stories of the anchorites of Ste. Mere des Larmes and their studies.

With this in mind, we put our efforts to the question of items of religious significance that exhibit magical properties. In general, these can be divided into two categories: general accoutrements



of worship and *relics* proper. We'll first look at items of faith and worship.

The Land of Mists contains numerous religions, and the majority of these craft magic items for use in worship or by the faithful. The Church of Ezra, the witches of Hala, the Lawgiver, the Eternal Order, and the Cult of the Morninglord all create crosiers, miters, vestments, icons, censers, candles, altars and an array of other devices imbued with divine power. Even the pagan religions (i.e. the mystics of the Rajian pantheon and the Akiri gods, or even the blasphemies of the Church of Zhakata) from lands beyond the Mists produce holy magic items, as you can see.

Bed of Meditation

This bed of nails is of Sri Rajian origin. In the Verdurous Lands, monks, swamis, and fakirs use it to hone their mental abilities. Apparently, by attempting to transcend the discomfort of sitting or lying on the bed of nails, users undergo a mystical realignment of their *chakras*: points through which the body's life energy flows. This realignment brings about an increase in the user's mental prowess and sagacity. Tales in Sri Raji speak of venerable gurus who attained transcendent enlightenment through the use of the *bed of meditation* and escaped the physical world.

Censer of Warding

The Cult of the Morninglord first created these silver censers to ward their holy places against vampires and other creatures of the night. Over the years, other religions have learned the art of crafting these objects. *Censers of warding* are silver and intricately decorated with symbols of the deities of various religions, such as the Morninglord, Ezra, or Hala, and each hangs by silver chains from a silver-trimmed rod of oak. To protect a building, the *censer of warding* must be filled with holy incense and, as the incense burns, the caster must walk the full outer perimeter of the building, chanting orisons and singing hymns to a god of light. Once this is done, the building is warded against all undead until the following dawn. Should any undead be within the structure when the censer of warding is used, the ward does not work.

Icon of the Eternal Order

Based in the folklore of the Darkonians, the Eternal Order's traditions boast an array of grim heroes who strove to hold the Gray Realm in check. These *mortisants* are commemorated in ornately framed religious paintings called icons. Popular images of icons include Darkon's great legendary hero Nirdeth; Anamnesis, the first Undertaker of Darkon; and Sarilas, who sacrificed herself to destroy the crypts of Dimgnos. Through complex ritual, the Eternal Order imbues certain icons with the ability to draw the spirits of *mortisants* from the Gray Realm to advise and heal supplicants who pray beneath the icon's gaze.

Medallion of Set

One of these medallions is currently housed in the Guignol Museum's Akiriology room. Made by the priests of the Akiri pantheon, this bronze disc bears the symbol of the god Set, beneath which the image of a scorpion is poised to strike. The wearer of this medallion may summon up a minion of the god of the wastes with a command word. This spirit appears in the form of a scorpion. While the scorpion spirit is summoned, the face of the medallion becomes blank. *Medallions of Set* are generally attached to a chain of rough links made of bronze wire.

Reliquary of Starvation

In the domain of G'Henna, this item is a highly prized honor granted to certain faithful by the Church of Zhakata. A *reliquary of starvation* is a box of red and black lacquered wood trimmed in human bones. The finger bones of a person who starved to death in devotion to Zhakata rest in the silk and velvet lined interior. According to the priests of that vile god, as long as the person who owns the *reliquary of starvation* prays at least twice per day to Zhakata, the reliquary will prevent him from dying of starvation.

Witch Pin

This large silver pin is used by the priests of Belenus in Tepest to identify witches. According to the statements taken from Wyan, head of the Tepestani priesthood, *witch pins* can prick the flesh of non-witches, but pass harmlessly through the flesh of witches. By means of this simple test, the Tepestani inquisition against the fey can easily identify the allies of the fey.





Divine Magic Items

Bed of Meditation: For each hour a user sits or lies on the *bed of meditation*, she suffers 1d4–2 points of damage and gains an effective +1 bonus to her Wisdom and Intelligence scores (to a maximum bonus of +10 each). The effective bonus disappears entirely one hour after the user leaves the bed of nails. *Beds of meditation* can be used only by monks and divine spellcasters.

Caster Level: 10th; *Prerequisites:* Craft Wondrous Item, *zone of truth*; *Market Price:* 90,000 gp; *Weight:* 50 lb.

Censer of Warding: A *censer of warding* blocks undead with SR less than 16 from entering a structure. Darklords are immune to the effects of this item.

Caster Level: 8th; *Prerequisites:* Craft Wondrous Item, *consecrate*; *Market Price:* 50,000 gp; *Weight:* 3 lb.

Icon of the Eternal Order: *Icons of the Eternal Order* can produce a *divination* spell once per day and a *cure light wounds* spell twice per day. Each icon mentally speaks to supplicants in the voice of the *mortisant* it depicts.

Caster Level: 9th; *Prerequisites:* Create Wondrous Item, Craft (painting), *cure moderate wounds*, *divination*; *Market Price:* 54,000 gp; *Weight:* 3 lb.

Medallion of Set: The scorpion spirit summoned by this medallion appears in the form of 24 tiny monstrous scorpions or 1 huge monstrous scorpion. The scorpions last for 20 rounds or until killed, at which time the spirit returns to the medallion. After 5d20 summons, the medallion sends the wearer a familiar (regardless of the wearer's actual class), in the form of a tiny monstrous scorpion (60% chance; this familiar confers no special abilities to its master) or cobra (40% chance; this is a snake familiar). This creature begins with the *speak with master* ability and is a dread companion which will attempt to push its master toward the worship of Set. Once the *medallion of Set* produces this familiar, it becomes inert.

Only clerics of Set may create this item. Crafting this item requires a powers check.

Caster Level: 10th; *Prerequisites:* Craft Wondrous Item, *summon monster V*; *Market Price:* 9,000 gp; *Weight:* —

Reliquary of Starvation: This item prevents the bearer from accumulating more than half of her total hit points in subdual damage due to the effects of starvation. The bearer must pray to Zhakata for at least a total one hour per day to receive the reliquary's effects.

Crafting a *reliquary of starvation* requires a powers check.

Caster Level: 12th; *Prerequisites:* Craft Wondrous Item, *heroes' feast*, finger bones of a person who starved to death for Zhakata; *Market Price:* 10,000 gp; *Weight:* 5 lb.

Witch Pin: A *witch pin* does not actually identify witches. Instead, a *witch pin* passes painlessly through the flesh of any spellcaster or nonhuman. *Witch pins* do not pass through the flesh of clerics of Belenus.

Caster Level: 5th; *Prerequisites:* Create Wondrous Item, *detect magic*; *Market Price:* 400 gp; *Weight:* —





Relics

Gennifer, we recall that you expressed interest in one of our displays which housed a number of teeth resting upon a velvet pillow—the teeth of Uri Grislev, a martyr of the Church of the Lawgiver (sadly slain while attempting to convert the natives of the island of Blaustein). It was most unfortunate that Professor Smythe broke the case while leaning on it (the unfortunate consequence of attempting to peer down your sister's décolletage and a fondness for far too many very large meals, I regret to say).

This amusing incident brings to mind the fascinating paper Dean Frederique presented shortly after your visit. The dean claims that the remains of particularly virtuous individuals display properties of divine magic, proving the hand of the higher powers in this world.

While we remain unconvinced of the validity of *that* claim, we have seen evidence of his basic assertion. Namely, each of the objects called *relics* displays certain common powers. These are: the miracle, healing properties, and at least one other

divine ability. Naturally, the various religions closely guard relics and rarely let the faithless make use of them. However, exceptions have been made, and in the hands of righteous warriors of light, they can be powerful tools. Consider these examples, for instance.

Hands of the Dawn Healer

Housed in the lowest catacombs beneath the Sanctuary of First Light, the largest temple of the Cult of the Morninglord, in Krezk, Barovia, these mummified hands are said to be the earthly remains of an early high priest of the Morninglord. This unnamed high priest is said to have been a skilled vampire hunter who led the foundation of the church from its starting point in the village of Barovia to Vallaki, and later into Krezk. Bound together with ancient cord, the *hands of the Dawn Healer* are believed to have miraculous healing power and the ability to cause miracles. In addition, legends say that if a worshipper of the Morninglord afflicted with lycanthropy holds the hands of the Healer throughout the six days before the full moon, when the full moon rises on the seventh day, he will be freed of his curse.

Relics

Relics are unique magical items akin to artifacts. Player characters cannot create relics, but may come into possession of one for a time. Like cursed artifacts, relics are often created through the confluence of events of great emotional significance. In the case of relics, this typically involves the death of a person of great piety and wisdom.

All relics have the ability to grant a *miracle* once per year. Relics can *cure minor wounds* twice a day, *cure moderate wounds* twice a week, and *cure critical wounds* twice a month. Typically, relics exhibit at least one other divine power and sometimes more. Prayer activates all relic powers. The powers of relics are subject to the whims of the gods, however, and may not always answer the pleas of mortals. Indeed, they rarely if ever respond to mortals who are not pious worshippers of the relic's given faith.

Hands of the Dawn Healer: In addition to the standard powers of relics, the *hands of the Dawn Healer* can cure lycanthropy. The subject must meditate on the glory of the Morninglord for the week before the full moon. He must hold the hands during his meditations without fail during this time and may not rise from his meditations. Failing either of these requirements spoils the cure. Fortunately, the hands make the subject immune to hunger, thirst, fatigue and the need for sleep or elimination during the meditations.

Shard of the Shield of Ezra: The shard grants lawful evil, lawful good, lawful neutral and true neutral characters the *shield of Ezra* ability of an anchorite of their alignment. If the bearer of the *shard of the shield of Ezra* is not of these four alignments, the shard exerts its influence upon them, changing the workings of their subconscious. Once per week after gaining the shard, the bearer must make a Will save (DC 18) or have her alignment shift one step toward lawful neutral. The shard affects its bearer as perpetual *comprehend languages* and *tongues* spells, as well as having the standard abilities of a relic.

Skull of the Seventh: The *skull of the Seventh* has the standard abilities of a relic. Additionally, it can animate to defend any hospice of Hala in which it resides. Twice an hour, the skull can vomit forth an *insect plague* as a 20th-level cleric. Once a day, the *skull of the Seventh* can breathe forth a miasma that acts as a mass *contagion* spell, as cast by a 15th-level cleric, afflicting up to 50 beings within 200 feet of the skull.



Editor's Note: We have heard hints that there exists a companion relic to the hands of the Dawn Healer. According to rumor, a similar pair of mummified hands have surfaced in Barovia as well, in the former lands of Gundarak. According to legend, the hands are those of a female werewolf who loved the Dawn Healer, and are claimed to grant one the ability to inflict and remove the curse of lycanthropy at will. —LWF

Shard of the Shield of Ezra

This shard of brilliant white ivory is said to be a portion of Ezra's shield in the most literal sense. Some members of the Church of Ezra believe that Ezra broke her shield into five pieces and scattered it throughout the Land of Mists. Housed in Lechburg, this alleged portion of Ezra's shield is said to grant those who hold it some of the abilities of an anchorite.

Skull of the Seventh

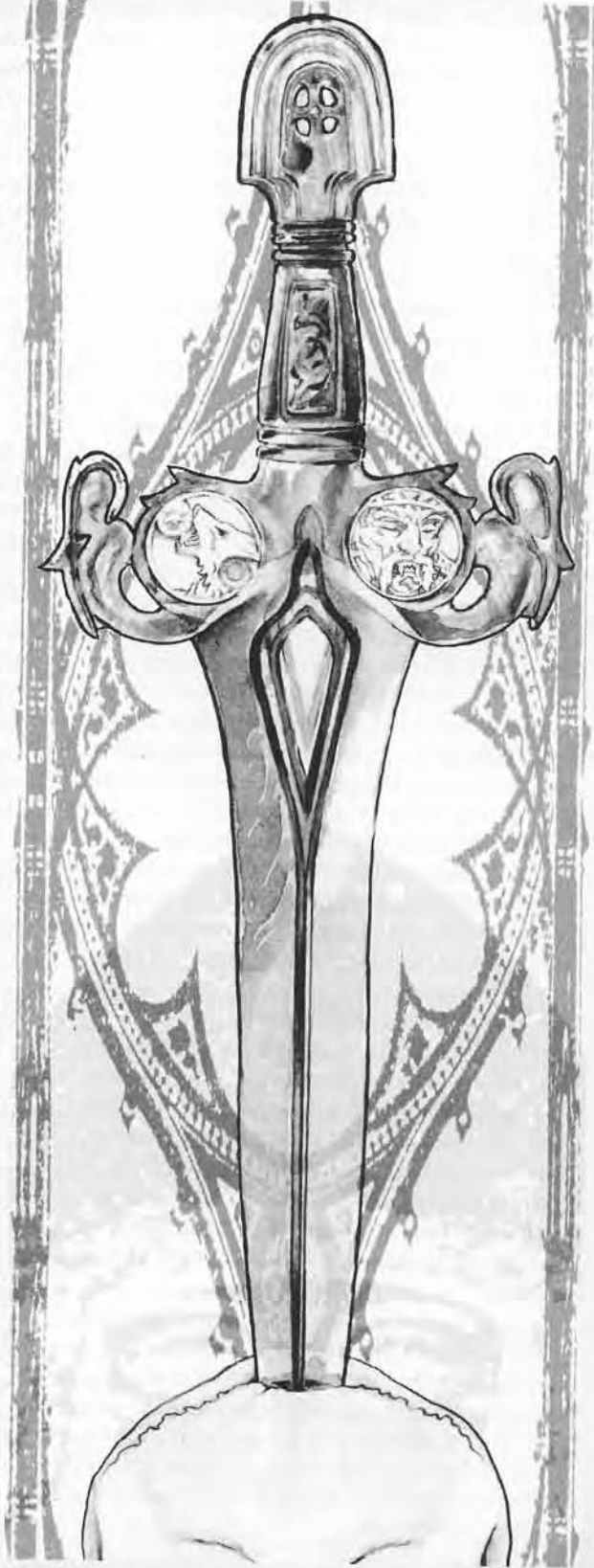
According to the holy text of Hala's witches, their goddess brought together thirteen women and thirteen men to teach them the secrets of the Weave and ease the suffering of the world. In the Vigila Dimorta Forest of eastern Falkovnia, the Hospice of Bowed Heads claims to house the remains of several of the twenty-six original witches and warlocks. In particular, they house the *skull of the Seventh*, a relic of one of the thirteen original witches. Years ago, the king of Falkovnia, Vlad Drakov attempted to destroy the Hospice of Bowed Heads. The *skull of the Seventh* rose from the Seventh's crypt and unleashed a horrible plague that drove Drakov's troops away.

I Ancient Artifacts

In one hand Mr. Gaunt held an old-fashioned valise, the sort in which a drummer or a traveling salesman might have carried his goods and samples in days of old. It was made of hyena hide, and it was not still. It puffed and bulged below the long white fingers which gripped its handle. And from inside, like the sound of a distant wind or the ghostly cry one hears in high-tension wires, came the faint sound of screams.

—Stephen King, *Needful Things*

Finally, we come to the category of items whose evidence is so obscure or whose reputa-





tions are so outrageous that most believe them to be entirely mythological. However, the dedicated scholar realizes that quite often truth truly beggars fiction. Therefore, our faculty here at the University of Dementlieu is working to compile evidence of those extraordinary engines of arcane power known in the esoteric circles as *artifacts*. The following are examples of our research subjects.

Bloodknife

"The one who was orphaned shall return during the night of greatest darkness with the bane of the evil one. With the wolf spirit, the one shall claim the birthright of the sun, and the evil one's shadow will be cleansed from the land. Blood shall turn to water, and shadow turn to light; all will be restored, and day will burn the night." — *Ancient Tales of the Vistani*, author unknown.

The prophecy recorded above is part of the lore relating to an artifact called the *Bloodknife*, also known to vampires as the *Bane of the Ancients*. Treasure hunters throughout the Land of Mists have searched for this dagger for nearly two centuries. The *Bloodknife* is a large dagger with a foot-long blade, and the whole of the weapon, hilt and blade, is crafted from a single huge ruby. Embedded in the hilt are two small cameos, one depicting a wolf with open jaws howling at the moon, and the other depicting an aristocratic, mustached man whose mouth is filled with fangs. The wolf cameo has an indentation where a small jewel referred to as the "*Diamond of the Sun*" is supposed to be fitted. The *Diamond of the Sun* was supposedly a small diamond with gold veins that magnified the powers of the *Bloodknife*, but its current fate remains a mystery.

Beyond the basic facts of the item itself, the history and purpose of the *Bloodknife* are unclear. Wild tales of ancient royal bloodlines, Vistani kingdoms, reincarnation, lycanthropy, vampire warlords, and sundry other fairy-tale embellishments make an accurate reading of the *Bloodknife*'s true past extremely difficult. Thus, research into the *Bloodknife* has been relegated to a position of low priority for our scholars.

Cat of Felkovic

According to reports circulating throughout the southeastern countries, this artifact is a one-inch-tall jade statuette in the shape of a house cat. The cat wears a contented expression and sits on a circular base, which bears a command word along the edge. When the statuette is tossed to the

ground and the command word spoken, the *Cat of Felkovic* transforms, like a *figurine of wondrous power*, into a massive great cat with incisors the length of a man's forearm. This cat obeys whoever speaks the command word to bring it forth. The cat is harmless so long as it is fed once each day. If the cat is recalled while it is eating, its kill becomes part of the statue, appearing in miniature beneath the cat's jade forepaws.

According to reports, the *Cat of Felkovic* is intimately linked to Baron Urik von Kharkov of Valachan. Apparently, the *Cat of Felkovic* attacked Baron von Kharkov shortly after he inherited the baronial title from his late father.

Editor's Note: By some accounts, Felkovic was a mage who had been in love with one of the baron's many doomed brides, and he somehow crafted the cat to seek revenge. He does not seem to have survived to put his creation to use, however. —GWF

Ravana's Bane

While many details of this account strain credibility, you may find this excerpt from an interview with Sri Rajian sorcerer and explorer Soma Purusha to be of interest:

Dr. Noge Spengler: Can you tell me about the item in this drawing? (Indicates a stylized ink drawing of an ornate arrow or bolt)

Soma Purusha: Yes, of course. This is a sketch of *Ravana's Bane*, a legendary weapon in the lore of my land. It is supposedly a crossbow bolt of great mystic power.

Spengler: Can you elaborate on the background of this piece for me?

Purusha: According to the tale, the Maharaja Arijani, in days long past, fought a terrible war to rid the world of the demons known in our land as *rakshasa*. So great and terrible was the wrath he poured upon the tiger-demons that the god of the *rakshasa*, Ravana, came to earth in living form to plead for Arijani to have mercy on his people.

Spengler: And what did Maharaja Arijani do?

Purusha: Arijani stole the secret of the tiger-demons so that they could lay neither claw nor fang upon him. He then used the sacred bolt *Ravana's Bane* and shot Ravana in the heart, slaying the *rakshasa* god instantly.

Spengler: Most interesting. What of *Ravana's Bane* today?

Purusha: The bolt absorbed the taint of the god of the tiger-demons, becoming the only arti-





fact of the *rakshasa* that could touch Maharaja Arijani. For a long time *Ravana's Bane* was lost. Recently, it was found cast into the form of a statue, but it was restored to its true form by an artisan in

Tvashti. I know not where it passed from there, but the power of *Ravana's Bane* undoubtedly still lurks in this world, hungry for the soul of Arijani.

Artifacts

The Bloodknife: The *Bloodknife* is a +2 dagger that glows with ruddy light. The dagger's glow intensifies in the presence of vampires, becoming equal to that of a torch. In addition, the *Bloodknife* tingles and emits a throbbing hum when within 500 feet of a vampire. By watching the intensity of these effects, the *Bloodknife's* owner can detect the location and proximity of these bloodsuckers

In the hands of a character of good alignment, the *Bloodknife* drains the negative energy of any vampire or vampire spawn on a successful hit, instantly destroying the creature. The target can make a Will save (DC 25) to negate this effect. True vampires gain a +1 profane bonus to this saving throw for each century of undeath. Thus, a 500-year-old vampire makes the Will save with a +5 bonus. Vampire spawn do not gain this benefit. If a vampire successfully saves against the energy-draining effects of the *Bloodknife*, it is immune to the *Bloodknife's* energy drain from that point on. When a character of good alignment takes possession of the *Bloodknife*, the dagger awakens the nearest wolf (as per the spell) and grants it a telepathic rapport with the knife's owner. The wolf then seeks out the owner and joins her as an animal companion. The wolf companion granted by the knife is not a dread companion, and has the alignment of the knife's new owner.

In the hands of an evil-aligned wielder, the *Bloodknife* drains the souls of the living on a successful hit. Living victims can attempt a Fortitude save (DC 25) to negate this effect. The wielder of the *Bloodknife* may choose to absorb part of the souls claimed by the weapon, adding an effective +1 extra hit point to her total for every 2 Hit Dice possessed by the creature slain. Thus, if an evil wielder slays a living creature with 7 HD, she can add +3 hit points to her total. The owner keeps this effective bonus to her hit points for as long as she retains physical possession of the *Bloodknife*. Using the *Bloodknife* in this manner requires a powers check.

If the *Diamond of the Sun* is found and placed in its setting, then three times per day the wielder of the *Bloodknife* can produce a *sunburst* as the spell cast by a 20th-level caster. The *sunburst* is always centered on the *Bloodknife*.

The *Bloodknife* was specifically created to find the true heirs to the throne of an obscure domain, conquered long ago by a cruel and despotic vampire lord known as Velkaarn, and to aid them in his destruction. The *Bloodknife* acts as a *death bane* weapon against this foul being. Unfortunately, the princes of that land are long dead, the blade's task unfinished. Because of this failure, their souls are trapped in the Realm of Dread, reborn time and again, until the day Velkaarn is slain. The *Bloodknife* gravitates toward the reincarnated souls of its true masters, slowly working its way closer to its target over time. The *Bloodknife* gravitates toward human or half-Vistani player characters with the Reincarnated feat, as well those with the Lunatic feat.

Cat of Felkovic: Each day the cat is not fed by its owner, it animates on its own during the night and hunts for meat. The first night, the *cat of Felkovic* merely animates in the form of a common house cat. Each subsequent night, the cat awakens as a progressively larger, fiercer cat. The cat hunts and kills the most convenient prey appropriate to its current size, starting with birds and mice as a house cat and working up to human prey, such as its owner, as a dire tiger. When animated by hunger, the *cat of Felkovic* cannot be controlled by its owner. When the cat has eaten its fill, it returns to where it animated and reverts to figurine form.





In addition to the statistics and abilities of each form it takes, the *cat of Felkovic* is immune to all spell and spell-like effects and has damage reduction 30/+2. If the cat is "slain," it reverts to figurine form until the next night it needs to feed.

The *cat of Felkovic* is one of the few objects that can permanently slay Baron Urik von Kharkov. Should the cat slay the baron, it reverts to figurine form, never to animate again.

Table 3-1: The Cat of felkovic

Cat Type	Days Without Feeding	Hit Dice	Meat Required	CR
House cat	1	1/2d8	1 lb.	1
Leopard	2	3d8+6	20 lb.	3
Plains cat	3	4d8+12	30 lb.	4
Lion	4	5d8+10	40 lb.	4
Tiger	5	6d8+18	50 lb.	5
Dire lion	6	8d8+24	60 lb.	6
Dire tiger	7	16d8+48	70 lb.	9

Ravana's Bane: This silver crossbow bolt was used by the darklord of Sri Raji, the rakshasa Arijani, to slay the avatar of his father, Ravana, god of the rakshasa. *Ravana's Bane* acts as a +1 silver crossbow bolt. However, should it be used against Arijani, *Ravana's Bane* instantly slays the darklord with a successful attack. After slaying Arijani, *Ravana's Bane* will melt into a pile of twisted slag; this is the only known means of destroying this artifact.

Possessing *Ravana's Bane* is hazardous, for this weapon opens its owner to the will of Ravana. Anyone who owns *Ravana's Bane* for one month draws the attention of Ravana's minions, who will attempt to enter the Realm of Dread via transposition with the owner. Once the transposition is complete, the owner of *Ravana's Bane* will have been replaced by a rakshasa, who attempts to seek out and slay Arijani.

Ravana's Bane is currently hidden deep in the jungles of Sri Raji. The bolt lies on an altar in a crumbling temple of the destroyer god, Shiva, where monks guard the artifact from the unenlightened.

Given the variety of material we have presented, I hope that miladies will be able to illuminate the minds of your readers on the subject of magical items. If this discourse aids hunters of the creatures of darkness in pushing back the night terrors, then we will be satisfied. In any event, we ask that you do try to keep in touch with us. It does the soul of this old academic good to see you following in the

footsteps of your uncles Weathermay and van Richten. We are most eager to keep abreast of your investigations.

Ex umbra lumen eruditionis prodentes,
Lord Balfour de Casteelle, Ph.D.Hist,
Ph.D.ArcSci
President, University of Dementlieu
Port-a-Lucine, Dementlieu





Chapter Four:
Bottled Lightning



et me but escape to my laboratory door, give me but a second or two to mix and swallow the draught I had always standing nearby; and whatever he had done, Edward Hyde would pass away like the stain of breath upon the mirror...

—Robert Louis Stevenson, *The Strange Case of Dr. Jekyll and Mr. Hyde*

Editors' Note: Many alchemical substances, such as acid, antitoxin and gunpowder, can prove invaluable to hunters of the night when used wisely. As a word of warning to overeager hunters who do not treat these often volatile mixtures with care, we offer a cautionary tale heard while visiting Wyan of Viktal in Tepest. A reckless inquisitor had filled his pack with flasks of alchemist's fire, intending to use them to roust goblins from their burrow-like lairs during a hunt. However, he accidentally triggered a simple goblin trap that sent a tree branch swinging into his chest — a blow that should have simply knocked the wind out of him. Instead, sadly, the inquisitor was hurled onto his pack, smashing the flasks within. The poor man was immolated by the resultant firestorm.

Despite such incidents, most alchemical substances are as harmless as they are useful and can be found in most large communities. Dr. van Richten himself often carried a (well-padded) flask of alchemical fire in his kit and knew many professional chymists and apothecaries across the land. We contacted as many of these folk as we could, hoping to learn how to create these substances for ourselves. One such expert was Agatha Clairmont, a celebrant of the Divinity of Mankind in the Mist-bound city of Paridon. Although other correspondents were more accessible and forthcoming, we present celebrant Agatha's letters here (translated from the Draconic) due to the remarkable secrets they reveal. —L&GWF

Dear Ladies;

Yes, your last letter was most illuminating. Now that we have discovered a common language, I trust future communication will prove more productive. I am saddened to hear of Dr. van Richten's apparent passing. Although he had not visited Paridon in years, I considered him an exemplary model of human ingenuity and spiritual resilience, and I shall miss him greatly. It is my fond hope that in following van Richten's path, you two may unlock the potential inherent within yourselves as well.

As to the subject of your most recent letter: Yes, I have long been a student of the alchemical arts. When I first met van Richten many years ago

as a young novice in my order, I was able to supply him with the alchemical fire he used to battle a creature I believe he called the "Lamenting Rake of Paridon" in his texts. As I struggled to decipher your initial letters (my apologies, my Mordentish does not extend beyond a few simple phrases), I feared that you ladies were attempting to dabble in eldritch secrets beyond your ken. Now I properly understand your request, I am more than happy to provide you with a sampling of additional substances you and your readers may find useful in your investigations.

Common Alchemical Substances

The concoctions produced by your local chymist are the lowest form of alchemy, and the simplest to master. While some caustic or flammable substances may cause physical harm if mishandled, none carry the spiritual risks found in highest forms of the art.

Any competent chymist or apothecary should be able to produce these items on request; I have recommended what I consider to be an acceptable market price, considering the time and materials needed to create these substances. Of course, should you possess the sufficient skill and equipment to produce these items yourselves, expect raw materials to cost you a mere third of the listed price. Unless marked otherwise, all prices are for one application of the substance.

Editor's Note: As with the spells found in Chapter Two, space prevents us from presenting complete alchemical formulas in this book. We will be more than happy to supply them to anyone who seeks us out, however. —GWF

Anesthetic: The flesh of a creature that swallows or is injected with anesthetic is numbed to all physical pain. This is most useful in easing the suffering of a badly wounded comrade. I have heard some accounts of folk who imbibe anesthetic before entering combat, using it as a preventative measure to block the pain of any wounds they might suffer. This practice is unwise, however. We feel pain for a reason; deny the warnings sent by your flesh at your peril.

Market Price: 50 gp.

Catalytic Poison: While I admit these substances may have nefarious uses, catalytic poisons can also be invaluable when a small sample of tissue (such as a tuft of hair or a few drops of fresh blood) is all an investigator has to link a creature to its crimes. The alchemist uses the tissue sample to





create a catalytic solution that is then blended with a dose of poison (including harmless chemicals such as anesthetic). The catalyst alters the properties of the poison, binding it to the signature of the tissue sample. The resulting catalytic poison is rendered inert to all but the individual creature that supplied the sample — most useful in narrowing a list of suspects.

However, I should note my suspicions that a catalytic poison may not be able to distinguish between creatures that are physically identical, such as arcane clones — or even twin sisters such as yourselves.

Market Price: 30 gp plus cost of poison.

Disappearing Ink: This ink appears black in its vial and while used in writing, but fades to perfect transparency a few minutes after exposure to air. The listed market price includes an equivalent amount of restorative, a clear liquid which, brushed over the vanished writing, permanently restores it to its original color. While useful for the usual purpose of sending secret messages, I believe it may also be useful against shapechanging foes such as doppelgangers. The ink is not water-soluble and can be washed off only with judicious soap and scrubbing. If splashed on a creature in one form, the ink quickly fades and may leave the foe unaware that it has been marked. Regardless of the form it takes later, the ink remains on its skin, immediately revealed by an application of the restorative.

Market Price: 5 gp per ounce.

Ether: This pungent liquid is often known as "sweet vitriol" in alchemical circles. As with several other substances listed here, ether must be kept in an airtight container; it rapidly vaporizes when in contact with air, and inhaling its sulfuric vapors dulls the senses. If inhaled for too long or too deeply, a subject may even rapidly enter a dream-like fugue or fall unconscious. If held over a subject's face, an ether-soaked cloth can quickly render a foe unconscious while inflicting no pain or lasting harm. A single bottle of ether is good for six such applications; each dose remains potent for one minute after being exposed to air.

Market Price: 50 gp.

Glow Jar: Chymists usually sell this concoction in small, sealed glass jars. Violently shaking the jar causes a chemical reaction, and the fluid within begins to glow with a gentle, silvery-blue luminescence, not unlike the light of a firefly. A glow jar casts light as brightly as a candle, but does not require air and sheds neither heat nor flame.

Once shaken, the jar glows for an hour before the chemicals become inert.

Market Price: 20 gp.

Heat Pouch: This granular substance is usually poured into a small cloth sack, which is then sewn shut. It shares a few ingredients with alchemist's fire. If the heat pouch is violently shaken or crushed, the substance reacts, shedding a considerable degree of warmth for about six hours. If worn against the skin, a heat pouch offers its bearer a small degree of protection against extremely cold temperatures. The pouch is also warm enough to fool the senses of some creatures that may be drawn to body heat, such as the vile vermin known as carrion stalkers.

Market Price: 15 gp.

Herbal Solution: An alchemist creates this simple solution by suspending trace amounts of a chosen herb in a watery fluid. While harmless to most creatures, contact with an herbal solution burns the skin of any creature that suffers a harmful allergen to the chosen herb, such as werewolves to wolfsbane. If exposed, the creature's skin immediately develops painful welts.

Market Price: 10 gp plus cost of herbs.

Night Drops: The user must dribble a bit of this clear solution into each eye for it to take effect. Once done, the drops dilate the pupils to an extreme degree, rendering the user's eyes highly sensitive to light. This can be quite useful in situations where investigators must work under cover of darkness, but it does require forethought; sudden exposure to bright light can all but blind the user. While night drops may be of little use to elves, dwarves and similar beasts, it can aid those of us whose vision is not so keen.

Market Price: 30 gp.

Pungent Powder: This finely grained powder emits an intense chemical odor capable of temporarily overwhelming the sense of smell of any creature that inhales it. This can be invaluable when one needs to confound a creature that tracks by scent. While a desperate user can simply throw a handful of powder in a foe's face, a foe can also be exposed by cleverly placing the powder along the user's tracks, where the tracking foe is likely to sniff. Pungent powder loses its potency after an hour of exposure to air.

Market Price: 10 gp.

Smelling Salts: Akin to the pungent powder above, a tiny vial of these aromatic spirits emits an





ammonia-like stench of such irritation that it can shock a stunned or unconscious creature out of its stupor. Although the stimulated subject is likely to remain groggy and unfocused, he can at least be put

back on his feet — useful should a hasty retreat prove necessary. Keep the vial sealed between uses and a single ounce of smelling salts can last indefinitely.

Market Price: 10 gp.

Any character with the Alchemy skill can make these items. (See the PHB, Chapter Four for rules for making alchemical items.) The DC for Alchemy checks to create each item is listed below, followed by the item's game effects. All alchemical items are CL 4+.

Anesthetic: DC 25. This substance works like a crude version of the *anesthesia* spell. A creature that ingests anesthetic must make a successful Fortitude save (DC 15) or lose all physical sensation. The creature ignores half of all subdual damage it suffers and gains a +4 circumstance bonus to Fortitude saves against stun effects (such as a monk's stunning attack). The creature also suffers an effective -4 Dexterity decrease. If the creature is a player character, the player should not be told how many hit points the character has remaining. Anesthetic cannot affect creatures immune to poison. The effects of one dose of anesthetic wear off after five minutes; multiple doses extend the duration but do not stack.

Catalytic Poison: DC 25.

Disappearing Ink: DC 20. Writing vanishes 1d4 minutes after exposure to air. Contact with the restorative makes ink reappear in 1 round.

Ether: DC 25. Ether is a non-lethal, inhaled poison: Fortitude save (DC 15); initial damage 3d6 points of subdual damage, secondary damage none. Holding an ether rag over the face of a resisting foe requires a successful grapple check. The foe must

make a Fortitude save each round an ether rag is held over its face.

Glow Jar: DC 25. Illuminates a 5-foot radius with the brightness of a candle for one hour.

Heat Pouch: DC 20. Grants its bearer cold resistance 2 vs. subdual damage dealt by cold temperatures for six hours. (See "Cold Dangers" in chapter 3 of the *Dungeon Master's Guide*.)

Herbal Solution: DC 20. Striking a foe with a flask of herbal solution is a ranged touch attack that does not provoke attacks of opportunity. Contact with an herbal solution damages creatures that have the selected herb as a harmful allergen. Such a creature must succeed at a Fortitude save (DC 15) or suffer 2d4 points of damage on a direct strike or 1 point if splashed.

Night Drops: DC 25. For one hour, the user gains low-light vision (see the *Player's Handbook*) and light sensitivity, suffering a -1 penalty to all attack rolls in bright sunlight or within the radius of a *daylight* spell.

Pungent Powder: DC 20. A creature that inhales pungent powder must succeed at a Fortitude save (DC 15) or lose all benefits of the Scent ability for one hour. Throwing the powder in a foe's face requires a successful touch attack.

Smelling Salts: DC 20. A sleeping or unconscious subject exposed to smelling salts automatically wakes up. If the subject had been driven unconscious by subdual damage, she is staggered until her hit points exceed her subdual damage again.

Alchemical Philosophy



My dreams were ...undisturbed by reality; and I entered with the greatest diligence into the search of the philosopher's stone and the elixir of life. But the latter obtained my most undivided attention: wealth was an inferior object; but what glory would attend the discovery, if I could banish disease from the human frame, and render man invulnerable to any but violent death!

—Mary Shelley, *Frankenstein*

Editor's Note: In reading celebrant Agatha's descriptions of the items above, the reader may note several odd and telling comments — particularly of the "spiritual risks" of "higher forms" of alchemy. Supposing that she might be speaking of creating potions with malevolent effects, and concerned that I might simply be mistranslating her Draconic, we requested clarification. Her response was a flat and unexpected refusal. Concerned that another erstwhile ally had dismissed us





as dilettantes, we continued to write, hoping to convince her of our dedication. Our repeated entreaties eventually produced the response below. —GWF

Dear Ladies;

I apologize if I have been short with you. Please understand that I have full confidence in your abilities. I do not doubt that you are moral and responsible young women, but I fear you cannot vouch for the qualities of your readers. I believe that your mentor dealt the world a great disservice when he published his guide on constructs — what he quaintly called “the Created.” While his book surely possessed many fine qualities, it also revealed the secrets of creating these unnatural creatures.

I understand that van Richten presented this material so that hunters such as yourselves might recognize the signs of a golem-creator’s activities. Yet van Richten himself knew the risk he was taking in releasing this information to the world, and I must honestly question whether the *Guide to the Created* has not unleashed as many dreadful golems into the world as it has helped to destroy. This is no idle concern; my own city has recently suffered from the attentions of a deranged former student of Dr. van Richten who used the knowledge he gained to create a formless killer. I will not help you repeat van Richten’s mistake.

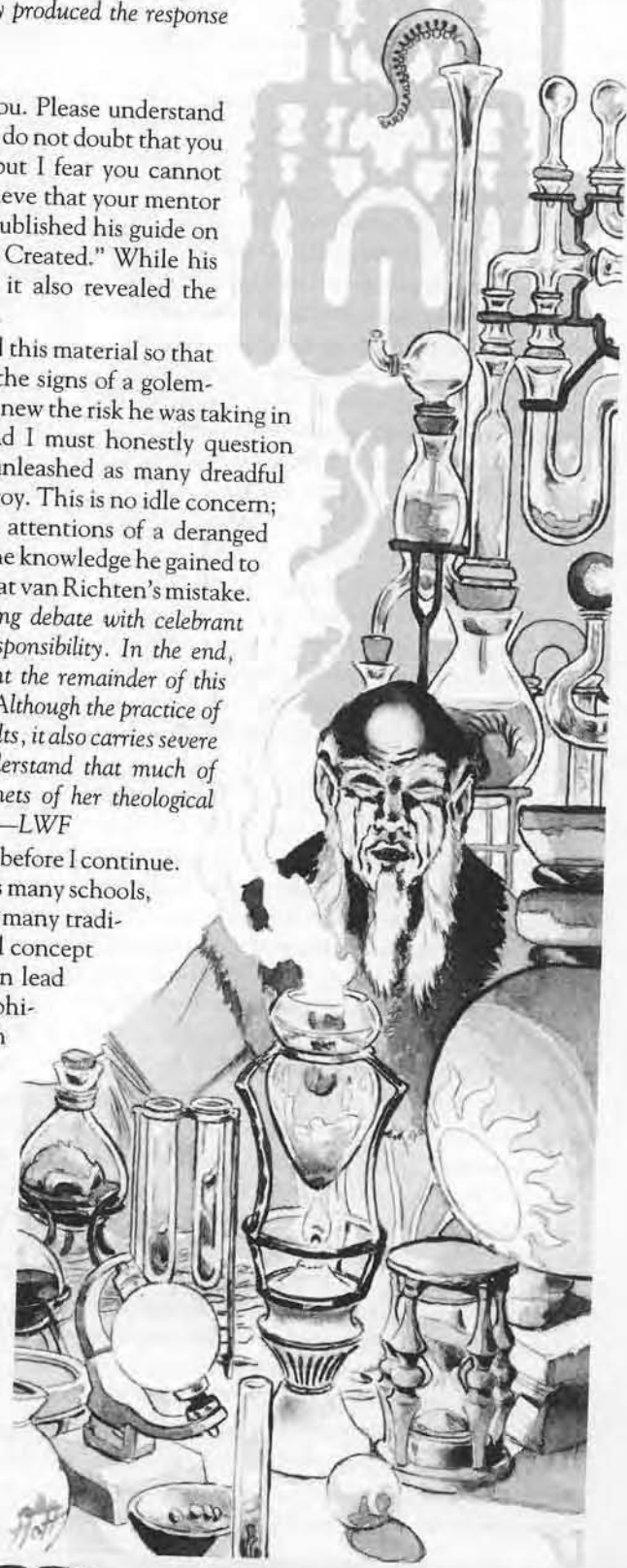
Editor’s Note: We shall spare you our long debate with celebrant Agatha over the finer points of wisdom vs. responsibility. In the end, however, we reached an agreement. We present the remainder of this chapter as a mix of caution and commendation. Although the practice of “High Alchemy” may produce extraordinary results, it also carries severe risks to the spirit. The reader should also understand that much of celebrant Agatha’s writing is steeped in the tenets of her theological philosophy, sentiments that you may not share. —LWF

There are two things you must understand before I continue.

First, know that, just as magic is divided into its many schools, the esoteric science of alchemy is divided into many traditions. You may be familiar with the alchemical concept of the Philosopher’s Stone or the quest to turn lead into gold. Those who follow the alchemical philosophy I write of are not concerned with such base matters as the transmutation of metal. The tradition I write of is High Alchemy, alchemy in its purest and most enlightened form.

Second, you must shed your false concepts of the duality of flesh and spirit. Our flesh — the material world — is merely the outermost and crudest manifestation of the spiritual world, just as each human’s individual spirit is merely an unrefined manifestation of the greater glory of the universe. Flesh and spirit are united; to affect the one is inevitably to affect the other.

Understand this and you may grasp the goals of alchemical philosophy. It deals not in base metals and gold, but in transmuting leaden and iron wills to good. It is a path to physical





and spiritual enlightenment, but do not mistake my words for praise. Alchemical philosophy is not entirely accepted by my order. It is an *artificial* path, drawing upon strange and unfathomable laws of reality to advance its subjects to levels of purity they may not be prepared to accept. If used with wisdom and moderation, alchemical philosophy can heal; if used recklessly, it can destroy.

Editor's Note: Our own Mordentish traditions include legends of an anonymous Alchemist who, many decades ago, built a great and terrible "Apparatus" capable of splitting aspects of the human spirit into separate individuals, switching minds, or even combining separate souls into one. We must admit that we had always associated alchemy with the relatively harmless process of brewing potions and the like. It was not until we read celebrant Agatha's letters that we finally understood the connection between what we knew as alchemy and the terrible form of magic wielded by this legendary figure. —GWF

The tradition of High Alchemy divides its formulae into three *permutations*, or degrees of complexity, each building on the knowledge of the former. Humans must crawl before we can run, after all. Within each permutation, formulae are divided into five branches, each defined by its general effects.

Each formula is vastly complex, requiring months of intense study to master. Were I to try to supply you with a formula even of the first permutation, it would completely fill your book.

Curatives: Alchemists create curatives by repeatedly dissolving living matter (such as plants) into a continually broiling froth. The resulting concoction is steeped in refined life force — what I believe your mentor called "positive energy." These curatives can restore damaged or destroyed tissue. These formulae are virtually harmless, and I can recommend them without hesitation.

Purgatives: These oily liquids must be swallowed by a living creature to take effect. I will call this creature the *primary subject* for reasons that will soon be plain. Once swallowed, the purgative adheres to a physical or spiritual impurity within the primary subject. Purgatives have such foul taste and texture that the subject inevitably regurgitates it moments later. The regurgitated purgative returns imbued with the selected impurity, drawing it out of the primary subject. When used to this end, purgatives are entirely benevolent.

However, they have an unseemly second use. The impurity *remains* imbued in the altered purga-

tive for quite some time. The imbued purgative can be collected and either fed to or injected into another living creature, which I shall call the *secondary subject*. (The primary and secondary subjects can be one and the same.) Once this is done, the purgative loses its power, and the imbued impurity flows into the secondary subject, afflicting it with the ailment originally suffered by the primary.

Purgatives must be ingested by the primary subject; they are useless if injected.

Coagulants: After our soul expands to fill the universe in death, traces of many of our spiritual traits linger in our discarded and decomposing corporeal shell. *Speak with dead* is one such spell utilizing these energies. An alchemist creates a coagulant by draining the fluids and lingering traces of spiritual energy and slowly distilling the mixture into a highly purified and condensed fluid containing the desired spiritual traits. If that coagulant is then injected into a living creature, that subject is briefly imbued with the chosen trait, for good or ill.

While coagulants do have their uses, I must caution that their creation necessarily involves the desecration of a corpse and the spiritual taint such an act can leave.

Purifiers: Purifiers are so named because they expel perceived flaws from the user's mind or body. In their simplest permutation, purifiers are confused with curatives, but at more sophisticated levels the differences become plain. Purifiers contain the ability to reshape the mind and body, but they are highly dangerous to those who are weak of will and cannot sustain their own scruples without alchemical aid.

Alchemical Life: At last we come to the branch of high alchemy I consider most dangerous, as you might guess from my opposition to the *Guide to the Created*. While other branches of alchemical philosophy seek to *manipulate* the life force, this branch seeks nothing less than to *create* it.

Formulae of the first Permutation

These are the simplest formulae of alchemical philosophy, and entail the least risks.

Quintessence

This quicksilver-like fluid is strongly imbued with positive energy. Any living creature that



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Alchemical Formulae

Alchemical formulae are available to characters as general feats, so long as the character fulfils all of the formula's prerequisites. Characters with the Alchemical Philosopher prestige class (see Chapter Five) can master the formulae of high alchemy at a much faster rate. Once a formula is mastered, the character's ability to create these eldritch substances is limited only by her available time and resources.

In addition to supplying the prerequisite brewing time and cost of materials, the character must make a single Alchemy check to create a single application of any given formula. If the character fails this check by 5 or more, the substance is ruined and half of the raw materials are lost. Keep a record of the result of a successful Alchemy check; this result determines the effectiveness of many formula effects.

As an example: once brewed, an application of any given formula remains potent for a number of days equal to the character's Alchemy check result. If not used before this duration expires, the application becomes completely inert.

Alchemical formulae may seem to produce supernatural effects but never detect as magical.

Partial failure

If the brewer of an alchemical formula fails her Alchemy check by 4 or less, minute errors in the formulation process can introduce bizarre flaws or side effects in the final product. These flaws remain imperceptible until the application is actually used; for this reason, the DM may want to make the character's Alchemy check in secret.

Partially failed attempts to create alchemical life use the following table.

Table 4-1: Flawed Alchemical Life

Die Roll	Imperfection
1	The creature survived its creation only through the obsession of its creator. Apply the Dread Golem template.
2	The creature is permanently insane. Select or roll 1d4 to randomly choose a Madness effect: 1. Depression, 2. Paranoia, 3. Schizophrenia, 4. Suicidal Thoughts. (See Chapter Three of the <i>Ravenloft</i> setting book for details.)
3	The creature is hideously deformed. A deformed homunculus gains the following modifiers: +2 Strength, -4 Dexterity. Alchemical creatures of the second or third permutation with this flaw use "broken one" as their base creature regardless of what was intended.
4	The creature has a drastically limited lifespan. After a number of days equal to the Alchemy check, the creature loses 1 point from each ability score each week. When any ability score reaches 0, the creature dies, dissolving into ichor.

Coagulants and Powers Checks

Brewing a coagulant requires a powers check and is considered equivalent to grave robbing (see Table 3-6 in the *Ravenloft* setting book). At the DM's discretion, this powers check may be waived if the alchemist received prior permission from the deceased for its body to be used.

Formula Format

All formulae sidebars use the following format.

Formula Name [General]

Prerequisites: The minimum Intelligence score and any other feats that a character must have in order to learn the formula.

Formulation: The requirements for creating one use of the given formula. The alchemist must supply everything listed here. This includes the DC of the Alchemy check, the time needed to brew the solution, the cost of raw materials, and any specific additional substances required. The substance's market price is twice the cost listed here.

An alchemist does not need to be present for the entire brewing process, but each 24-hour period that the alchemist does not closely supervise the process results in a cumulative -2 circumstance penalty to the Alchemy check.

Effects: The formula's game effects. Alchemical formulae can affect only living creatures.

Partial Failure: The results of partial failure for each formula.



ingests or is injected with quintessence immediately feels revived, and its body is inspired to heal its wounds. Quintessence also burns the undead like acid, for their unclean bodies are empowered by the very antithesis of life.

Quintessence [General]

Prerequisites: Brew Potion, Int 13+.

Formulation: DC 25; 24 hours; 140 gp.

Effects: The subject immediately heals 3d8 points of damage and any penalties imposed by fatigue are negated. Any undead creature that ingests or is injected with quintessence suffers 3d8 points of damage (no saving throw).

Partial Failure: The weakened quintessence restores or inflicts only 2d6 points of damage, respectively.

Emotional Purgative

The alchemist must specify a single emotion when brewing this purgative, working its alchemical criteria into the final solution. A primary subject that regurgitates this purgative is rendered incapable of feeling this emotion for about half an hour. A secondary subject is affected by the imbued emotion for a few minutes. While emotional purgatives may well have some insidious uses, they are extremely useful for investigators battling their own terror.

Emotional Purgative [General]

Prerequisites: Brew Potion, Int 13+.

Formulation: DC 25; 24 hours; 140 gp.

Effects: Use the *emotion* spell for example emotions this formula can affect. A primary subject must succeed at a Fortitude save (DC 13 + alchemist's Intelligence modifier) or regurgitate the substance, now infused with the specified emotion. The primary subject is rendered incapable of feeling this emotion for a number of minutes equal to the creator's Alchemy check.

A secondary subject must succeed at a Fortitude save (at the DC above) or be overwhelmed by the imbued emotion (as if affected by the *emotion* spell) for a number of rounds equal to the Alchemy check.

Example: An alchemist creates a dose of fear purgative, rolling a 30 on the Alchemy check. A primary subject is rendered immune to fear effects for 30 minutes. A secondary subject is subject to the "fear" version of the *emotion* spell for 30 rounds.

Partial Failure: The purgative targets the wrong emotion. Roll 1d6 to select a random version of the *emotion* spell.

Recollection Coagulant

The alchemist drains the imprinted knowledge from a corpse. If this coagulant is then injected into a living creature, that subject gains access to the deceased creature's memories for several minutes. The congealed memories are hazy and indistinct, but by concentrating the subject can draw the answers to specific questions from the deceased subject's memories.

Memory Coagulant [General]

Prerequisites: Brew Potion, Int 13+.

Formulation: DC 25; 24 hours; 140 gp.

Effects: The living subject gains access to the deceased creature's memories for a duration equal to half the Alchemy check in minutes. The subject can recall the answers of up to (Alchemy check / 4) questions as if she were the deceased creature.

Any corpse that has had its memories drained cannot be spoken to with the spell *speak with dead*.

Partial Failure: The subject is flooded with the emotions the deceased felt in the final few moments of its life. If the corpse suffered a violent death, the subject may need to make a Fear or Horror save, as appropriate.





Corporeal Purifier

This soothing salve promotes the regeneration of damaged tissue in living creatures, noticeably reducing scar tissue.

Corporeal Purifier [General]

Prerequisites: Brew Potion, Int 13+.

Formulation: DC 25; 24 hours; 140 gp.

Effects: Each application of this salve reduces OR modifiers caused by scarring (such as the effects of goblyn feasting) by -1, to a minimum of 0.

Partial Failure: The effects are temporary. After a number of days equal to the Alchemy check, the scars quickly and painfully reform, along with their attendant OR modifiers. To make matters worse, the scars return in more extreme form, increasing the subject's OR modifier by +1.

Alchemical Homunculus

By instilling a vat bubbling with alchemical mixtures with a portion of her own vital essences, the alchemist creates an alchemical homunculus, a grotesque and stunted, but largely harmless, form of life.

Alchemical Homunculus [General]

Prerequisites: Brew Potion, Int 13+.

Formulation: DC 25; 10 days; pint of alchemist's blood; 25 XP; 140 gp. A character with this feat does not need to follow the construction rules given in the *Monster Manual*.

Effects: An alchemical homunculus uses the statistics and abilities provided in the *Monster Manual*, but also gains acid resistance 10 and is affected by alchemical formulas as a living creature.

Partial Failure: The DM should roll 1d4 on Table 4-1 to select a flaw.

Formulae of the Second Permutation

These formulae offer more powerful effects, but are harder to master and carry greater risks. Only with great hesitation would I recommend attempting to create any of these concoctions.

Regenerative Salve

A living creature can use this salve to reattach a severed limb by holding the body part in place for a few seconds while the energized flesh mends. The replacement limb can be the original or it can be harvested from a corpse, but the limb must not have been separated from a living host for more than one hour. After this grace period, the limb degrades beyond use. If the original limb is reattached, it recovers fully. Limbs taken from the dead function normally but gradually take on a shriveled and discolored appearance. Each application of this salve is sufficient to reattach one body part.

Regenerative Salve [General]

Prerequisites: Brew Potion, Quintessence, Int 15+.

Formulation: DC 29; 1 day; 550 gp.

Effects: The severed limb must be held in place for one round. A replacement limb collected from the dead uses its new host's Strength and Dexterity scores. The limb's disfigurement increases the subject's OR by +1.

Partial Failure: The effects are temporary. After a number of days equal to the Alchemy check, the restored limb dies and becomes gangrenous. The gangrenous limb inflicts 1d4 points of permanent Constitution drain each day until its host dies or the limb is amputated.

Corporeal Purgative

This purgative targets physical corruption caused by diseases, including supernatural diseases such as mummy rot, and parasites, such as green slime and rot grubs. A secondary subject, of course, risks contracting all that once ailed the now-healthy primary subject.

Corporeal Purgative [General]

Prerequisites: Brew Potion, Emotional Purgative, Int 15+.

Formulation: DC 29; 1 day; 550 gp.

Effects: A primary subject must succeed at a Fortitude save (DC 15 + alchemist's Intelligence modifier) or regurgitate the purgative, now infused with all of the subject's diseases and parasites. A secondary subject must succeed at a Fortitude save (with the DC determined by the ailment) or contract all diseases present as if exposed to their original source.

Partial Failure: If the diseases are not transferred to a secondary subject before the purgative becomes inert, the impure energies return to their original host; the primary subject contracts all imbued ailments again.

Innocence Coagulant

The alchemist drains the lingering spiritual purity from the corpse of a creature that died while still untainted by sin. If this coagulant is then injected into a creature corrupted by spiritual im-

purity, the coagulated innocence burns like acid. If the creature has not fallen to evil, the lingering purity temporarily bolsters the subject's spiritual defenses.

Innocence Coagulant [General]

Prerequisites: Brew Potion, Memory Coagulant, Int 15+.

Formulation: DC 29; 1 day; 550 gp.

Effects: The alchemist must drain the fresh corpse of a humanoid that died Innocent to create this coagulant. A fell creature injected with coagulated innocence suffers damage, as determined by the depth of the creature's evil taint (see Table 4-2). In addition, coagulated innocence is considered blessed, which means it has special effects on certain creatures.

Table 4-2: Coagulated Innocence Effects

Damage	Target's Condition
1d6	Creature has failed 1 powers check or is afflicted by an embarrassing curse
2d6	Creature has failed 2 powers checks or is afflicted by a frustrating curse
3d6	Creature has failed 3 powers checks or is afflicted by a troublesome curse
4d6	Creature has failed 4 powers checks or is afflicted by a dangerous curse (including lycanthropy)
5d6	Creature has failed 5 powers checks or is afflicted by a lethal curse (including undeath)
6d6	Darklord or outsider with "Evil" descriptor

If a good-aligned creature that does not fall into any of the conditions above is injected with the coagulated purity, she must succeed at a Fortitude save (DC 15 + alchemist's Int modifier, harmless) or gain the benefits applied by Innocence for a number of rounds equal to half the Alchemy check.

The Innocent corpse to be harvested must have been dead for no more than the Alchemy check in days, and any given corpse can be drained of its lingering Innocence only once.

Partial Failure: Most of the collected Innocence dissipates. The thinned coagulant has no effect on good subjects and inflicts damage to corrupted creatures in increments of only 1d3 points rather than 1d6.



Philosophical Purifier

The alchemist selects specific moral or ethical traits, infusing them into the concoction. If a living creature ingests or is injected with this purifier, its personality temporarily changes to reflect the chosen traits more strongly. This purifier can bolster the user against evil enchantments, but it can also be used as a sinister form of mind control.

Philosophical Purifier [General]

Prerequisites: Brew Potion, Corporeal Purifier, Int 15+.

Formulation: DC 29; 1 day; 550 gp.

Effects: The alchemist must select a specific alignment (lawful good, neutral evil, etc.) to infuse into the application at the time of creation. 1d4 rounds after a subject is exposed to this purifier, it must succeed at a Fortitude save (DC 15 + alchemist's Intelligence modifier) or have its alignment shift by two steps along the moral and ethical axes toward the infused alignment.

Example: A chaotic evil creature injected with "purified lawful good" might become lawful evil, true neutral, or chaotic good.

This temporary alignment change has a duration equal to the Alchemy check in minutes, and does not require a Madness save.

If the subject already has the infused alignment (such as a lawful neutral creature injected with "purified lawful neutral"), then it remains perfectly true to its alignment for the duration. Not even magical compulsion can force the affected creature to act against its alignment.

Partial Failure: If the subject's alignment is not the same as the infused alignment, the involuntary alignment change *does* require a Madness save with a DC of (15 + the alchemist's Intelligence modifier).

Philosophical Child

The alchemist concocts an advanced form of alchemical life — one of the very constructs van Richten warned of. The alchemist must provide a measure of her own blood, symbolically donating a portion of her life force, and a tissue sample (blood, flesh, etc.) from a corporeal creature the alchemist wishes to recreate. This creature must be alive when the tissue sample is taken, and it can be the

alchemist himself; I have heard tales of alchemists who used this formula as a step toward obtaining an unnatural form of immortality. Just as often, however, misguided alchemists use these creatures to create perfectly loyal servants.

After twenty days of brewing, the "child" can be drawn from its vat as a viable creature in infant form. If the alchemist wishes, she can artificially age the child by continuing to brew it for six hours per year she wishes it to age. Thus, an alchemist who wants to create a physically-twenty-year-old "child" would brew the creation for a total of twenty-five days. Each additional day of brewing consumes an additional 5 gp in raw materials. Once drawn from its vat, however, the "child" solidifies and can no longer be aged by this method.

A philosophical child is identical to the creature it is modeled on, at least to outward appearances, assuming that it is advanced to the same age and that the original creature possessed no distinguishing marks such as tattoos or scars.

Philosophical Child [General]

Prerequisites: Brew Potion, Alchemical Homunculus, Int 15+

Formulation: DC 29; 20+ days; pint of alchemist's blood; tissue sample from base creature; 250 XP; 1,000+ gp.

Effects: To create a philosophical child, apply the "Alchemical Child" template (see below) to the base creature selected by the alchemist. Unlike a clone, the child possesses its own animating force.

Partial Failure: See Table 4-1.

Formulae of the Third Permutation

These formulae represent the most complex and far-reaching powers of alchemical philosophy. I doubt that one in a hundred readers would possess the wisdom to wield these concoctions wisely, and so I offer them solely to warn against those who would dare to use them. By no means will I divulge the details of their creation.

Tissue Regenerator

This formula functions like an even more potent version of the regenerative salve. The lost





body part is no longer needed. Instead, the tissue regenerator so empowers the user's flesh that its grows a replacement part from the stump of the missing limb over the course of a few minutes. Beware, however; although the new limb is indistinguishable from that which it replaced, it is not truly part of its host. It is as much a form of alchemical life as a homunculus, and if the formula is imperfect, the side effects can be severe.

no matter how seemingly minor, cannot be expelled from their host by any means, and all curses return to their true hosts unless passed on to a secondary subject before the purgative loses its potency.

In short, a spiritual purgative can free a primary subject from many horrific ailments, but often only at the cost of passing his burden to the shoulders of some other unfortunate.

Tissue Regenerator [General]

Prerequisites: Brew Potion, Quintessence, Regenerative Salve, Int 17+.

Formulation: DC 33; 1 day; 1,200 gp.

Effects: The new limb grows over the course of 2d10 rounds. The regenerator also cures 5d4 points of damage. The new limb is an alchemical construct but functions identically to the original limb it replaced.

Partial Failure: The DM should roll 1d3 on Table 4-3 to randomly select a flaw:

Table 4-3: Flawed Alchemical Limbs

Die Roll	Imperfection
1	The limb is grotesquely misshapen. The limb's Strength and Dexterity scores are each modified by +1d4-2 (-1 to +2) points. These modifiers affect any action that relies on the new limb. The monstrous limb adds +2 to the host's OR when visible.
2	The limb is actually a dread golem with a dim consciousness of its own. It may impulsively act on the host's subconscious desires, like a dread companion. If the host tries to restrain or harm the limb, it may lash out to defend itself or even attempt to murder its host.
3	The limb has a drastically limited lifespan. After an initial number of days equal to the Alchemy check, the limb loses 1 point each from its Strength and Dexterity scores each week. When either score reaches 0, the limb dissolves into ichor.

Spiritual Purgative

This purgative can rid a living creature of spiritual maladies, including enchantments, possessing entities, and curses, including the dread disease of lycanthropy. Curses are strangely unpredictable, however. Some curses,

Spiritual Purgative [General]

Prerequisites: Brew Potion, Emotional Purgative, Corporeal Purgative, Int 17+.

Formulation: DC 33, 1 day, 1,200 gp.

Effects: This purgative affects mind-influencing spell effects, possessing entities (such as odems, ghosts with the malevolence special attack, or casters of the *magic jar* spell), and most curses. Spiritual purgatives cannot expel curses bestowed by failed powers checks, including the curse that binds a darklord to his domain. A primary subject must succeed at a Fortitude save (DC 17 + alchemist's Intelligence modifier) or regurgitate the substance, now infused with all of the subject's spiritual maladies.

If a possessing entity is expelled, it immediately separates from the imbued purgative and is free to act as it wishes, including new attempts to possess the subject again, if possible. Enchantments and curses remain imbued in the purgative. If the imbued purgative is then passed to a secondary subject, the effects are transferred to that creature. The secondary subject is subject to the same saving throws to resist these maladies that the primary subject received (if any).

If an imbued curse is not transferred to a suitable secondary subject (one capable of being afflicted by that curse) within a certain time period (given below), the curse automatically reverts to the primary subject and is no longer imbued in the purgative.

Curse Severity	Transferral Time Limit
Embarrassing	Alchemy check in hours
Frustrating	Alchemy check x2 in minutes
Troublesome	Alchemy check in minutes
Dangerous	Alchemy check x2 in rounds
Lethal	Alchemy check in round

Transferring corruption to a secondary subject warrants a powers check.

Partial Failure: If the primary subject fails her Fortitude save, then the subject expels a portion of her own life force along with the spiritual corruption. The subject receives 2 negative levels. These negative levels can be dispelled by the standard methods.





Essential Coagulant

The alchemist drains the fading life force from either a dying subject or one recently dead. The resulting coagulant contains the deceased subject's spirit, in its entirety. This coagulant can then be injected into any living, corporeal creature. The

transplanted spirit takes root in its new host as if it had been *reincarnated* into that form. Together with the creation of alchemical life, many alchemical philosophers view this dreadful formula as the key to immortality. In truth, it is a straying from the true path, a collapse into unnatural, artificial life.

Essential Coagulant [General]

Prerequisites: Brew Potion, Memory Coagulant, Purity Coagulant, Int 17+.

Formulation: DC 33; 1 day; 1,200 gp.

Effects: This coagulant can be drawn only from a subject that is either dying (below 0 hit points) or has been dead for no longer than a number of rounds equal to the Alchemy check.

Once the spirit is transferred, if the new host body has its own spirit (as all natural living creatures do), the transplanted soul manifests as an alternate personality. Use the "Multiple Personalities" Madness effect in the *Ravenloft* setting book to determine when the soul can gain control of its host. If the host body has no mind or spirit of its own (as with an alchemical creation), the transplanted spirit gains full control of its new body. Unlike *raise dead* or similar magic, the deceased spirit is trapped by the coagulant and need not be willing to return to a living body.

The soul can also be transferred to a fresh corpse, provided the body is completely intact and has been dead for no more than the Alchemy check in rounds. If the corpse meets these requirements, the infusion of a new life force restores the body to life. Otherwise, the infused corpse animates as a type of corporeal undead with HD equal to half of the transferred spirit's level.

Some life essence is always dispersed during the transferal. The transplanted spirit automatically loses 1 level, or 1 point of Constitution if the subject had only 1 Hit Die. If the spirit is not transplanted into a new host by the time the coagulant becomes inert, it is freed to move on to its final destination in the afterlife. While the spirit is trapped within the coagulant, however, spells such as *raise dead* or *resurrection* have no effect.

Crafting or using essential coagulant requires a powers check.

Partial Failure: The transplanted soul is improperly anchored in its new host. After a number of days equal to the Alchemy check, the subject receives one negative level per week. If the subject drops to 0 HD, its spirit drains away entirely and the body dies.

Holistic Purifier

As with the philosophical purifier, the alchemist must select specific ethical and moral traits to infuse into the application at the time of creation. Any living creature that ingests or is injected with this purifier undergoes a startling physical and mental transformation, its mind and body shifting to perfectly reflect the infused traits.

When the transformation ends, all subconscious elements of the imbued alignment are purged from the subject's psyche, and the subject remains remarkably true to his core philosophies for quite some time. While a few alchemists in the past have relied on this formula as a tool to resist base temptations, even they knew that they had sacrificed true enlightenment for an ultimately destructive substitute.

Editor's Note: This knowledge recently aided Laurie and I in the resolution of a series of murders taking place in Morfenzi. The murders greatly benefited a highly respected merchant, but several of the crimes had been witnessed by folk who described a degenerate thug, perhaps even a caliban, who bore little resemblance to the suspect. Indeed, the killer had done little to conceal his identity. Armed with our new knowledge, however, we searched the merchant's home and discovered a small cache of purifiers that he had somehow acquired. We suspect that he had been transforming himself into his own hired killer, presumably so as to keep both his hands and soul free of stain as he eliminated his rivals. Unfortunately, the Falkovnian authorities executed the man immediately once we brought our findings to light, preventing us from truly confirming his guilt. —GWF



Holistic Purifier [General]

Prerequisites: Brew Potion, Corporeal Purifier, Philosophical Purifier, Int 17+.

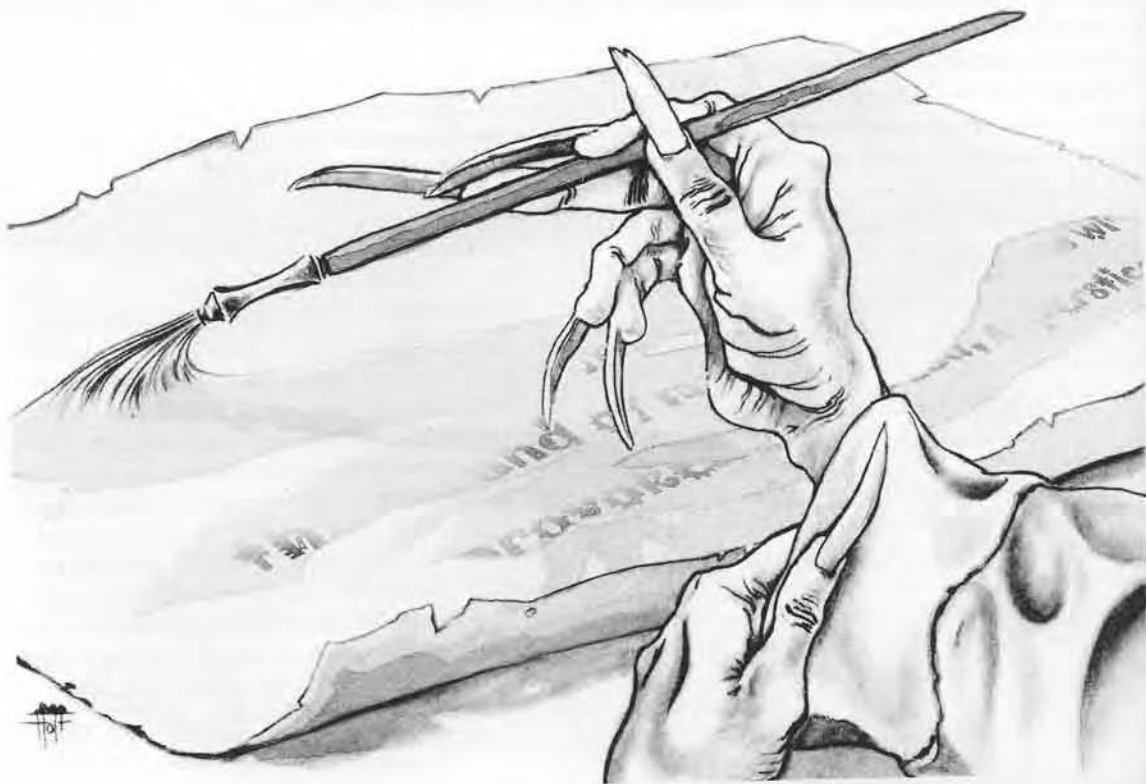
Formulation: DC 33; 1 day; 1,200 gp.

Effects: The physical transformation is as effective as the *alter self* spell; like that spell, the physical changes induced by this formula grant a +10 bonus to the subject's Disguise checks. Creatures that become chaotic may develop asymmetrical features, while creatures that become evil may appear markedly degenerate. Creatures that become good may grow more beatific, while those that become lawful may look perfectly symmetrical. For each step the subject's moral alignment shifts toward good, its OR lowers by an effective -1, while the reverse is true for subjects that become evil. (Thus, the OR of a good creature that becomes evil rises by +2 for the transformation's duration.)

While transformed, the subject's behavior is always perfectly true to the infused alignment. The transformation's duration is equal to twice the Alchemy check in minutes.

For a number of days following the transformation equal to the Alchemy check, the purifier's aftereffects grant the subject a competence bonus to Will saves to resist any mind-influencing effects that would cause her to act against her alignment. The bonus is +1 for each step the subject's alignment changed while transformed, to a maximum of +4 (as with a lawful good creature that had become chaotic evil).

Partial Failure: The purifier functions normally but is addictive. When the purifier's aftereffects wear off, the subject passes through a detoxifying period, suffering an effective reduction of -2 points from each ability score for a number of days equal to the Alchemy score. If the subject acquires another dose of the purifier, she must succeed at a Will save (DC 17 + Intelligence modifier of the alchemist who created the addictive purifier) to resist using the new dose. Taking another dose of the same alignment purifier immediately removes all detoxification penalties.





Enlightened Child

This formula creates an advanced form of the philosophical child. No longer satisfied with the mere creation of life, the alchemist who masters this formula seeks to *improve* upon that which nature has created. The creatures spawned in these experiments are more powerful than philosophical children, but no less unnatural, and no less dedicated to their hubristic masters.

Enlightened Child [General]

Prerequisites: Brew Potion, Alchemical Homunculus, Philosophical Child, Int 17+.

Formulation: DC 33; 40+ days; pint of alchemist's blood; tissue sample from base creature; 1,000 XP; 4,000+ gp.

Effects: To create an enlightened child, apply the "Alchemical Child" template to the base creature selected by the alchemist. Unlike a clone, the child possesses its own animating force.

Partial Failure: See Table 4-1.

I have no more to tell you. Indeed, I fear I have revealed far too much already. I wish you good fortune in all your future endeavors, and trust that you have the wisdom to use the information I have shared with you wisely. If only others could be trusted to do the same, we might live in a better world.

Celebrant Agatha Clairmont

Temple of Divine Form

Paridon, Zherisia

Editor's Note: We understand that the diabolical "Bloody Jack" struck Paridon again just as celebrant Agatha sent us these words last fall. We have not heard from her since, and we are troubled by rumors of deaths among the Divinity of Mankind's clergy. Should any hunter pass through that fog-shrouded city, we would greatly appreciate a report on celebrant Agatha's welfare. —LWF

New Template: Alchemical Child

These uncannily lifelike constructs begin their existence in the roiling vats overseen by alchemical philosophers. Some such creators give life to these alchemical "children" to restore the dead or insidiously replace the living; a few even spawn alchemical bodies to recreate themselves in a seemingly more perfect form.

The formulation costs to create an alchemical child listed under the Philosophical Child and Enlightened Child formulae assume that the child to be created to Medium-size or smaller. Creating an alchemical child requires a vat large and sturdy enough to hold its coalescing body, so larger creatures require suitably large apparatus. This child's intended size determined the extra cost required in its creation, as shown below. Half of this extra cost represents additions to the alchemist's lab, which can be reused.

Creature's Size	Formulation Cost Modifier
Large	x 4
Huge	x 8
Gargantuan	x16
Colossal	x32

Creating an Alchemical Child

"Alchemical child" is a template that can be added to any corporeal aberration, animal, beast, dragon, giant, humanoid, magical beast, monstrous humanoid or vermin (referred to hereafter as the "base creature"). The creature's type becomes "construct." It uses all of the base creature's statistics and special abilities except as noted here.

Alchemical children exist in two subtypes, as determined by the formula used to concoct them: philosophical children and enlightened children. Unless noted otherwise, all qualities listed here apply to both subtypes.

Hit Dice: Increase to d10. Unlike the results of a *clone* spell, an alchemical child does not gain the memories of the original creature, unless granted those memories through the use of an essential coagulant or similar means. Thus, an alchemical child does not gain any of its base creature's class levels. If a child is based on a creature that uses class levels to determine its Hit Dice (like human characters), the child is considered a 1st-level warrior until it receives a set of memories or gains levels on its own.





Speed: Same as the base creature.

AC: The base creature's natural armor increased by +2.

Attacks: Same as the base creature.

Damage: Same as the base creature.

Special Attacks: The alchemical child retains all of special attacks of the base creature (except class abilities, as noted above). At the time of creation, an alchemist concocting an enlightened child (only) may also select three "refinements" from the following list to bestow on her creation. The alchemist must add a special ingredient to the concoction to bestow each refinement.

- **Acidic (Ex):** At will, the child can alter its body chemistry to render its touch highly corrosive. This adds +1d6 points of acid damage to any attacks the child makes with its natural weapons, including unarmed strikes. Opponents grappling with the child and any items worn by the child automatically suffer the damage each round they maintain contact. *Ingredient:* A flask of acid.

- **Fluid (Ex):** At will, the child can partially liquefy its body and flow around different objects like water. It can fit through any non-watertight crack or opening. The child can liquefy or solidify as a full-round action. *Ingredient:* A sample taken from any ooze.

- **Hermetic (Ex):** The child's flesh automatically seals all open wounds. It is immune to bleeding effects (such as those caused by a weapon of *wounding*), and it can reattach a severed limb instantly by holding it to the stump. Severed limbs dissolve if not reattached within one minute, however. *Ingredient:* A pint of troll's blood.

- **Idealized (Ex):** The child does not age and is immune to aging effects. *Ingredient:* A pint of blood taken from any fey creature.

- **Malleable (Ex):** The child possesses a limited ability to reshape its features, mimicking other individuals of the same race of its base creature as effectively as a user of the *alter self* spell. The child can stay in these alternate forms indefinitely, and can assume a new form or revert to its true form as a standard action. If a malleable child is slain, it briefly reverts to its true form before dissolving. *Ingredients:* A pint of doppelganger blood and small tissue sample taken from each individual to be mimicked.

- **Toxic (Ex):** The child's blood is poisonous: Ingested, Fortitude save (DC 10 + 1/2 child's HD), initial damage 1 temporary Constitution, second-

ary damage 1d8 temporary Constitution. This damage applies to any creature that damages the child with a bite attack. The child can also drain its own blood to prepare one application of the toxin, suffering 1 point of damage per Hit Die in the process. *Ingredient:* A vial of arsenic (120 gp).

Special Qualities: An alchemical child retains all the special qualities of the base creature (except class abilities, as noted above) and those listed below, and also gains the construct type and the lifelike subtype. When an alchemical child dies, it immediately dissolves into a pool of steaming ichor.

Lifelike (Ex): The creation of an alchemical child is such a sophisticated process that the resulting creature mimics a living biology in many ways. The child can eat, drink, breathe and sleep, though it does not truly need to do any of this. The child even ages normally for a member of the base creature's race and bleeds if cut, though the fluid is more akin to quintessence than true blood. Lifelike constructs are not immune to bleeding effects or subdual damage, and they die at -10 hit points (rather than at 0 hp), like a living creature. An alchemical child is considered a living creature in respect to the effects of alchemical formulae.

Resistance (Ex): An alchemical child has acid resistance 20.

Mental Bond (Ex): An alchemical child is telepathically linked to its creator. It can convey to her everything it sees and hears and she can send it telepathic commands, up to a range of 500 yards.

Saves: Same as the base creature.

Abilities: As constructs, alchemical children have no Constitution scores. An enlightened child's Strength and Dexterity each increase by +2.

Skills: Same as the base creature, except that alchemical children do not receive any of the base creature's Intelligence-modified skills (unless the child is given a memory as detailed above).

Feats: Same as the base creature.

Climate/Terrain: Any land and underground.

Organization: Solitary.

Challenge Rating: Philosophical child: same as the base creature. Enlightened Child: same as the base creature +1.

Treasure: Standard.

Alignment: Any (same as creator).

Advancement: Same as the base creature.





Sample Enlightened Child

This example uses a 4th-level human fighter as the base creature. It has received the memories of its base creature through the application of an essential coagulant.

Enlightened Human

Medium-size Construct (Lifelike)

Hit Dice: 4d10 (22 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 30 ft.

AC: 19 (+2 Dex, +2 natural, +5 masterwork chainmail)

Attacks: Unarmed strike +8 melee; or masterwork longsword +10 melee; or masterwork heavy crossbow +7

Damage: Unarmed strike 1d3+4 subdual plus 1d6 acid; longsword 1d8+4; heavy crossbow 1d10

Face/Reach: 5 ft by 5 ft./5 ft.

Special Attacks: Acidic

Special Qualities: Construct, lifelike, fluid, hermetic, acid resistance 20, mental bond

Saves: Fort +6, Ref +3, Will +2

Abilities: Str 18, Dex 15, Con —, Int 10, Wis 12, Cha 8

Skills: Climb +8, Craft (glassworks) +3, Intimidate +2, Jump +8, Swim +8

Feats: Cleave, Great Fortitude, Improved Initiative, Improved Unarmed Strike, Power Attack, Weapon Focus (longsword)

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, ability damage, energy drain, or death from massive damage.

Items Carried: 5 flasks of alchemist's fire, 1 application of catalyzed dark reaver powder, 2 flasks of quintessence.

Challenge Rating: 5





Chapter Five:
Perilous Pursuits



man must travel, and turmoil, or there is no existence.

— Lord Byron, in a letter to Thomas Moore

Editor's Note: As we turned our attention toward special gifts or avenues of study hunters of evil might pursue to fortify themselves against the legions of the night, one simple name kept popping up time and again in Dr. van Richten's papers — "Johann." The good doctor had apparently often turned to this man when seeking allies with special talents. After some thorough investigation, we found "Johann" at none other than the Great Cathedral of Ezra in Levkarest. We shall allow him to introduce himself. — L&GWF

Dear Ladies Weathermay-Foxgrove,

Your recent letter filled me with curiosity and enthusiasm. I had indeed heard rumors that my longtime friend and ally Rudolph van Richten had vanished some years back during one of his notorious hunts. I hope that you do not think me callous, Miladies, for failing to write to Mordentshire at an earlier date and inquire about the doctor's well being. In truth, as word of van Richten's apparent death reached my ears, a stubborn and puerile part of me did not wish to provoke confirmation of such sorrowful rumors.

But now, here I sit with just such a letter, penned by your gentle hand. It is with a sort of resigned sadness that I finally accept what I have long suspected. Undoubtedly, you need not hear of van Richten's virtues from a stranger, but the truth remains that he was a giant among men. He will be sorely missed, and the world will, I suspect, be a touch darker for his passing.

Lest I slip into a belated eulogy for the doctor, I remind myself that this is not a time for bereavement. It is a great happiness to know that van Richten had dear friends such as the two of you. It is welcome to hear that he found joy in the warmth of your young spirits, and that you in turn were able to see the noble and caring man beneath his renown.

But I digress; a formal introduction is in order. Though you know of me only as "Johann" through van Richten's journals and letters, I am known best as Toret Johann Serverin, servant of Our Guardian in the Mists, and of you as well. You may of course continue to address me as Johann, Miladies, as suits your need, for I am but a humble man of faith, and have never grown accustomed to the affected importance of titles. I am Borcan by birth if not by

temperament. Though my youth was provincial, I now call the heart of Levkarest my home, finding comfort in the shadow of the Great Cathedral.

Your letter inquired as to the nature of my relationship with van Richten, and what specific good or service I had provided to him over the years. I must admit that this struck me as an odd way of describing our friendship, but now that I reflect on it, I suppose I do deal in a commodity of sorts. There was a time when I would have gladly taken up the hunter's mantle myself, but old injuries have rendered such aspirations beyond my reach. Now and forever more, I must be content to be a mere merchant of men. By this turn of phrase I mean that I deal in associations and introductions. I am, as van Richten once put it, simply "a man who knows people."

You may find brokering in such a thing strange, but I can attest that there are few goods as valued as knowledge of the right person in desperate circumstances. Van Richten often found himself in uncommon situations, where a rendezvous with an helpful soul was dreadfully vital to the success of his endeavors. I first met the good doctor many years ago, by happenstance. My knowledge of numerous exceptional characters served him in his hunt for a dreadful undead horror, the sort he often called a lich. Since that time, van Richten seemed to grow to trust my associations, and even to rely on them in his times of need.

Now, Miladies, I come reluctantly to your inquiry for similar assistance in your own endeavors. It pains me to preamble disappointing news with words of warmth and promise, but I am afraid I cannot serve you in the same capacity in which I served van Richten. Lest you think me of troublesome disposition, let me say quite clearly that I continue to support those who dedicate their lives to the hunt. Your words alone illustrate that the two of you possess determination and enthusiasm matched only by the good doctor himself. I do not doubt for a second that you are capable warriors and investigators.

Yet old habits die hard, Miladies, and I cannot entirely divest myself of the male need to protect your sex, especially those of pure beauty and spirit. Many of my allies dwell in the darkest thickets and morasses of the human experience, and to introduce you to such men is to invite harm upon your persons. I would not be able to sleep at night if a meeting that I had arranged one day led to your





Chapter Five

injury. I cannot and will not be a party to leading you down such a dark path.

I pray that you do not think ill of me for refusing your request. The life of a hunter can bring only sorrow to your hearts and wounds to your flesh, neither of which I could bear. The world is full of worthy successors to van Richten's legacy. It need not be you, Miladies.

Please write again. Though I cannot be an ally in the battle against monsters, perhaps I can be a friend. Be safe, and may Our Guardian in the Mists watch over you.

Editor's Note: Really! I suppose Toret Severin thought that we were porcelain dolls to be placed on a high shelf and admired. Clearly, he did not yet realize that Gennifer and I have already cleaved our way through many a dark thicket. Uncle's lessons had evidently not taken root in this anchorite's mind, so my next letter instructed him to make an effort at gathering data before making judgments. After proper chastisement, I offered him a proposal. He replied as follows.
—LWF

If your most recent letter is any indication, you are a most headstrong woman. I suspected that you might protest the contents of my first correspondence, but I did not anticipate such contradictory and forceful language!

I understand your distress at my refusal, Milady, but you must in turn understand that like all good men of the cloth, I cannot refuse my conscience. Nonetheless, I am a man who respects the wishes of a noblewoman. Though I initially thought of returning your second letter, I considered the proposal contained therein. Though perhaps forward, your request that I ask about you and your sister within my circles seemed reasonable enough.

As it happens, you are owed a sincere and humble apology, Milady. I was stunned to learn how many folk already know your names, even in the darkest alleys of Levkarest. No doubt it may surprise you to hear just how widespread your fame has become. It is a strange sort of fame, subtle and without the reverence and fire that characterized that of the good doctor. But I found it just the same, and it was steeped in equal measure of bafflement and adoration. Of course, much of this renown may stem from the sheer novelty of your identities. But I also heard much gossip of banished wraiths and vanquished lycanthropes, accounts of innocents rescued and villages delivered. In particular, your recent victory over the Withered Trapper of Tepest has set many tongues wagging, for as you no doubt

know, the creature managed to escape from van Richten himself some years ago.

If these accounts are to be believed, then you and your sister are already worthy successors to van Richten. I admit my presumptions and my error, Milady. Though I couched it in terms of my genuine fear for your safety, my refusal was merely cowardice. In light of these revelations, I am now quite willing to arrange any introductions you might require. Consider me your humble servant in any matter from this point forward.

Of course, it does you little good, Milady, to know that I can orchestrate a meeting with all manner of folk, if you know nothing of who those folk might be. I hope you do not take offense if I do not reveal the exact identities of my most favored contacts at this juncture. You must trust me in this matter, Milady, for their secrets are often as perilous — if not moreso — than any you or I might harbor.

Given this consideration, I still feel it necessary to elaborate on the stripe of folk with whom I might put you into contact. Thereby, you might have some notion of whether I can assist you in any given matter. Enclosed with this missive you will find a brief inventory of some of my most valuable allies. Many served van Richten well in his hunts against the minions of darkness. Their names have been stricken, but I have done my best to describe how they might be valuable to you and your sister.

I trust you will not hesitate to write or call upon me at your first need. Good luck in your righteous endeavors, and may Our Guardian in the Mists watch over you and your loved ones.

Your Humble Servant,

Toret Johann Severin

Post-Script — I feel true excitement for the first time in years, since my last meeting with the departed doctor. Bless you both for bringing purpose back to a simple man's life.

New Feats

The following feats are available to any character who meets the prerequisites. High alchemical formulae, which can also be taken as feats, are found in the previous chapter.

Ancestral Legacy [General]

A mysterious relative or messenger has appeared and bestowed on you a valuable heirloom. Though you may not yet know its full significance,



this birthright comes with a legacy of honor, power, and perhaps unspeakable sins.

Benefit: You receive a free item. The DM must choose an item with a gold piece value equal to or less than one eighth of your starting wealth. If you take this feat at a level other than 1st level, the DM should consult Table 2–24 in the *Dungeon Master's Guide* to determine your starting wealth. The item can be a weapon, armor, tool, art object, vehicle, animal, or even land (see Table 5–6 in the *Dungeon Master's Guide*). The item always carries an Embarrassing curse that affects only you and your blood relatives. The item can be magical, but if so its curse is Frustrating rather than Embarrassing.

In addition to the curse, whenever the item is worn, carried, or otherwise visible, it may give you a +2 bonus or –2 penalty to Charisma checks and Charisma-based skill checks. Whether this bonus or penalty applies depends on your audience, the nature of the item, and the reputation of your family. For example, a dagger your grandfather used to murder a rival could give a +2 bonus to checks with a scheming uncle, a –2 penalty to checks with the rival family's patriarch. It might also add a bonus or penalty to checks with serfs working your family's lands, depending on whether they viewed your family as a clan of firm guardians or murderous tyrants.

Special: You may not take this feat more than once.

Hexbreaker [General]

You are skilled at unweaving the blasphemous fabric of the black arts. Evil magic seems to unravel particularly easily under your deft hands.

Prerequisites: Non-evil alignment, Skill Focus (Spellcraft), spellcaster level 5th+.

Benefit: You receive a +2 insight bonus to Spellcraft checks to identify a spell being cast if the spell in question requires a powers check. You receive a +2 bonus to your dispel check when you use *dispel magic* against a spell that requires a powers check, regardless of whether it is a targeted dispel, an area dispel, or a counterspell.

Indomitable [General]

You have an exceptional mind that bounces back from numbing terror with confidence and determination. Though encounters with supernatural horrors might shatter your world and haunt

your dreams, you are firmly resolved to destroy such creatures.

Prerequisites: Wis 11+. You must have suffered a moderate or major Horror or Madness effect.

Benefit: Whenever you fail a Horror or Madness save prompted by a creature's presence or actions, you thereafter receive a +1 morale bonus to your attack rolls and Gather Information, Knowledge, and Sense Motive checks when you are pursuing that creature's destruction. If you fail multiple Horror or Madness saves, the effects of this feat are not cumulative.

Logical Mind [General]

Though the Realm of Dread might be steeped in the supernatural, you put your faith in rationality and observation. When faced with the unbelievable, this scholarly skepticism is a source of mental fortitude.

Prerequisites: Int 15+, at least one Knowledge skill (choose from anatomy, architecture and engineering, geography, history, nature, or nobility and royalty), non-chaotic alignment.

Benefit: You receive a +4 resistance bonus to Will saves against spells, spell-like effects, and supernatural effects, and to mundane Fear, Horror, and Madness saves prompted by creatures with spell-like or supernatural abilities.

Special: Once you take this feat, you can no longer purchase ranks in Lore skills or make Lore skill checks untrained. You may still attempt checks with Lore skills in which you already possess ranks.

Muse [General]

You possess the rare sort of beauty or spirit that feeds the divine flame of creativity. Your very presence inspires passion and stirs others to works of creative genius.

Prerequisites: Cha 15+.

Benefit: When allies attempt a Perform check within thirty feet of you and you are within the allies' line of sight, they receive a +2 circumstance bonus to their roll. This effect does not extend to any creatures other than your allies unless you wish it to. This is an extraordinary ability. You can grant a +2 circumstance bonus to an ally who is using the Craft skill to create an item, but you must spend all of the item's construction time in the company of the creator and your activities must otherwise be limited to talking, eating, and resting. You receive a +2 bonus to Bluff, Diplomacy, Gather Informa-





tion, and Perform checks when interacting with a character who has at least 8 ranks in Craft or Perform. Whenever you are reduced to below 0 hit points, any allies in your presence with a Charisma of 12 or higher must make a Horror save (DC 20).

Special: You may take this feat only at character creation.

Nine Lives [General]

You seem to be protected, perhaps by a guardian spirit, perhaps by a malign power that wants to keep you alive long enough to deal with you personally. Regardless, you have a penchant for surviving lethal situations.

Benefit: If you fail a Fortitude or Reflex save and are reduced to -10 hit points or below as a direct result, you may take two points of permanent Charisma drain to re-roll that saving throw. If you fail the re-roll, you can take another two points of Charisma drain to roll yet again, and so on. This is an extraordinary ability. The Charisma drain can be recovered as normal with *restoration* or similar magic, but this ability can only be used a number of times in your character's life equal to her Charisma score at the time of character creation.

Special: You may only take this feat at character creation.

Portents [General]

You are blessed with hazy visions of the near future. These take the form of vague feelings of comfort or dread that manifest on the cusp of pivotal choices.

Prerequisites: Wis 15+.

Benefit: As a standard action, you can use *augury* as the spell cast by a sorcerer of a level equal to your character level. This ability is usable once per day and requires no spell components. Once used, you cannot use this ability again until you have rested for at least 8 hours. This is a supernatural ability. It does not provoke an attack of opportunity, though like a spell it can be disrupted if you fail a Concentration check.

Scent of the Grave [General]

You carry an unholy stench that is undetectable to all creatures but animals. The beasts of the earth are frightened and intimidated by the sheer wrongness of your scent.

Benefit: Animals suffer a -2 morale penalty to their attack rolls and skill checks when within 30 feet of you. For animals with the Scent special

quality, this penalty rises to -4. You receive a +4 profane bonus to Intimidate checks with animals. You may never have an animal companion or cohort, and you suffer a -4 profane penalty to Handle Animal checks. You can have a familiar or a paladin's mount only if it is a dread companion. This is an extraordinary ability.

Special: This feat often manifests following a close brush with lycanthropes or the undead, but some characters — particularly calibans — possess it from birth.

Smitten [General]

You are truly and deeply in love, in the purest storybook sense. Your love is not necessarily requited, but acts as a source of strength and purpose, for you would cross oceans and move mountains to protect your beloved.

Benefit: Select a humanoid creature, or any creature that at least appears humanoid. That individual is your beloved. When your beloved is within your line of sight, you receive a +1 morale bonus to attack rolls and saving throws. If your beloved is threatened by physical or magical harm, including mental attacks or control, this bonus rises to +2. If your beloved is reduced to 0 hit points or below in your presence, you must make a Horror save (DC 20). If your beloved dies or is revealed to be a supernatural creature (such as a lycanthrope or vampire), you must make a Madness save (DC 20).

Special: You cannot take this feat more than once, even if your beloved dies. This feat has no benefit after your beloved dies, and cannot be replaced with another feat.

Spirit of Light [General]

You are the candle in the darkness and the harbor in the storm. You have a soul that seems to put others at ease and give them strength in times of grief and terror.

Prerequisites: Cha 13+, good alignment.

Benefit: Your allies receive a +1 sacred bonus to Fear, Horror, and Madness saves to counteract sinkholes of evil as long as they remain within 30 feet of you. When in your presence, a creature that has failed a Horror or Madness save receives a +2 sacred bonus to its recovery checks. You must spend at least eight hours a day with the creature each day following the failed save. Your activities during the eight hours do not matter, but you must remain within 60 feet of that creature for the duration. This is an extraordinary ability.





Special: You may take this feat only at first level.

Sworn Enemy [General]

You have pledged to destroy a specific breed of monster, such as aberrations, shapechangers, or the undead. When you meet such creatures on the field of battle, your attacks are stoked by your hunter's fury.

Prerequisites: Skill Focus (Knowledge [monster lore]). This Knowledge skill must match your enemy creature type. You must have once been reduced to 0 hit points or below by a creature of your enemy type.

Benefit: Select a creature type as your enemy: aberrations, animals, beasts constructs, dragons, elementals, fey, giants, humanoids, magical beasts, oozes, outsiders, plants, shapechangers, undead, or vermin. You must select a subtype if your enemy is the humanoid type, but need not if it is the outsider type. You receive a +1 morale bonus to your attack rolls against that creature type, but only when you know you are facing such a creature. For example, if your enemy is shapechangers, you do not receive the bonus when attacking a lycanthrope in humanoid form that you do not know to be a lycanthrope.

Special: You cannot choose your own creature type unless you are evil. This feat cannot be taken more than once.

Unseen [General]

Provided you remain perfectly still, you can hide in plain sight. Through some perplexing trick of the light or the mind, other creatures seem to simply overlook you.

Prerequisites: Skill Focus (Bluff), Skill Focus (Hide).

Benefit: Whenever you are not being observed, you can conceal yourself as a free action, making yourself invisible as though affected by the spell *invisibility*. You can take no actions while concealed, including moving or talking. The effect lasts as long as you take no actions. This is an extraordinary ability, though *see invisibility*, *true sight*, and similar spells will reveal your presence. In all other respects this ability it is treated as a glamor, and may be disbelieved.

Warding Gesture [General]

At some point in the past, a relative or friend taught you a simple folk gesture thought to keep the minions of evil at bay. Though you rely on this

superstition reflexively, unnatural creatures are genuinely fearful of you when you brandish such a sign. Whether this is because of its occult power or simply your *belief* in its power is uncertain.

Prerequisites: Wis 11+, Cha 11+.

Benefit: Choose a creature type: aberrations, beasts, constructs, dragons, elementals, fey, giants, magical beasts, outsiders, shapechangers, or undead. You need not select a subtype if you choose the outsider type. As a standard action that provokes an attack of opportunity, you can make a simple gesture. Treat the gesture as a passive gaze attack (see "Gaze Attacks" in the *Dungeon Master's Guide*). Creatures of your chosen type must make a Fear save (DC = 10 + 1/2 your character level + your Charisma bonus) if they view the gesture. Creatures that make their Fear save are immune to your gesture for 24 hours. You must have at least one hand free to make the gesture. You can make the gesture only once per encounter, but it is usable an unlimited number of times per day. This is an extraordinary ability.

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

Prestigious Professions



he most successful career must show a waste of strength that might have removed mountains, and the most unsuccessful is not that of the man who is taken unprepared, but of him who has prepared and is never taken.

—E. M. Forster, *Howards End*

Below you will find a selection of my most trusted allies, chosen from among my associations for their depth of skill and possible utility in hunts for the minions of darkness. I have often asked myself, Milady, "What makes a man — or woman, I should add — an extraordinary man?" And perhaps more significantly, "What makes an extraordinary man a hero?" Is it the boon he is given at birth, be it a heritage of honor, a soul of fire, or a blessing from the gods? Is it the talents he develops, be it laboring at a purpose, sharpening his mind, or awakening his hidden gifts? Is it the choices he makes, or the circumstances that are thrust upon him? I do not yet know the answer to such questions, but I have seen that all such elements play a role in creating heroes.

Editor's Note: True enough, but an odd observation to make. Is the Toret trying to suggest something to us through such language? — LWF



Alchemical Philosopher

I present Sir M_____ of Kantora in Nova Vaasa, originally a Ghasirian native. This gentleman is a philosopher and metaphysician of some repute. He is also a student of a curious branch of alchemy that he pursues with the vigor of a religious zealot. You can take heart, however, as he is astonishingly well versed in the nature of supernatural horrors, and a reliable and righteous supporter of the hunt.

Editor's Note: Ah! This gentleman is likely a student of philosophical alchemy, the esoteric tradition described in chapter 4. Interesting that the discipline has found a foothold outside of Paridon. — GWF

The secrets of alchemy are among the most potent and inscrutable occult mysteries in the Land of Mists. For the few souls that pursue the transformative power of alchemy, however, devotion to its methods often supplants all other matters.



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Table 4
Class Level

- 1st
- 2nd
- 3rd
- 4th
- 5th
- 6th
- 7th
- 8th
- 9th
- 10th

Alchemical Philosopher

No soul is as devoted as the alchemical philosopher. For him, alchemy is not a footnote in a catalog of arcane lore; it is a path to Truth, if not Truth itself. The alchemical philosopher abandons his old life's path as if he had been groping about blindly in the darkness of ignorance. Alchemy becomes his sole focus, and its greatest mysteries his ultimate ambition. Most alchemical philosophers begin their careers as wizards, but sorcerers and even bards have been known to pursue this prestige class. For other classes, some training in arcane magic is usually required before they can penetrate alchemy's more mundane aspects. Cleric/wizards and monk/wizards are perhaps most likely to be drawn to the metaphysical aspects of alchemy.

Hit Die: d4.

Requirements

To qualify to become an alchemical philosopher (Alp), a character must fulfill all the following criteria.

Feats: Brew Potion, Spell Focus (Transmutation).

Skills: Alchemy 8 ranks, Knowledge (arcana) 6 ranks.

Class Skills

The alchemical philosopher's class skills (and the key ability for each skill) are: Alchemy (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Heal (Wis), Innuendo (Wis), Knowledge (all skills taken individually) (Int), and Use Magic Device (Cha).

Skill Points at Each Level: 4 + Int modifier.

Class features

All of the following are features of the alchemical philosopher prestige class.

Weapon and Armor Proficiency: An alchemical philosopher gains no proficiency in any weapon or armor. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Bonus Formula: An alchemical philosopher masters one new alchemical formula per level. (See chapter 4 for more on alchemical formulae.) At 1st through 3rd level, the alchemical philosopher can choose a formula only of the first permutation. At 4th through 6th level, she can choose a formula of the first or second permutation. At 7th through 10th level, she can choose a formula of the first, second or third permutation. To gain any given formula, the alchemical philosopher must also meet all of that formula's prerequisites.

Table 5-1: The Alchemical Philosopher

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+0	+2	Bonus formula (1st permutation)
2nd	+1	+0	+0	+3	Bonus formula (1st permutation)
3rd	+1	+1	+1	+3	Bonus formula (1st permutation)
4th	+2	+1	+1	+4	Bonus formula (1st or 2nd permutation)
5th	+2	+1	+1	+4	Bonus formula (1st or 2nd permutation)
6th	+3	+2	+2	+5	Bonus formula (1st or 2nd permutation)
7th	+3	+2	+2	+5	Bonus formula (1st, 2nd, or 3rd permutation)
8th	+4	+2	+2	+6	Bonus formula (1st, 2nd, or 3rd permutation)
9th	+4	+3	+3	+6	Bonus formula (1st, 2nd, or 3rd permutation)
10th	+5	+3	+3	+7	Bonus formula (1st, 2nd, or 3rd permutation)

Anchorite of the Mists

I present Toret V_____ of Chateaufaux in Dementlieu. A fellow man of the cloth, this anchorite is a devoted student of the mystical teachings pronounced from the Dementlieu See. Although I do not agree with his dogma, his knowledge of the hidden forces in the world is formidable, and he has an astonishing comfort — some would say *rapport* — with the Mists themselves. Van Richten relied on him both for battles against the minions of darkness and for mundane research into esoterica.

Among the clerics of Ezra, a handful of resolute souls have sought to tap into the Goddess's mystical connection to the Mists. Such anchorites of the Mists are respected for their divine might and their unrivaled command of the Mists themselves. These mystics unnerve their fellow clerics at times, however. Who knows what fate may befall a mortal who presumes to possess the spiritual strength of a goddess? Who knows what risks may be taken when such a soul recklessly courts the dread power of the Mists themselves? Still, many in the Church of Ezra's leadership are counted among the anchorites of the Mists, including Bastion Joan Secousse, the aged founder of the Church's neutral sect.



Anchorite of the Mists

Due to the class' requirements, all anchorites of the Mists are clerics of Ezra. Many anchorites of the Mists also have a few levels of sorcerer or wizard, believing that an understanding of arcane magic is crucial in penetrating the mysteries of their deity.

Hit Die: d8.

Requirements

To qualify to become an anchorite of the Mists (Anm), a character must fulfill all the following criteria.

Alignment: Lawful good, lawful neutral, neutral, or lawful evil.

Deity: Ezra

Feats: Iron Will, Skill Focus (Concentration).

Skills: Diplomacy 4 ranks, Knowledge (arcana) 8 ranks, Knowledge (planes) 2 ranks, Knowledge (religion) 6 ranks.

Spellcasting: Ability to cast divine spells of 3rd level or higher.

Special: The character must have selected the Mists domain as one of her cleric domains.

Class Skills

The Anchorite of the Mists' class skills (and the key ability for each skill) are: Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Heal (Wis), Knowledge (arcana) (Int), Knowledge (monster lore) (Int), Knowledge (planes), Knowledge (Ravenloft) (Int), Knowledge (religion) (Int), Profession (Wis), Scry (Int), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class features

All of the following are features of the anchorite of the Mists prestige class.

Weapon and Armor Proficiency: An anchorite of the Mists gains no proficiency in any weapon or armor. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Spells Per Day: An anchorite of the Mists continues advancing in divine spellcasting ability as well as gaining the abilities of her new class. Thus, when a new Anchorite of the Mists level is gained, the character gains new spells per day as if he had also gained a level in whatever spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (such as improved chance of controlling or rebuking undead). This essentially means that she adds the level of anchorite of the Mists to the level of whatever other spellcasting class the character has, then determines spells per day accordingly.

Example: If Barnabas, an 8th-level cleric, gains a level in anchorite of the Mists, he gains new spells as if he had risen to 9th level as a cleric, but uses the other Anchorite of the Mists aspects of level progression such as base attack bonus and save bonuses. If he next gains a level as a cleric, making him a 9th-level cleric/1st-level Anchorite of the Mists, he gains spells as if he had risen to 10th level as a cleric.

If a character had more than one spellcasting class before he became an anchorite of the Mists (such as a cleric/paladin, for example), the player must decide which class to assign each level of anchorite of the Mists for the purpose of determining spells per day.

Blind-Fight: At 1st level, an anchorite of the Mists gains the Blind-Fight feat for free.

Mists Navigation (Su): Whenever an anchorite of the Mists travels via a Mistway, the chance of the Mistway drifting is decreased by 5% for each anchorite of the Mists level the character possesses, to a minimum of 5%. When using this ability, the anchorite of the Mists can travel with up to eight other creatures, who must remain within 30 feet of the anchorite of the Mists or become lost in the Misty Border. If the anchorite of the Mists travels with more than eight creatures, this ability does not function and the Mistway's chance of drifting is normal.

Veil of the Mists (Su): At 2nd level, an anchorite of the Mists can use *nondetection* once per day, as a sorcerer with a level equal to the character's primary divine spellcasting level plus her anchorite of the Mists level.

Turn Mists Creatures (Su): At 3rd level, an anchorite of the Mists can turn creatures with the Mists descriptor as a cleric turns undead. The anchorite of the Mists' cleric and paladin levels stack with her anchorite of the Mists level for the purposes of determining whether creatures are affected by the turning. If the anchorite of the Mists has twice as many levels as a turned creature has Hit Dice, the creature dissipates into wisps of harmless vapor. This ability is usable a number of times per day equal to 3 + the anchorite of the Mists' Charisma modifier.

Mists Fugue (Su): At 4th level, an anchorite of the Mists can use *confusion* once per day, as a sorcerer with a level equal to the character's divine spellcasting level plus her anchorite of the Mists level. Mists creatures and darklords are immune to this ability.

Mists Stride (Su): At 5th level, an anchorite of the Mists can use *dimension door* once per day, as a sorcerer with a level equal to the character's primary divine spellcasting level plus her anchorite of the Mists level. At 7th level, she can use this ability twice per day, and at 9th level she can use it three times per day.

Blindsight (Su): At 6th level, an anchorite of the Mists gains the blindsight special quality (see the *Monster Manual*) with a range of 30 feet.

Truce of the Mists (Ex): At 7th level, an anchorite of the Mists is protected from creatures with the Mists descriptor as long as she takes no actions against them. Mists creatures may not attack the anchorite of the Mists or target her with spells or spell-like or supernatural abilities, so long as the character refrains from attacking them in kind. This ability is similar to the *sanctuary* spell, save that the creatures are not allowed a Will save to attack normally, and the effect's duration is permanent until broken by the character.

Mists Oubliette (Su): At 8th level, an anchorite of the Mists can use *maze* once per day, as a sorcerer with a level equal to the character's primary divine spellcasting level plus her anchorite of the Mists level. Mists creatures and darklords are immune to this ability.

Shroud of the Mists (Su): At 10th level, an anchorite of the Mists can use *mind blank* once per day, as a sorcerer with a level equal to the character's primary divine spellcasting level plus her anchorite of the Mists level.

Table 5-2: The Anchorite of the Mists

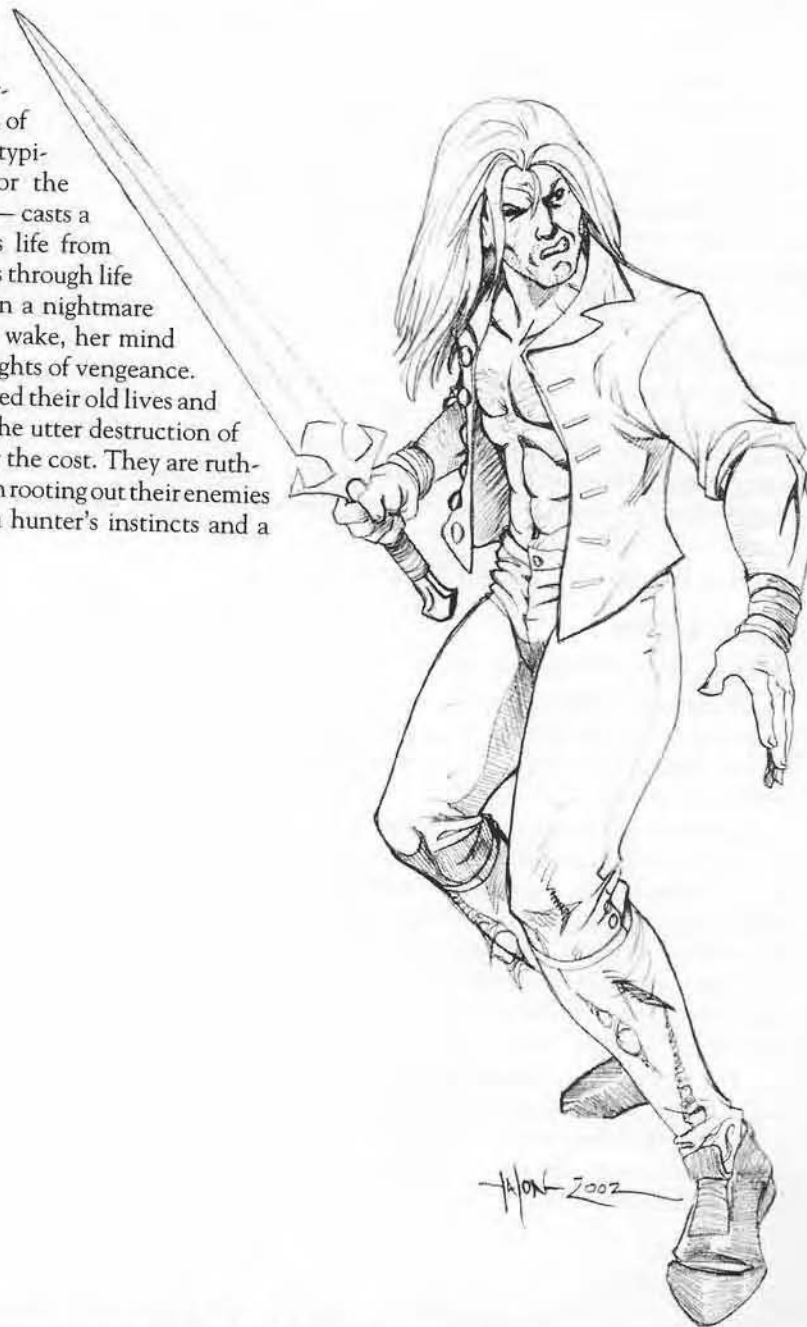
Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Blind-fight, Mist navigation	+1levelofexistingclass
2nd	+1	+0	+0	+3	Veil of the Mists	+1levelofexistingclass
3rd	+1	+1	+1	+3	Turn Mists creatures	+1levelofexistingclass
4th	+2	+1	+1	+4	Mists fugue	+1levelofexistingclass
5th	+2	+1	+1	+4	Mists stride 1/day	+1levelofexistingclass
6th	+3	+2	+2	+5	Blindsight	+1levelofexistingclass
7th	+3	+2	+2	+5	Truce of the Mists, Mists stride 2/day	+1levelofexistingclass
8th	+4	+2	+2	+6	Mists oubliette	+1levelofexistingclass
9th	+4	+3	+3	+6	Mists stride 3/day	+1levelofexistingclass
10th	+5	+3	+3	+7	Shroud of the Mists	+1levelofexistingclass



The Avenger

I present Goodwife G_____ of Verbrek. This woman is a steely soul who is determined to hunt down the werewolf that killed her young brother many years ago. Although distracted by her thoughts of revenge, she nonetheless makes an excellent — if grim — ally in any hunt for lycanthropes. No other hunter is more fearless and ruthless in battle against such creatures.

The avenger is a haunted soul. At some point in her history, the avenger suffered a horrible crime at the hands of another. This crime — typically a vile betrayal or the murder of a loved one — casts a pall over the avenger's life from that point on. She walks through life like a woman trapped in a nightmare from which she cannot wake, her mind seething only with thoughts of vengeance. Avengers have abandoned their old lives and devoted themselves to the utter destruction of their nemesis, no matter the cost. They are ruthless combatants, skilled in rooting out their enemies and blessed with both a hunter's instincts and a holy warrior's zeal.



Avenger

Characters who began their adventuring careers as fighter/rogues slip most comfortably into the life of an avenger, but characters of all classes are capable of the requisite burning thirst for vengeance. Barbarians, fighters, rangers, rogues, and ex-paladins all make excellent avengers. Spellcasters rarely turn to the path of the avenger, however, unless their desire for revenge overtakes their aspirations of magical power.

Hit Die: d10.

Requirements

To qualify to become an avenger (Avn), a character must fulfill all the following criteria.

Alignment: Any nonlawful.

Base Attack Bonus: +3. **Feats:** Endurance, Jaded.

Skills: Gather Information 2 ranks, Sense Motive 6 ranks. **Special:** The avenger must have suffered some disaster at the hands of a foe that escaped punishment. The hunt for this nemesis is the avenger's driving force. An avenger without a nemesis (or who destroys her nemesis) cannot gain avenger levels. The player and DM should work together to develop an avenger's nemesis. An ideal nemesis should be a worthy foe (at least +2 CR above the avenger's character level), and should have lesser minions for the avenger to encounter before a final confrontation.

Class Skills

The avenger's class skills (and the key ability for each skill) are: Craft (Int), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intimidate (Cha), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sense Motive (Wis), Spot (Wis). An avenger can take the Knowledge (monster lore) skill as a class skill so long as it applies directly to her nemesis' creature type. For example, an avenger with a werewolf nemesis can take Knowledge (shapechanger lore) as a class skill.

Skill Points at Each Level: 2 + Int modifier.

Class features

All of the following are features of the avenger prestige class.

Weapon and Armor Proficiency: The avenger is proficient in the use of all simple and martial weapons, all types of armor, and shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Intuition (Ex): An avenger knows her nemesis so well that she can accurately guess its direction with a successful Sense Motive check at the DC listed on Table 5–3. The avenger can retry the check once per day. The avenger determines her nemesis' location by analyzing its motives and observed behavior; she does not need to literally follow its tracks. If the check succeeds by 5 or more, the avenger can narrow the nemesis' probable location to an area the size of a large city. If she succeeds by 10 or more, she can narrow the location down to a specific neighborhood within that city. If she succeeds by 15 or more, she can narrow her focus down to a handful of specific "usual hideouts" within that neighborhood.

Resolve (Ex): When facing her nemesis in combat, an avenger gains an effective morale bonus to her Constitution and Wisdom based on her avenger levels: +2 at 2nd level, +4 at 4th level, +6 at 6th level, +8 at 8th level, and +10 at 10th level. The bonus lasts as long as the avenger battles her nemesis, plus a number of rounds equal to one-half the granted bonus after the nemesis has been defeated or has escaped. Thus, a 10th-level avenger's Constitution and Wisdom would

drop back to normal five rounds after ending combat with her nemesis. The increase in Constitution modifies Fortitude saves and grants the avenger temporary hit points, but these hit points go away when her Constitution returns to normal. The increase in Wisdom modifies Will saves and Wisdom-based skills, making it easier for an avenger to see through deception, resist intimidation, and so forth.

The avenger also gains morale bonuses to the same ability scores when opposing creatures the avenger knows to be minions of her nemesis, or who strongly remind her of her nemesis. For example, an avenger hunting a werewolf nemesis would gain this lesser morale bonus whenever opposing creatures she knows to be werewolves. In this case, use the bonus listed after the slash: +2 at 6th level, +4 at 8th level and +6 at 10th level. These bonuses do not stack; if an avenger faces her nemesis and its minions in the same encounter, simply use the higher bonus.

Table 5-3: The Avenger

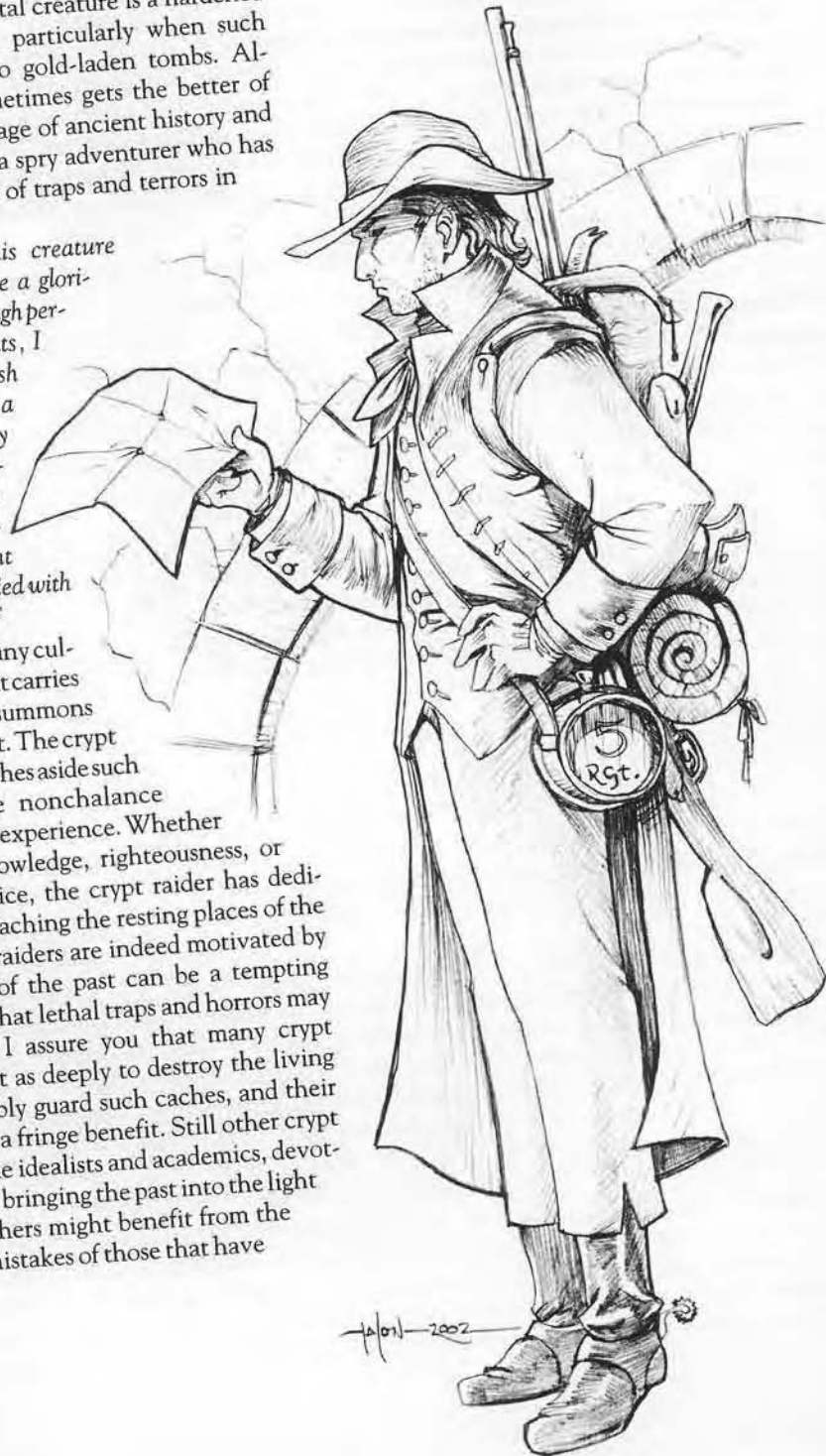
Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Intuition DC 20
2nd	+2	+3	+0	+3	Resolve +2
3rd	+3	+3	+1	+3	Intuition DC 18
4th	+4	+4	+1	+4	Resolve +4
5th	+5	+4	+1	+4	Intuition DC 16
6th	+6	+5	+2	+5	Resolve +6/+2
7th	+7	+5	+2	+5	Intuition DC 14
8th	+8	+6	+2	+6	Resolve +8/+4
9th	+9	+6	+3	+6	Intuition DC 12
10th	+10	+7	+3	+7	Resolve +10/+6

Crypt Raider

I present N_____ of Sithicus, an elven maid who this past winter was residing in the Vale of Tears. This temperamental creature is a hardened enthusiast of the hunt, particularly when such endeavors take her into gold-laden tombs. Although her avarice sometimes gets the better of her, she is a dedicated sage of ancient history and arcane lore. She is also a spry adventurer who has overcome the deadliest of traps and terrors in places bereft of light.

Editor's Note: This creature sounded distressingly like a glorified grave robber. Although perhaps useful for her talents, I was not sure I would wish to associate with such a disgraceful criminal. My next letter to Johann suggested that perhaps he was not entirely mistaken in his assessment of his allies, and he replied with the following. —LWF

Grave robber. Many cultures have no title that carries greater shame, or summons up deeper revilement. The crypt raider, however, brushes aside such concerns with the nonchalance gained from years of experience. Whether for the sake of knowledge, righteousness, or old-fashioned avarice, the crypt raider has dedicated his life to breaching the resting places of the dead. Many crypt raiders are indeed motivated by greed; the riches of the past can be a tempting hoard no matter what lethal traps and horrors may guard them. But I assure you that many crypt raiders hunger just as deeply to destroy the living dead that inevitably guard such caches, and their plunder is merely a fringe benefit. Still other crypt raiders are genuine idealists and academics, devoting themselves to bringing the past into the light of day, so that others might benefit from the lessons and the mistakes of those that have gone before.



Crypt Raider

Most crypt raiders begin their careers as rogues, but many also acquire levels in other classes before advancing down the crypt raider's path. Bards, clerics, fighters, sorcerers and wizards all bring a variety of skills to the crypt raider's seemingly endless bag of tools.

Hit Die: d6.

Requirements

To qualify to become a crypt raider (Cry), a character must fulfill all the following criteria.

Base Attack Bonus: +4.

Feats: Back to the Wall, Jaded.

Skills: Decipher Script 8 ranks, Disable Device 8 ranks, Knowledge (history) 4 ranks, Search 8 ranks.

Class Skills

The crypt raider's class skills (and the key ability for each skill) are: Appraise (Int), Balance (Dex), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Disable Device (Int), Escape Artist (Dex), Gather Information (Cha), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (arcana) (Int), Knowledge (architecture and engineering) (Int), Knowledge (history) (Int), Knowledge (religion) (Int), Knowledge (undead lore) (Int), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Profession (Wis), Search (Int), Spellcraft (Int), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha), and Use Rope (Dex).

Skill Points at Each Level: 8 + Int modifier.

Class Features

All of the following are class features of the crypt raider prestige class.

Weapon and Armor Proficiency: A crypt raider gains proficiency in the whip. She gains no proficiency in any armor. Note that armor check penalties for armor heavier than leather apply to

the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Snatch (Ex): At 1st level, a crypt raider can pick up an item as a free action instead of a move-equivalent action. The crypt raider can combine this action with a movement action, picking up the item before, during, or after the move.

Sepulchral Savvy (Ex): At 1st level, a crypt raider receives a +1 competence bonus to saving throws against mechanical and magical traps in any setting where the dead have been deliberately interred. In such settings she also receives a +1 competence bonus to Jump checks to avoid falling damage and to Reflex saves to avoid cave-ins and collapses. Settings where these bonuses apply include graveyards, mausoleums, tombs, catacombs, and burial mounds. It also includes any location that serves as the resting place of a vampire or ancient dead, regardless of the actual surroundings. It does not include unintended mass graves, such as battlefields or massacre sites. These bonuses increase by +1 every other crypt raider level thereafter.

Slippery Soul (Ex): At 2nd level, any curse checks against a crypt raider receive a -2 penalty. At 2nd level, a crypt raider also receives a +2 luck bonus to her Will save against the spells *bestow curse* and *lesser geas*. This bonus increases to +4 at 6th level and +6 at 10th level. At 10th level, a crypt raider also receives a Will save to resist a *geas/quest*, even though such a save is not normally allowed.

Witness to Horror (Ex): At 2nd level, a crypt raider receives a +1 competence bonus to Fear, Horror, and Madness saves prompted by the presence or actions of undead creatures. This bonus rises to +2 at 5th level and +3 at 8th level.

Bonus Feat: At 4th, 7th, and 10th level, a crypt raider receives a bonus feat selected from the following list: Blind-Fight, Courage, Dodge, Mobility, Endurance, Great Fortitude, Improved Initiative, Lightning Reflexes, Open Mind, Run.

Table 5-4: The Crypt Raider

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+2	+0	Snatch, sepulchral savvy +1
2nd	+1	+3	+3	+0	Slippery soul +2, witness to horror +1
3rd	+2	+3	+3	+1	Sepulchral savvy +2
4th	+3	+4	+4	+1	Bonus feat
5th	+3	+4	+4	+1	Sepulchral savvy +3, witness to horror +2
6th	+4	+5	+5	+2	Slippery soul +4
7th	+5	+5	+5	+2	Sepulchral savvy +4, bonus feat
8th	+6	+6	+6	+2	Witness to horror +3
9th	+6	+6	+6	+3	Sepulchral savvy +5
10th	+7	+7	+7	+3	Slippery soul +6, bonus feat



Dirgist

I present Sir O _____ of Claveria on the Isle of Liffe. This melancholy gentleman is a minstrel of some renown in his homeland. He has recently turned to the morbid "Graveyard School" of music now popular in eastern Darkon but decried in Kartakass. This change in artistic focus has been only a boon to Sir O _____, as he has learned to weave his mournful songs into macabre miracles unseen among other troubadours. His knowledge of the dead makes him a potential asset in any hunt for unliving horrors.

Bards follow many paths in these lands. Some fill the traditional role of the wandering troubadour, singing of their own harrowing adventures in the Land of Mists. Others are tortured artists, madly attempting to realize the perfect song that echoes in their minds. A haunted few pursue a darker path still, one that draws them inexorably towards places of the dead. Such bards are obsessed with death, and often feel most at home (if not entirely at ease) in crumbling graveyards and

dusty vaults. These dirgists are not necessarily evil, mind you. Indeed, they have been profoundly touched by death, and feel the pain of mortal loss more deeply than others. Their songs speak of the sorrow of youth cut short, old age wasted, and the numbing finality of the fate that all men share. Such is the dirgist's closeness to the grave, that it is rumored that the dead whisper their secrets to him while he sleeps.



Dirgist

Since the ability to weave song into magical power is necessary for the dirgist's path, all dirgists are bards. Although multiclassed dirgists are unusual, it is not unheard of for bard/clerics, bard/rogues, and bard/wizards to pursue this prestige class. Some tales even speak of barbarian/bards who lament their fallen ancestors with gruesome war ballads.

Hit Die: d6.

Requirements

To qualify to become a dirgist (Dir), a character must fulfill all the following criteria.

Feats: Jaded, Endurance

Skills: Intimidate 6 ranks, Knowledge (arcana) 4 ranks, Knowledge (religion) 4 ranks, Perform 8 ranks.

Spellcasting: Ability to cast 2nd-level arcane spells.

Special: Must have the bardic music ability.

Class Skills

The dirgist's class skills (and the key ability for each skill) are: Appraise (Int), Bluff (Cha), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Hypnosis (Cha), Hide (Dex), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (nobility and royalty) (Int), Knowledge (religion) (Int), Knowledge (undead lore) (Int), Move Silently (Dex), Perform (Cha), Profession (Wis), Scry (Int), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the dirgist prestige class.

Weapon and Armor Proficiency: A dirgist gains no proficiency in any weapon or armor. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Spells Per Day: A dirgist continues advancing in arcane spellcasting ability as well as gaining the abilities of her new class. Thus, when a new dirgist level is gained, the character gains new spells per day as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class

would have gained (such as improved familiar abilities or improved bardic knowledge). This essentially means that she adds the level of dirgist to the level of whatever other spellcasting class the character has, then determines spells per day accordingly.

Example: If Marcus, a 7th-level bard, gains a level as a dirgist, he gains new spells as if he had risen to 8th-level as a bard, but uses the other dirgist aspects of level progression such as base attack bonus and save bonuses. If he next gains a level as a bard, making him an 8th-level bard/1st-level dirgist, he gains spells as if he had risen to 9th level as a bard.

If a character had more than one spellcasting class before he became a dirgist, the player must decide which class to assign each level of dirgist for the purpose of determining spells per day.

Bardic Music (Su): As a dirgist acquires ranks in the Perform skill, she gains new bardic music abilities in addition to those she already possesses. Unlike most bardic music abilities, however, these abilities also require ranks in Intimidate. Though these abilities are usable only by dirgists, they function exactly as bardic music abilities in all other respects.

Lament for the Fallen: A dirgist with 8 or more ranks in Perform and 6 or more ranks in Intimidate can sing a litany of ancient kings and fallen heroes, troubling his foes with the melancholy of the past. Foes within a 30-foot spread centered on the dirgist must succeed at a Will save (with a DC of the dirgist's Perform check) or suffer a -2 morale penalty to attack rolls and skill checks. This penalty persists for as long as the dirgist continues to sing, or until the foe leaves the 30-foot spread. A foe who fails the Will save, leaves the area of effect, and then enters it again must make another Will save with a cumulative -2 penalty. A foe who successfully saves cannot be affected by that particular dirgist's lament for the fallen ability for one day. While singing, the dirgist can fight but cannot cast spells, activate magic items by spell completion (such as scrolls), or activate magic items by magic word (such as wands). Lament for the fallen is a supernatural, sonic, mind-affecting ability.

Graveyard Sonata: A dirgist with 10 or more ranks in Perform and 8 or more ranks in Intimidate can wrap herself in an unearthly tune, concealing her presence from the undead. The dirgist cannot perform any action while singing other than walking at her base speed. As long as she continues to sing, the dirgist is affected as though by *invisibility to undead*, save that intelligent undead do not receive a saving throw. This effect lasts for as long as the dirgist continues to sing. The dirgist's singing can still be heard, but it sounds only like faint, ethereal music without a specific source. Nonintelligent

undead cannot hear this music at all, and intelligent undead can only detect it with a successful Listen check (DC 15). Graveyard sonata is a supernatural, sonic ability.

Crescendo of Blood: A dirgist with 13 or more ranks in Perform and 10 or more ranks in Intimidate can bolster her allies in battle as their enemies fall one by one. To be effective, an ally must hear the dirgist sing for a full round. Whenever a living foe is slain, the dirgist's allies receive a +1 morale bonus to attack and damage rolls. This bonus is cumulative to a maximum of +6. The dirgist cannot perform any action while singing other than walking at her base speed. The effect lasts as long as the dirgist continues to sing. If the dirgist stops singing for any reason, the bonus resets to 0. The dirgist can resume singing, but the bonus begins at +1 again when the next foe is slain. The bonus ends when all nearby foes are defeated and does not carry over to the next encounter. Crescendo of blood is a supernatural, sonic, mind-affecting ability.

Requiem: A dirgist with 15 or more ranks in Perform and 12 or more ranks in Intimidate can unleash a terrifying dirge when one of her allies falls in battle, smiting her foe with her own anguish. One of the dirgist's allies must be reduced to below 0 hit points during an encounter. The dirgist makes a Perform check, with a +2 morale bonus if the fallen ally is a PC, and a +4 morale bonus if the ally was reduced to -10 hit points or below. All foes within a 30-foot spread centered on the dirgist must succeed at a Will save (DC = the dirgist's Perform check) or suffer 1d6 points of sonic damage each round the dirgist continues to sing. If the foe that struck the killing blow against the dirgist's ally is within the area of

effect, she suffers 2d6 sonic damage each round. Foes must make the Will save each round they remain within the area of effect. The dirgist cannot perform any action while singing other than walking at her base speed. The effect lasts as long as the dirgist continues to sing, until all nearby foes are defeated, or until the fallen ally is restored to at least 0 hit points. If more than one ally falls in battle, the effects of the damage are cumulative, and the DC to resist the damage rises by +2 for each fallen ally. For example, if two of the dirgist's allies fall, the damage increases to 2d6 against each foe, 3d6 against foes that slew one ally, and 4d6 if a foe slew both allies. If three allies fell, the damage would increase to 3d6, 4d6, and 6d6 respectively. Requiem is a supernatural, sonic ability.

Whispers of the Dead: When a dirgist sleeps, it is said that the dead murmur their darkest secrets to his slumbering mind. A dirgist may make a special whispers of the dead check with a bonus equal to her dirgist level + his Intelligence modifier to see whether he knows some relevant information about a dead (or undead) creature. This might include how a creature died, the location of an ancient baron's tomb, the habits of particular vampire, or the emotions that are causing a ghost to linger in the living world. Even information that no living creature could know (such as the information normally revealed by *Speak with Dead*) can be learned. This ability otherwise functions as the bardic knowledge ability. The bardic knowledge and whispers of the dead abilities do not stack. Unlike the bardic knowledge ability, the whispers of the dead ability does not suffer a circumstance penalty when the topic relates to a domain with which the dirgist is unfamiliar. This is an extraordinary ability.

Table 5-5: The Dirgist

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Bardic music, whispers of the dead	+1 of existing class
2nd	+1	+0	+0	+3	—	+1 of existing class
3rd	+2	+1	+1	+3	—	+1 of existing class
4th	+3	+1	+1	+4	—	+1 of existing class
5th	+3	+1	+1	+4	—	+1 of existing class
6th	+4	+2	+2	+5	—	+1 of existing class
7th	+5	+2	+2	+5	—	+1 of existing class
8th	+6	+2	+2	+6	—	+1 of existing class
9th	+6	+3	+3	+6	—	+1 of existing class
10th	+7	+3	+3	+7	—	+1 of existing class

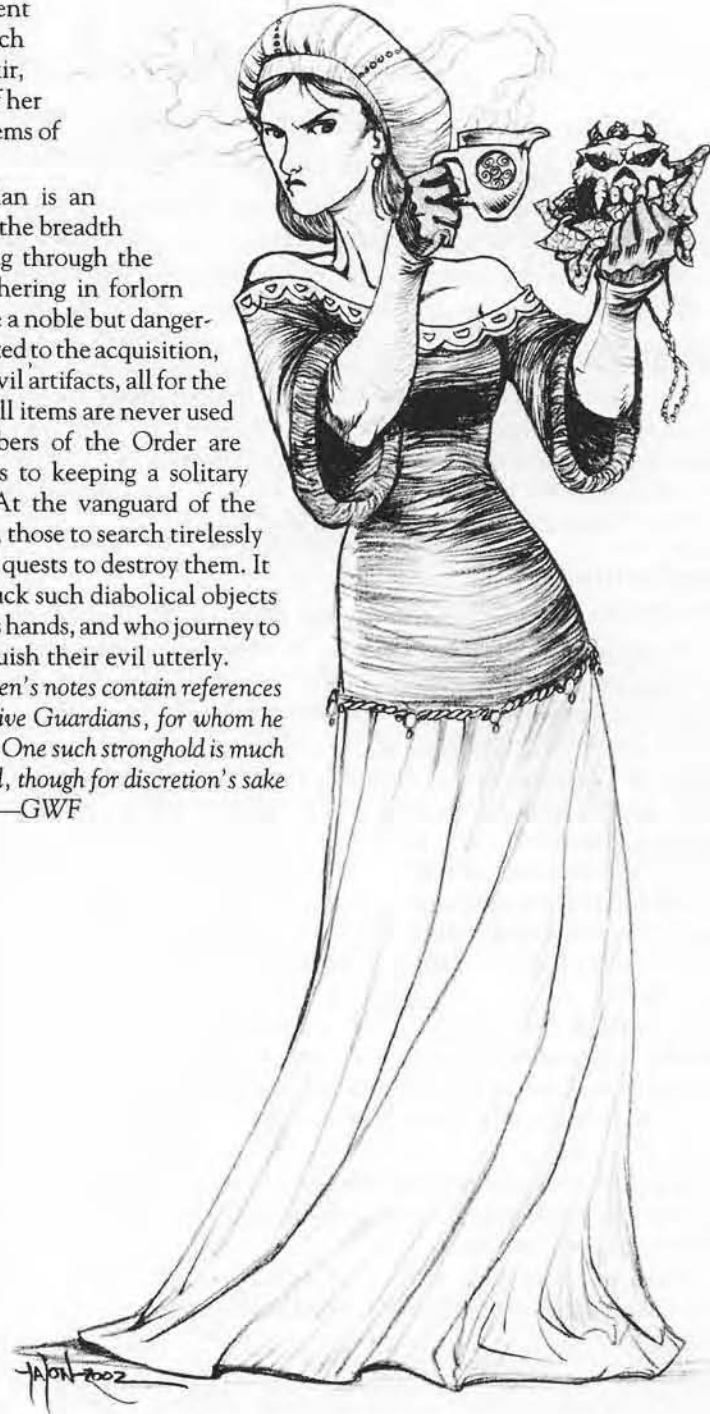


Guardian Seeker

I present Lady A_____, a Lamordian noblewoman who currently resides in the Amber Wastes. This remarkable matron is the most learned person I know concerning cursed objects and other evil relics. Though she has spent the past decade engaged in a search for a particular artifact in Har' Akir, she is always willing to break off her research to track down other items of power.

The Order of the Guardian is an august secret society that spans the breadth of the Realm of Dread. Gliding through the shadows of the world and gathering in forlorn strongholds, its members pursue a noble but dangerous agenda. The Order is dedicated to the acquisition, protection, and destruction of evil artifacts, all for the purpose of ensuring that such fell items are never used by mortal hands. Many members of the Order are ascetics who devote their lives to keeping a solitary artifact locked away forever. At the vanguard of the Order, however, are the seekers, those to search tirelessly for artifacts and pursue the epic quests to destroy them. It is the Guardian seekers who pluck such diabolical objects from musty vaults and villainous hands, and who journey to the edge of the world to extinguish their evil utterly.

Editor's Note: Dr. van Richten's notes contain references to several enclaves of these reclusive Guardians, for whom he appears to have held great respect. One such stronghold is much closer than I would have suspected, though for discretion's sake we will not reveal specifics here. —GWF



Guardian Seeker

Most Guardian seekers are bards, clerics, wizards, or sorcerers, as a familiarity with magic is integral to the Order's purpose. Many Guardian seekers have some levels in fighter or rogue, however. Their quests inevitably take them into the most lethal dungeons and crypts, where skill with a sword or a lockpick can be critical to survival and success.

Hit Die: d6.

Requirements

To qualify to become a Guardian seeker (Gdn), a character must fulfill all the following criteria.

Alignment: Any good.

Feats: Iron Will, Spell Focus (Divination).

Skills: Diplomacy 4 ranks, Knowledge (arcana) 8 ranks, Search 4 ranks, Spellcraft 6 ranks.

Spellcasting: Ability to cast *locate object*.

Special: The character must be initiated into the Order of the Guardian by an existing member.

Class Skills

The Guardian Seeker's class skills (and the key ability for each skill) are: Appraise (Int), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Profession (Wis), Scry (Int), Search (Int), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class features

All of the following are class features of the Guardian seeker prestige class.

Weapon and Armor Proficiency: Guardian seekers are proficient with all simple weapons. Guardian seekers gain no proficiency with any armor. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Spells Per Day: A Guardian seeker continues advancing in arcane or divine spellcasting ability as well as gaining the abilities of her new class. Thus, when a new Guardian seeker level is gained, the character gains new spells per day as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (such as improved chance of controlling or rebuking undead). This essentially means that she adds the level of Guardian seeker to the level of whatever other spellcasting class the character has, then determines spells per day accordingly.

Example: If Sorcha, an 7th-level cleric, gains a level as a Guardian seeker, she gains new spells as if she had risen to 8th-level as a cleric, but uses the other Guardian seeker aspects of level progression such as base attack bonus and save bonuses. If she next gains a level as a cleric, making her an 8th-level cleric/1st-level Guardian seeker, she gains spells as if he had risen to 9th level as a cleric.

If a character had more than one spellcasting class before she became a Guardian seeker, the player must decide which class to assign each level of Guardian seeker for the purpose of determining spells per day.

Hardened Will (Ex): At 1st level, a Guardian seeker receives a +1 sacred bonus to her Will saves against mind-affecting effects. This bonus increases by +1 every other Guardian seeker level thereafter.

Forbidden Lore (Ex): A Guardian seeker is always alert for lore pertaining to evil magic items. A Guardian seeker may make a special forbidden lore check with a bonus equal to her Guardian seeker level + her Intelligence modifier to see whether she knows some relevant information about a particular object. The object in question must be an evil, intelligent magic item or an artifact that requires a powers check to bear or use. In all other ways, this ability is similar to the bardic knowledge ability. Guardian seekers who are also bards may stack their bard levels with their Guardian seeker levels for the forbidden lore check. Such characters may not, however, stack their Guardian seeker levels with their bard levels for other bardic knowledge checks unrelated to evil magic items. Like the bardic knowledge ability, the forbidden lore ability suffers a circumstance penalty when the topic relates to a domain with which the Guardian seeker is unfamiliar.

The Stain of Evil (Ex): A Guardian seeker can recognize magic items of great evil simply by looking at them. The DM should secretly make a Spellcraft check (DC equal to the item's caster level) for the Guardian seeker whenever she views an evil, intelligent magic item or an artifact that requires a powers check to bear or use. If the check is successful, the Guardian seeker instantly becomes aware of the item's corrupt nature. The character learns no additional information regarding the item's powers, curse, or other attributes. She simply knows, intuitively, that the object "holds great evil."

Quest of Destruction (Ex): At 2nd level, a Guardian seeker receives a +1 morale bonus to all attack rolls, damage rolls, saving throws, and skill checks whenever she is engaged in a quest directly related to the destruction of an evil, intelligent magic item or an artifact that requires a powers check to bear or use. This bonus rises to +3 at 6th level and to +5 at 10th level.

Table 5-6: The Guardian Seeker

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Forbidden lore, stain of evil, hardened will +1	+1 level of existing class
2nd	+1	+0	+0	+3	Quest of destruction +1	+1 level of existing class
3rd	+2	+1	+1	+3	Hardened will +2	+1 level of existing class
4th	+3	+1	+1	+4	—	+1 level of existing class
5th	+3	+1	+1	+4	Hardened will +3	+1 level of existing class
6th	+4	+2	+2	+5	Quest of destruction +3	+1 level of existing class
7th	+5	+2	+2	+5	Hardened will +4	+1 level of existing class
8th	+6	+2	+2	+6	—	+1 level of existing class
9th	+6	+3	+3	+6	Hardened will +5	+1 level of existing class
10th	+7	+3	+3	+7	Quest of destruction +5	+1 level of existing class

Hallowed Witch

I present Goodwife B_____ of Kartakass. This mystifying woman has proven challenging to rouse to action, but I can nonetheless vouch that she has a virtuous spirit. She has mastered a realm of magic that I do not pretend to understand, a path that she claims draws upon the very breath and blood of the land. She is also notable in that she has a seething hatred of hags and is eager to assist in their destruction.

Editor's Note: This woman might very well be a witch of the sort that Dr. van Richten described in his "Guide to Hags." If this is so, it is curious indeed that he did not tap her knowledge when he first began to research that volume. Perhaps Toret Johann had a reason to never introduce them. —LWF

Devotees of Hala often speak of the Weave, a hidden web of magical power which flows through the natural world. The magic of the Weave is not arcane or divine, but something wholly different, the mystical pulse of the land and all its living creatures. Hags have learned to tap into the Weave and corrupt it to their whims, tangling it like a cat's cradle on their wicked talons. For those who are pure of heart and wise in the ways of magic, however, the Weave can open up new realms of magical power, brimming with all the fury of nature Herself. These are the hallowed witches, spellcasters who have seen the pattern of the Weave and made it their ally, tool, and weapon. Their art is known as witchcraft, and in its pursuit they gather together in covens to fortify their power.





Hallowed Witch

The hallowed witches (or warlocks, if male) are always drawn from Hala's worshippers, though they need not be members of the priesthood. A hallowed witch's divine spellcasting class is often cleric, but druids and rangers are also accepted into covens. Sorcerer is the most common arcane spellcasting class, though wizards, especially diviners and enchanters, are not unusual.

Hit Die: d6.

Requirements

To qualify to become a hallowed witch (Hwi), a character must fulfill all the following criteria.

Alignment: Neutral.

Knowledge (arcana): 8 ranks.

Knowledge (nature): 4 ranks.

Spellcraft: 8 ranks.

Feats: Spell Focus (Divination or Enchantment).

Skills: Knowledge (arcana) 8 ranks, Knowledge (nature) 4 ranks, Spellcraft 8 ranks.

Spellcasting: Ability to cast 2nd-level arcane spells and 2nd-level divine spells.

Special: The character must be initiated into the mysteries of witchcraft by an existing coven.

Class Skills

The hallowed witch's class skills (and the key ability for each skill) are: Alchemy (Int), Animal Empathy (Cha), Bluff (Cha), Concentration (Con), Craft (Int), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intuit Direction (Wis), Knowledge (arcana) (Int), Knowledge (nature) (Int), Move Silently (Dex), Profession (Wis), Scry (Int), Spellcraft (Int), Wilderness Lore (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class features

All of the following are class features of the hallowed witch prestige class.

Weapon and Armor Proficiency: A hallowed witch gains no proficiency in any weapon or armor. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Primal Magic: Hallowed witch levels stack with other arcane or divine spellcasting classes for the purposes of determining caster level. For example, 4th-level druid/5th-level sorcerer/2nd-level hallowed witch casts druid spells as a 6th-level caster and

sorcerer spells as 7th-level caster. If a hallowed witch has a familiar, her hallowed witch levels stack with her sorcerer and/or wizard levels for the purposes of the familiar's advancement.

Witchcraft: Hallowed witches have learned to tap the Weave and channel its energy into magical effects. Though superficially similar to the divine spells of druids or the arcane spells of wizards and sorcerers, these effects are actually spell-like abilities.

Whenever a hallowed witch receives minor, medium, or major witchcraft abilities (see Table 5–7 below), she may select one spell-like ability from the appropriate list. Once an ability is selected, it may never be changed, and a hallowed witch may not select an ability more than once. Minor abilities are usable three times per day, medium abilities are usable two times per day, and major abilities are usable once per day. For these abilities, the hallowed witch's caster level is equal to her hallowed witch level. The saving throw against these abilities has a DC of 10 + the character's hallowed witch level + the hallowed witch's Charisma modifier. Like most spell-like abilities, all witchcraft abilities have a casting time of one action.

A hallowed witch who uses her witchcraft abilities while wearing any type of armor or using a shield is subject to the same chance of arcane spell failure as a wizard. Witchcraft abilities do not require somatic components, but armor interferes with the energies of the Weave as it flows through the hallowed witch's body.

Unlike most spell-like abilities, witchcraft requires a *craft focus*. This item is unique to each hallowed witch, and it is used as the focus for all of her witchcraft abilities. A craft focus is always a Fine to Large object weighing no more than five pounds and with a hardness of no less than 5. Typical craft foci include brooms, small cauldrons, chalices, crystals, daggers, and nonmagical amulets, staves, and wands. In order to use her spell-like abilities, a hallowed witch must hold her craft focus in her hand. If a hallowed witch's craft focus is destroyed or lost, she cannot use her witchcraft abilities until she creates a replacement. The ritual to create a new craft focus requires one day and 100 experience points per hallowed witch level. Craft foci do not detect as magical.

Minor Abilities: *animal friendship, calm animals, change self, charm person, create water, detect animals or plants, detect magic, detect poison, invisibility to animals, message, pass without trace, purify food and drink, sleep, summon nature's ally I.*

Medium Abilities: *alter self, animal messenger, animal trance, blindness/deafness, call lightning, cure moderate wounds, diminish plants, dominate animal, fog cloud, gust of wind, hold animal, hold person,*

neutralize poison, plant growth, remove disease, sleet storm, speak with animals, speak with plants, suggestion, summon nature's ally III, summon swarm, Tasha's hideous laughter, tree shape, whispering wind.

Major Abilities: *arcane eye, awaken, bestow curse, charm monster, commune with nature, control plants, confusion, control winds, cure serious wounds, dominate person, dream, emotion, feeblemind, ice storm, insect plague, lesser geas, nightmare, polymorph other, polymorph self, scrying, sending, solid fog, summon nature's ally V, tree stride, wall of thorns.*

Covens: Though their magic is potent individually, hallowed witches can work truly mighty witchcraft when they gather together in covens. Coven witchcraft abilities are identical to normal witchcraft abilities in all respects, save that using them requires a coordinated full-round action on the part of all participating coven members. All coven members must be present for the coven to use its coven abilities. All coven members must be within 30 feet of one another and must begin a full-round action on the same initiative count. In the heat of combat, this often requires some coven members to delay their full-round action until their fellow members are ready to act. If one or more coven member's action is disrupted, the coven ability fails and is expended for the day. The coven member with the highest hallowed witch level is considered the "caster" for the purpose of determining areas, effects, ranges, and other aspects of the coven ability that reference the caster.

Joining a coven requires no action or sacrifice on an individual hallowed witch's part; the other coven members simply must accept her of their own free will. However, a hallowed witch may not be a member of more than one coven at the same time. Coven members may only use their coven abilities with one another; other hallowed witches outside the coven cannot con-

tribute to coven abilities. If a hallowed witch leaves her current coven, she cannot join another coven until the next full moon.

The number of hallowed witches in a coven determines the number of coven abilities to which the coven has access. These numbers are benchmarks; a six-member coven has only one coven ability until it adds a seventh member. These abilities are selected by the coven when it is formed or when new members are added. Once selected, coven abilities cannot be changed unless the coven is dissolved and reformed on the next full moon. A coven can use its coven abilities in any combination a number of times per day equal to the number of coven members. For example, a nine-member coven can use its coven abilities nine times per day. The coven might use one ability nine times, or each ability three times, or some other combination that added up to nine uses per day.

Coven Members	Coven Abilities
3	1
4-7	3
8-13	5

For coven abilities, the coven's caster level is equal to the highest hallowed witch level in the coven + the number of coven members. The saving throw against coven abilities has a DC of 10 + the number of coven members + the Charisma modifier of the highest-level hallowed witch in the coven.

Coven Abilities: *creeping doom, control weather, geas/quest, greater scrying, heal, healing circle, insanity, legend lore, liveoak, mass suggestion, stone tell, summon nature's ally VII.*

Spell Resistance (Ex): At 2nd level, a hallowed witch gains spell resistance 11. This spell resistance increases by one every other hallowed witch level thereafter.

Table 5-7: The Hallowed Witch

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Spell Resistance	Witchcraft Abilities		
						Minor	Medium	Major
1st	+0	+2	+0	+2	—	1		
2nd	+1	+3	+0	+3	11	1		
3rd	+1	+3	+1	+3	—	2	1	
4th	+2	+4	+1	+4	12	2	1	
5th	+2	+4	+1	+4	—	3	1	
6th	+3	+5	+2	+5	13	3	2	1
7th	+3	+5	+2	+5	—	4	2	1
8th	+4	+6	+2	+6	14	4	2	2
9th	+4	+6	+3	+6	—	5	3	2
10th	+5	+7	+3	+7	15	5	3	3



Knight of the Shadows

I present Goodman J_____, originally hailing from Graben Island, but who is now an unfettered traveler of the world. Without revealing too much of his affiliations, I can only say that he is one of the most extraordinary warriors I have ever met, and is thoroughly committed to the destruction of evil. Should you require a potent ally in the hunt for a truly vile creature, he may answer the call; he is, however, notoriously difficult to find, even for myself.

Perhaps I should say more of those whom Goodman J_____ serves. Few secret societies in the Land of Mists are as steeped in legend and contradiction as the Circle. Its members, the Knights of the Shadows, are men and women of supreme virtue and mystery. Gathering annually in the cursed domain of Avonleigh, the Knights go forth in search of the wicked, pledged to selflessly protect the innocent. Yet theirs is not a life of accolades and glory. As their appellation implies, the Knights walk in darkness, emerging wherever they are needed and vanishing just as suddenly. Those who are pure of heart seem to be drawn to them, yet the Knights cloak themselves in secrecy, lest the masters of evil in our world seek them out and destroy them utterly. Theirs is a lonely way, promising endless hardship and no reward but the gratification of good deeds done. It is not a path to be tread lightly.



Knight of the Shadows

Most Knights of the Shadow are fighters, rangers, or paladins, but the Circle will accept any soul who proves her prowess and willingness to sacrifice her own life for good. Clerics, rogues, and even a barbarian have all been initiated into the Knights at one point.

Hit Die: d10.

Requirements

To qualify to become a Knight of the Shadows (Ksh), a character must fulfill all the following criteria.

Alignment: Any good.

Base Attack Bonus: +6.

Gather Information: 4 ranks.

Knowledge (local): 4 ranks.

Feats: Courage, Dead Man Walking.

Skills: Gather Information 4 ranks, Knowledge (local) 4 ranks.

Special: The character must be initiated into the Circle by other Knights of the Shadows.

Class Skills

The Knight of the Shadow's class skills (and the key ability for each skill) are: Bluff (Cha), Concentration (Con), Craft (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Heal (Wis), Hide (Dex), Knowledge (geography) (Int), Knowledge (history) (Int), Knowledge (local) (Int), Move Silently (Dex), Profession (Wis), Ride (Dex), and Spellcraft (Wis).

Skill Points at Each Level: 2 + Int modifier.

Class features

All of the following are class features of the Knight of the Shadows prestige class.

Weapon and Armor Proficiency: A Knight of the Shadows is proficient with all simple and martial weapons, with all types of armor, and with shields. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Spells per Day: A Knight of the Shadows has the ability to cast a small number of divine spells. To cast a spell, the Knight of the Shadows must have a Wisdom score of at least 10 + the spell's level, so a Knight of the Shadows with a Wisdom of 10 or lower cannot cast these spells. Knight of the Shadows bonus spells are based on Wisdom, and saving throws against these spells have a DC of 10 + spell level + the Knight of the Shadow's Wisdom modifier. When the Knight of the Shadows gets 0 spells of a given level, such as 0 1st-level spells at 1st-level, she gets only bonus spells. (A Knight of the Shadows without a bonus spell for that level cannot yet cast a spell of that level.) The Knight of the Shadows' spell list appears below. A Knight of the Shadows prepares and casts spells just as a cleric does (though the Knight of the Shadows cannot spontaneously cast *cure* or *inflict* spells).

Virtue Is Its Own Reward: A Knight of the Shadows receives a +1 sacred bonus to Diplomacy and Gather Information checks when interacting with good-aligned characters. This bonus increases by +1 every other Knight of the Shadows level thereafter. If the skill check involves a mixed group where there are more nongood than good characters present, the bonus is halved (round down). If the skill check exclusively involves Innocents, the bonus is doubled.

Guardian of Innocence: When a Knight of the Shadows is fighting to protect others from evil, she receives a +1 sacred bonus to attack rolls, saving throws, and skill checks. This bonus applies only when at least one intelligent good creature is in immediate danger of harm at the hands of an evil intelligent creature or minions the evil creature controls (such as zombies or charmed creatures). The evil creature must be harming or threatening to harm the good creature with physical attacks, supernatural abilities, spell-like abilities, spells, or any hostile action that inflicts damage or requires a saving throw. The bonus applies so long as both the good creature and evil creature are both within the Knight of the Shadows' line



of sight. This bonus rises to +2 at 5th level and +3 at 10th level. When an Innocent is in danger, this bonus is doubled.

Multiclass Note: Paladin characters can freely multiclass into and out of this class. In other words, you can give your paladin PC a Knight of the Shadows level, then return to the paladin class for your next level, take a Knight of the Shadows level after that, and so on.

Knight of the Shadows Spell List

Knights of the Shadows choose their spells from the following list:

1st—*bless, change self, deathwatch, detect undead, expeditious retreat, invisibility to undead, magic weapon, obscuring mist, protection from evil, sanctuary.*

2nd—*aid, blur, consecrate, darkness, fog cloud, invisibility, mirror image, misdirection, shield other.*

3rd—*blink, deeper darkness, displacement, halt undead, haste, magic circle against evil, negative energy protection, nondetection, prayer.*

4th—*death ward, detect scrying, freedom of movement, improved invisibility, greater magic weapon, shadow conjuration, solid fog, status.*

Table 5-8: The Knight of the Shadows

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day			
						1st	2nd	3rd	4th
1st	+1	+2	+0	+0	Virtue is its own reward +1, guardian of innocence +1	0			
2nd	+2	+3	+0	+0	—	1			
3rd	+3	+3	+1	+1	Virtue is its own reward +2	1	0		
4th	+4	+4	+1	+1	—	1	1		
5th	+5	+4	+1	+1	Virtue is its own reward +3, guardian of innocence +2	1	1	0	
6th	+6	+5	+2	+2	—	1	1	1	
7th	+7	+5	+2	+2	Virtue is its own reward +4	2	1	1	0
8th	+8	+6	+2	+2	—	2	1	1	1
9th	+9	+6	+3	+3	Virtue is its own reward +5	2	2	1	1
10th	+10	+7	+3	+3	Guardian of innocence +3	2	2	2	1

Pistoleer

I present Mademoiselle P_____ of Mortigny in Richemulot. This lady possesses a quick wit and even quicker tongue. Her mastery of the pistol is what endeared her to van Richten, however, and he often called upon her skills on a number of hunts. Her flair with such modern weapons is unmatched, and I can attest that she is the equal of any armored knight on the field of battle.

Editor's Note: If this lady of the pistol did indeed accompany Dr. van Richten on any hunts, I can find no reference to her in his journals. Strange indeed that van Richten would fail to mention such a distinctive ally even once. —LWF

The advent of gunpowder weapons over the course of the past two centuries has changed both military tactics and the very fabric of society in ways that are just now being realized. In lands of enlightenment, such as those you and I call home, the weaponsmith and armorer have reached the pinnacle of their craft, paradoxically just as gunpowder has begun to render the traditional mounted knight obsolete. Among mercenaries and adventurers, a new breed of warrior has begun to emerge, dashing scoundrels whose bravado is matched by their astonishing skill with firearms. These pistoleers can perform phenomenal feats with their thunderous weapons, pushing the boundaries of natural physics and possibility.



Pistoleer

Pistoleers begin to emerge when a domain reaches a Chivalric or Renaissance Cultural Level. The vast majority of pistoleers are fighters, who can most readily acquire the feats that the class requires. However, with their emphasis on a ne'er-do-well's charm and fleetness of foot over brawn, multiclassed bard/fighters and fighter/rogues sometimes pursue the pistoleer's life as well.

Hit Die: d8.

Requirements

To qualify to become a pistoleer (Pis), a character must fulfill all the following criteria.

Base Attack Bonus: +4.

Equipment: Masterwork pistol or masterwork musket.

Feats: Exotic Weapon Proficiency (firearms), Point Blank Shot, Precise Shot, Quick Draw, Weapon Focus (pistol or musket).

Skills: Alchemy 4 ranks, Craft (gunsmithing) 4 ranks.

Class Skills

The pistoleer's class skills (and the key ability for each skill) are: Alchemy (Int), Bluff (Cha), Climb (Str), Craft (Int), Intimidate (Cha), Jump (Str), Profession (Wis), Ride (Dex), Sense Motive (Cha), and Tumble (Dex).

Skill Points at Each Level: 2 + Int modifier.

Class features

All of the following are class features of the pistoleer prestige class.

Weapon and Armor Proficiency: Pistoleers gain no proficiency in any weapons or armor. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Guncraft: A pistoleer receives a +2 competence bonus to Alchemy checks to make gunpowder and to Craft (gunsmithing) checks.

Hole Through a Copper (Ex): At 1st level, a pistoleer receives a +1 competence bonus to attack rolls and a +1 bonus to damage rolls against objects when attacking with gunpowder weapons. These bonuses increase by +1 every other pistoleer level thereafter.

Ricochet (Ex): At 2nd level, a pistoleer can ignore a target's cover bonus when attacking with a gunpowder weapon. Instead of aiming at the target, she instead takes aim at a nearby object. Any Tiny or larger object with a hardness of 8 or greater can be used, but the object cannot have any cover against either the pistoleer or the target. If the object is larger than Medium-size, the pistoleer must select a 5-foot by 5-foot section of the object that has no cover against either the pistoleer or the target. The pistoleer makes a normal attack roll against the target (not the object) with a -4 circumstance penalty. The target's cover bonus is ignored. The pistoleer can even attack a target with total cover, but must guess its location as if the target had total concealment. If the target is hit, the pistoleer's damage roll suffers a -2 penalty. The object takes no damage.

If a creature is holding the object and is not flat-footed or otherwise denied its Dexterity bonus, that creature may attempt a Reflex save (DC 10 + attacker's levels of pistoleer + attacker's Dexterity modifier) to disrupt the ricochet. If disrupted, the shot simply misses. The total length of the bullet's path is used to determine range increments and maximum range. The pistoleer's hole through a copper ability does not affect ricochet shots.

Itchy Trigger Finger (Ex): At 2nd level, a pistoleer receives a +1 bonus to her attack roll if she has readied an attack with a loaded gunpowder weapon. This bonus increases by +1 every other pistoleer level thereafter.

Gut Shot (Ex): At 3rd level, a pistoleer suffers only a -2 penalty to attacks made with gunpowder weapons while she is prone.

Disarming Shot (Ex): At 4th level, a pistoleer can use a gunpowder weapon to disarm a creature armed with a weapon with a hardness of 5 or more. The defender may not react to make a disarm attack. If the pistoleer is not adjacent to the defender, the disarm attempt does not provoke an attack of opportunity.

Hundred-Foot Nudge (Ex): At 5th level, a pistoleer can move an object in a rudimentary fashion by attacking it with a gunpowder weapon. The object must be Small to Diminutive and weigh no more than five pounds. The object can be attended or held by a creature. If hit, the object takes no damage, but is bumped, flipped, pushed, or otherwise moved as if a strong force had been applied to it. An object cannot be moved more than one foot with this ability, unless gravity takes over (e.g. a pistoleer knocks a pewter tankard off a high shelf). With this ability, a pistoleer can flip a well-oiled lever, set a weather vane spinning, or knock off an aristocrat's elegant hat.

Improved Ricochet (Ex): At 6th level, the pistoleer suffers only a -2 circumstance penalty to her attack roll when using the ricochet ability, and only a -1 penalty to her damage roll. Another object can now be used in the attack, allowing two ricochets with a single shot. The first object cannot have cover against the pistoleer, the second object cannot have cover against the target, and the first and second objects cannot have cover against each other.

Dangerous Goods (Ex): At 7th level, a pistoleer receives a +2 luck bonus to Reflex saves against fire attacks while carrying gunpowder. At 9th level, this bonus increases to +4.

Improved Gut Shot (Ex): At 7th level, a pistoleer suffers no penalty to attacks made with gunpowder weapons while she is prone.

Double Shot (Ex): At 8th level, a pistoleer can fire two gunpowder weapons in one round as if she had the Ambidexterity and Two-Weapon Fighting feats. She suffers only a -4 penalty to each weapon, rather than the normal -6 and -10 penalties. If the weapon in her off hand is light (e.g. a pistol), these penalties are reduced to -2 as normal. Note that gunpowder weapons require two hands to reload. A pistoleer who already has the Ambidexterity and Two-Weapon Fighting feats gains no benefit from this ability.

Superior Ricochet (Ex): At 10th level, the pistoleer suffers no penalty to attack or damage rolls when using the ricochet ability. A third object can now be used in the attack, allowing three ricochets with a single shot. The first object cannot have cover against the pistoleer, and the third object cannot have cover against the target. The first and second objects cannot have cover against each other, and likewise the second and third objects cannot have cover against each other.

Table 5-9: The Pistoleer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Guncraft, hole through a copper +1
2nd	+2	+3	+3	+0	Ricochet, itchy trigger finger +1
3rd	+3	+3	+3	+1	Gut shot, hole through a copper +2
4th	+4	+4	+4	+1	Disarming shot, itchy trigger finger +2
5th	+5	+4	+4	+1	Hundred-foot nudge, hole through a copper +3
6th	+6	+5	+5	+2	Improved ricochet, itchy trigger finger +3
7th	+7	+5	+5	+2	Improved gut shot, hole through a copper +4, dangerous goods +2
8th	+8	+6	+6	+2	Itchy trigger finger +4, double shot
9th	+9	+6	+6	+3	Hole through a copper +5, dangerous goods +4
10th	+10	+7	+7	+3	Superior ricochet, itchy trigger finger +5

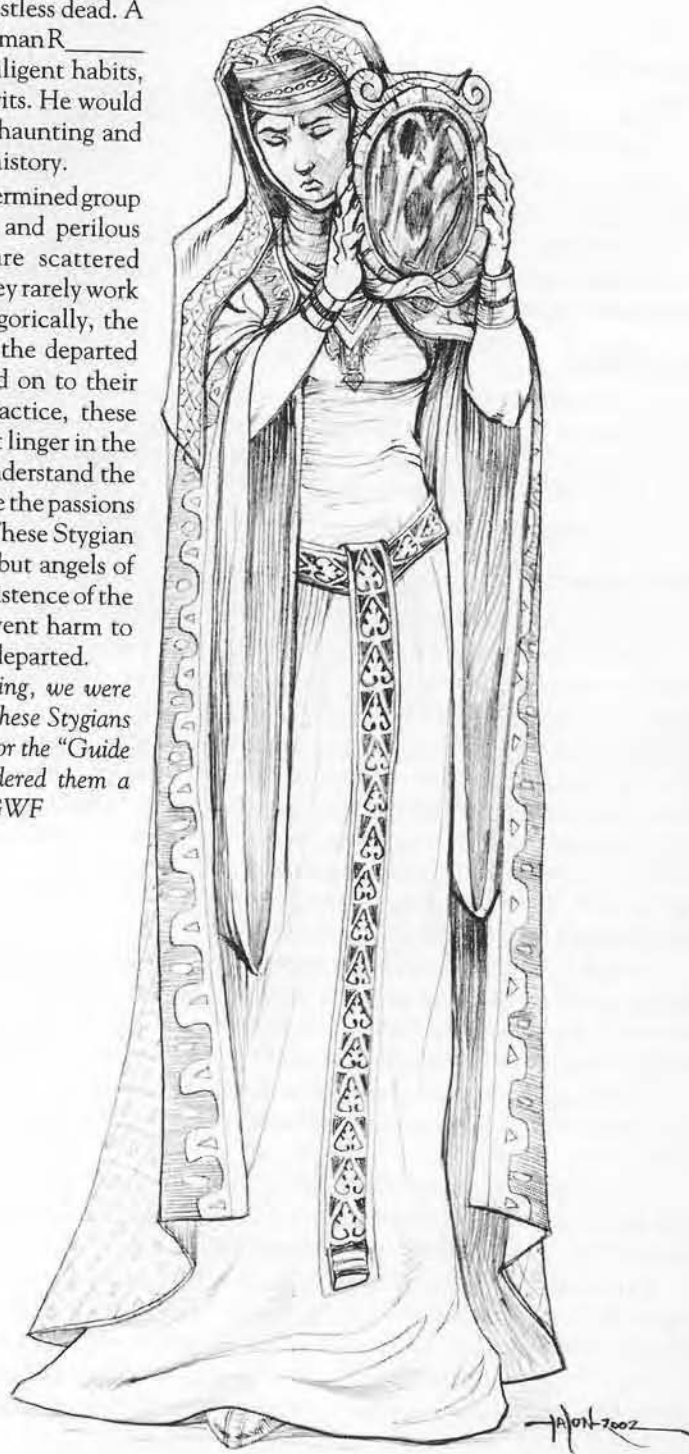


Stygian Attendant

I present Goodman R_____ of Viaki in Darkon. This worthy hunter counts himself among the Stygians, a curious collection of priests and wizards who minister solely to the restless dead. A strange gathering to be sure, but Goodman R_____ is the rare man of good heart and diligent habits, learned in the lore of ghosts and spirits. He would prove quite valuable in resolving a haunting and delving into any matter of obscure history.

The Stygians are discreet and determined group of spellcasters, bound by a unique and perilous calling. Though their numbers are scattered throughout the Land of Mists, and they rarely work in groups, their aims are clear. Allegorically, the purpose of the Stygians is to escort the departed beyond the mythical River Styx and on to their final rest in the underworld. In practice, these hunters seek out the restless dead that linger in the world of the living. They strive to understand the mortal lives of ghosts, and then resolve the passions that prevent them from moving on. These Stygian attendants are not vengeful hunters but angels of mercy, sympathetic to the tortured existence of the restless dead. They seek only to prevent harm to the living and to bring peace to the departed.

Editor's Note: After much searching, we were able to find a few passing references to these Stygians in Dr. van Richten's preparatory notes for the "Guide to Ghosts"; he appears to have considered them a beneficial variety of spirit medium. —GWF



Stygian Attendant

Most Stygian attendants are clerics, sorcerers, or wizards. Often, their interest in the restless dead stems from a personal experience with the undead, such as a departed loved one who became a ghost. Characters blessed with the Ethereal Empathy or Ghostsight feats are particularly likely to become Stygian attendants.

Hit Die: d6

Requirements

To qualify to become a Stygian attendant (Sty), a character must fulfill all the following criteria.

Alignment: Any nonevil.

Skills: Diplomacy 4 ranks, Knowledge (history) 4 ranks, Knowledge (monster lore [undead]) 6 ranks, Knowledge (planes) 2 ranks.

Spellcasting: Ability to cast *halt undead* or *speak with dead*.

Special: If you have the Ethereal Empathy or Ghostsight feat, you do not have to meet the Knowledge (the planes) requirement.

Class Skills

The Stygian attendant's class skills (and the key ability for each skill) are: Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Gather Information (Cha), Knowledge (arcana), Knowledge (history) (Int), Knowledge (undead lore) (Int), Knowledge (planes), Profession (Wis), Scry (Int), Sense Motive (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the Stygian attendant prestige class.

Weapon and Armor Proficiency: A Stygian attendant gains no proficiency in any weapon or armor. Note that armor check penalties for armor heavier than leather apply to the skills Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble.

Spells Per Day: A Stygian attendant continues advancing in arcane or divine spellcasting ability as well as gaining the abilities of her new class. Thus, when a new Stygian attendant level is gained, the character gains new spells per day as if she had also gained a level in whatever spellcasting class she belonged to before she added the prestige class. She does not, however, gain any other benefit a character of that class would have gained (such as improved chance of controlling or rebuking undead). This essentially means that she adds the level of Stygian attendant to the level of whatever other spellcasting class the character has, then determines spells per day accordingly.

Example: If Gregor, a 7th-level wizard, gains a level as a Stygian attendant, he gains new spells as if he had risen to 8th level as a wizard, but uses the other Stygian attendant aspects of level progression such as base attack bonus and save bonuses. If he next gains a level as a wizard, making him an 8th-level wizard/1st-level Stygian attendant, he gains spells as if he had risen to 9th level as a wizard.

If a character had more than one spellcasting class before she became a Stygian attendant, the player must decide which class to assign each level of Stygian attendant for the purpose of determining spells per day.

Friend of the Departed (Ex): At 1st level, a Stygian attendant receives a +1 competence bonus to Diplomacy and Gather Information skill checks when interacting with incorporeal undead. This bonus increases by +1 every other Stygian attendant level thereafter.

Lay to Rest (Ex): At 1st level, a Stygian attendant receives a +1 morale bonus to Decipher Script, Gather Information, Knowledge, Scry, and Search checks directly related to an incorporeal undead creature's life or history. This bonus increases by +1 every other Stygian attendant level thereafter.

Eyes of Death (Ex): At 2nd level, a Stygian attendant receives a +1 bonus to Fear and Horror saves prompted by scenes involving incorporeal undead. She also receives a +1 bonus to resist the supernatural

and magical fear effects of incorporeal undead. This bonus increases by +1 every other Stygian attendant level thereafter.

Defy the Profane (Ex): At 3rd level, a Stygian attendant receives a +1 bonus to saving throws against Necromancy spells and effects. This bonus increases to +2 at 6th level and +3 at 9th level

Share the Mortal Coil (Su): At 5th level, a Stygian attendant may voluntarily fail her Will save against a ghost's malevolence ability. If she does so, the Stygian attendant may end the possession at any time with a successful Charisma check (DC = 10 + the ghost's Charisma modifier), even if the ghost does not wish to leave the Stygian attendant's body. If the Charisma check fails, the Stygian attendant may not retry for one minute. If a Stygian attendant chooses to resist a ghost's malevolence ability and make her Will save as normal, she cannot end the possession voluntarily.

Touch the Other Side (Su): At 6th level, a Stygian attendant may reach out and touch ethereal and incorporeal creatures and objects as if her hand had the *ghost touch* magic weapon special ability. Only one of the Stygian attendant's hands is affected, and the ability does not extend to items the Stygian attendant holds or carries. This ability lasts a number of rounds equal to the character's Stygian attendant levels and is usable once per day. At 8th level, this ability is usable two times per day. At 10th level, it is usable three times per day.

Table 5-10: The Stygian Attendant

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Friend of the departed +1, lay to rest +1	+1 level of existing class
2nd	+1	+0	+0	+3	Eyes of death +1	+1 level of existing class
3rd	+1	+1	+1	+3	Friend of the departed +2, lay to rest +2, defy the profane +1	+1 level of existing class
4th	+2	+1	+1	+4	Eyes of death +2	+1 level of existing class
5th	+2	+1	+1	+4	Friend of the departed +3, lay to rest +3, share the mortal coil	+1 level of existing class
6th	+3	+2	+2	+5	Eyes of death +3, defy the profane +2, touch the other side 1/day	+1 level of existing class
7th	+3	+2	+2	+5	Friend of the departed +4, lay to rest +4	+1 level of existing class
8th	+4	+2	+2	+6	Eyes of death +4, touch the other side 2/day	+1 level of existing class
9th	+4	+3	+3	+6	Friend of the departed +5, lay to rest +5, defy the profane +3	+1 level of existing class
10th	+5	+3	+3	+7	Eyes of death +5, touch the other side 3/day	+1 level of existing class



Chapter Six:
Tricks and
Tactics



he longer life, I wote the greater sin,
The greater sin, the greater punishment:
All those great battles, which thou boasts to
win,

Through strife, and bloodshed, and
avengement,

Now praised, hereafter dear thou shalt repent:
For life must life, and blood must blood repay.

—Edmund Spenser, "The Cave of Despair"

Editors' Note: The following chapter comes from our brief correspondence with Jameld of Hroth, a Sithican ranger and a well known hunter of monsters within the shaded forests of that southern dominion. Jameld was an occasional ally of Dr. van Richten, proving particularly helpful in aiding the good doctor against the ancient dead. According to our mentor's notes, he was quite impressed with the breadth of the ranger's experience and the depth of his expertise, and given this considerable recommendation we thought Jameld an appropriate source for this final topic.

However, van Richten's notes said little, positive or negative, about Jameld's mood or disposition. Though we are quite grateful to Jameld for the advice and assistance he has so graciously provided to us, we must advise the reader beforehand that Jameld displays a certain amount of the arrogance and condescension that is so commonly attributed to the elves of Sithicus. Our readers might take issue with the manner in which he expresses himself, for which we can only apologize.
—L&GWF

To the young Weathermay-Foxgroves,

The life I have made for myself is not one naturally given to social concerns; though I am well regarded among my kinfolk, they are mostly content to leave me in solitude until they need my aid once more. I am most certainly not accustomed to contact with those beyond the forests of Sithicus. Therefore I was quite surprised upon finding myself approached by a road-weary Mordentishman, claiming to have in his possession a letter intended for me.

I was not aware that Dr. van Richten still had anyone among the living who considered themselves his kin. Though he and I shared little of a personal nature, there was a sadness in his eyes and a determination in his bearing that led me to conclude that he had lost most, if not all, of those he loved, and the tomes he wrote seemed to confirm that conclusion. This is one of the rare occasions in which I take comfort in being mistaken.

Word of your mentor's death traveled even to this isolated land, and that unwelcome news only

enhanced the despair that lies so heavy in the air of our ancient groves. Van Richten was afforded a degree of respect that few of your kind are able to earn from my people, and we mourn his passing just as we celebrate his deeds. Unfortunately, though I have long been aware of the fact of his demise, virtually nothing has reached my ear as to the manner and specifics of his death. If the two of you could be so good as to enlighten me as to the circumstances of his demise, I would be most appreciative; I am certain it is a heroic and inspiring tale.

On the subject of heroism and inspiration, I must now turn to the true purpose of your message, specifically your interest in whatever advice and anecdotes I might have to offer to those interested in pursuing the profession shared by your mentor and myself. Your eagerness and anticipation fairly leap off the page, and it is clear enough to me that you seek my advice not merely so that you may continue van Richten's written work, but also so that you might continue his work in the field.

I must admit at the outset that I do not greet such intentions with optimism or good humor. Your "uncle" may have been unusually successful in his hunts, but he was a rare human, blessed with intelligence and intuition reserved for precious few of your kind. Yet for all his prowess and experience, an untimely death still awaited him. Do you truly think that you have a measure of his mettle? And do you truly think that I should be eager to encourage a pair of human girls, who between the two of them have seen not one-tenth of the winters I have, to walk down a road that will in all likelihood end in their destruction?

The only reason I have decided to respond and risk fanning the flames of your childish fancies, is that in making the request you have shown a measure of wisdom that many of your fellow foolish youths never have a chance to develop. The value of seeking the aid and advice of others is a lesson lost on many, and your recognition of the limits of your experience and ability gives me fleeting hope that you both might someday surpass those limits.

Now then, I have enough knowledge and experience to share to fill several volumes at least as large as those written by the late doctor. Perhaps you could save me any unnecessary exposition by being more specific about what you would like me to divulge.

Awaiting your response,
Jameld of Hroth

Editors' Note: The remainder of this chapter





consists of excerpts from several of Jameld's subsequent letters. We have excised several paragraphs that served no purpose other than to denigrate us for our "foolishness." —L&GWF

Preparing Yourself for the Road Ahead

Strickland told me, in a whisper, his suspicions. They were so wildly improbable that he dared not say them out aloud; and I, who entertained all Strickland's beliefs, was so ashamed of owning to them that I pretended to disbelieve.

—Rudyard Kipling, "The Mark of the Beast"

There is much work you must do before you ever set out to destroy your first monster. I refer not to the obvious physical training, nor even to the equally obvious academic research that your mentor perfected and propagated. Instead I write of the internal preparations one must make — of those principles that must be strengthened and those that must be sacrificed if you are to survive.

First, you must question your motivations. The two of you in particular should take a considered look at why you intend to pursue this career. Your reasons for fighting this long battle must serve as a source of strength and comfort when things are going poorly. Your mentor took up this life in order to avenge the deaths of his wife and child, but then turned from the dark path of vengeance, seeking to prevent others from experiencing the same depths of loss. Driven by feelings as noble and deeply felt as this, van Richten was a pillar of fortitude and inner strength. Desire for glory, excitement, wealth — none of these will give you the will to fight on when all seems lost. As for the desire to live up to the example of an esteemed predecessor, perhaps you will find strength in that, perhaps not. I do not know you well enough to question the depths of your convictions as I have the degree of your competence.

You must next resign yourself to tragedy. If you walk this road, you will see comrades, friends, innocents and strangers die along the way. Indeed, nearly every step you take will be on the heels of a tragedy that preceded you. Naturally, you must do everything in your power to prevent the loss of innocent lives, but sometimes you will fail. If you

are to retain your sanity, you must learn to measure success in lives saved rather than lives lost. I have lost count of the number of innocents who have died at the hands of monsters I have uncovered too late, but I take solace in the knowledge that it does not begin to approach the number of those who still breathe thanks to my intervention. Mourn for the dead, yes, but do not cease to live yourself.

If you are to be a successful hunter of monsters, you must slay a fiend that will be among the most dangerous you will ever face: your own pride. Your pride will attempt to dictate the way you fight your battles, and its commands are rarely well considered. Most despicably, your pride will tell you that you cannot retreat in the face of adversity.

It may strike you as odd for such a respected warrior as myself to extol the wisdom of running away, particularly so early in a discourse on hunting monsters. Indeed, my pride rails against me for committing the words to paper, but I long ago trained myself to ignore its pleadings when they serve no beneficial purpose.

You will on occasion find yourselves faced with creatures beyond your ability to defeat. This is not meant as a criticism of your own capabilities, limited though they most assuredly are. The unfortunate truth is that many of the night's children channel unholy power such that mortals can barely comprehend, let alone contend with. There is no shame in withdrawing from such an opponent, and certainly nothing to be accomplished in standing and dying. With flight, you afford yourself an opportunity to search out the creature's weaknesses — and in my experience, no creature is free of flaws.

Lest you find yourselves unable to grasp the distinction between cowardice and discretion, let me now state that I detest the notion of retreat for the sole purpose of avoiding perilous confrontations. If you are unwilling to risk your life in the fight for goodness, then you have chosen the wrong path. The creatures of the night must be destroyed, and if you find flight your only option it should always be with the intent of returning when circumstances are more solidly in your favor. Retreating so that you may fight again is prudent; retreating so that you might avoid a fight altogether is unforgivable. If you lack the courage to make a stand, stand aside for those who will.



Identifying the Threat



No path leads to the house of the gnoles, and it is always dark in that dubious wood. But Mortensen, remembering what he had learned at his mother's knee concerning the odor of gnoles, found the house quite easily.

—Idris Seabright, "The Man Who Sold Rope to the Gnoles"

It should be obvious even to a neophyte that before one can successfully slay a creature of the night, one must first find it. Few of these beasts are inclined to reveal themselves to any save those they intend to prey upon. Accordingly, a successful dispatcher of monsters is first a successful unmasker of monsters.

I have known groups of so-called "hunters" that were content to allow themselves to be borne on the wind, wandering carelessly through bush and borough and meeting trouble as it found them. I have never known such a group to enjoy a long career. To wander without plan or purpose is to mark yourself as prey.

Rather than trusting the currents of chance to take him to where he is needed, a resourceful hunter will develop his own methods of uncovering evil where it lairs. By revealing a creature of the night through your own investigation rather than waiting for it to reveal itself directly to you, you allow yourself the possibility of taking it unawares and dispatching it quickly rather than being forced to engage in a protracted and dangerous battle. Victory often goes to he who chooses the battlefield.

In my time as a monster hunter I have employed all of the following as means of discovering foes before they discover me.

Magic

I have noticed that you humans have an unfortunate tendency to treat magic with a measure of superstition and fear. We elves have no such limitations on our capacity to appreciate the wonder of the arcane and the divine. Indeed, magic is very much a part of elven life. It is also a vital tool to any monster hunter.

If you have them at your disposal, magical means of detection are an excellent way of locating the target of your hunt.

Magically Locating Your Foe

The following spells from the *PHB* can be of great assistance to any monster hunter, helping her to locate the targets of her hunts.

Commune with nature: An effective method of determining a hidden creature's location, this spell can also reveal information about the terrain that might be useful in preparing traps or ambushes.

Detect undead: This spell can hint at an undead creature's presence, but remember that intelligent undead creatures in Ravenloft get a Will save to avoid detection by this spell.

Discern location: A virtually foolproof means of locating a specific monster. Only deities can block this spell, and deities never take such direct action in Ravenloft.

Locate creature: This spell can either find a specific creature being hunted, or help start a new hunt by locating the nearest creature of a specific type. Unfortunately, the range of this spell is limited, as it cannot detect creatures across running water or across domain borders. Given the limited range, it is most useful in narrowing down the location of a monster already closely pursued by a hunter.

Locate object: If a hunter has observed firsthand a specific object in the possession of a particular monster, this spell can locate the creature indirectly. Remember that this spell is also limited by domain borders and by lead barriers.

True seeing: This spell reveals most magically disguised or concealed creatures. Unlike the above spells, it only reveals monsters within the range of sight, making it of little use in tracking down a monster from afar. If a hunter suspect that a monster is in close proximity, however, this spell may well reveal it. Remember that in Ravenloft this spell is ineffective against creatures that use supernatural or extraordinary abilities to change their appearance or hide their presence.

Townfolk

As strange as it first seems, it can be difficult to retain the goodwill of those you help. You can struggle with only so many monsters before you garner a reputation as a fomenter of trouble. Many communities, particularly among your fellow hu-



mans, seem to have an instinctive tendency to turn against those who have done them the most good. I cannot explain this irrational occurrence, as unlike your departed mentor, I am no advancer of theory. I only know that I have encountered it far too many times.

Editor's Note: Some of van Richten's journals contain occasional references to this phenomenon, though for him it seemed to be quite a rare experience. Indeed, for the most part, communities warmed greatly to van Richten as he dispatched the creatures that haunted their countryside. Jameld's demeanor might have something to do with his encountering this difficulty with such frequency. We must also warn that many horrors you hunt may have spent extensive time and effort to establish themselves as valued members of the communities they secretly feast upon. — LWF

If you can overcome this tendency, however, you will find that you have a powerful resource at your disposal. Once the people of a town or village trust you, they will come to you with their fears and suspicions. In many cases their fears will prove to be groundless, but every so often they may alert you to a genuine threat and enable you to dispose of it before any significant damage is done.

There are other, more tangible benefits to being in the good graces of a community. Supplies, lodging and services will be much more readily available to you if you are known as a friend of the people.

How, then, are you to keep the trust and gratitude of the people you assist? I find that generosity is by far the most effective method. I have slain many dozens of monsters, and in their

lair I have discovered fortunes upon fortunes, doubtless hoarded from prior victims. I have kept only the smallest fraction of these riches for my own use. The rest I gave to the nearest villages, helping them to repair the damages and ease the suffering wrought by the creatures I destroyed. Van Richten always did the same, and in some corners of the Core he is remembered as much for his philanthropy as for his prowess at slaying monsters.

In a similar vein, refusing proffered rewards can raise your status in the eyes of a community. When newly liberated from the clutches of a rampaging monster, people will often respond with effusive gratitude, and that gratitude often takes the form of monetary





reward. In the flush of relief, however, the rewards offered are often far more than the community can easily afford. Tactfully refusing all or part of such a sum can leave a lasting, and positive, impression on those you aid.

Reducing Outcast Ratings

Heroes with high Outcast Ratings may encounter unusual obstacles in their investigations. Strangers may treat them with suspicion or outright antipathy. A character with a particularly high OR may even discover that a community views her as the primary suspect in the very crimes she is investigating!

Acts of generosity toward a community count as good deeds for the purposes of reducing a character's OR within that community. (See chapter 2 of the **Ravenloft** setting book for rules on Outcast Ratings.) As a general rule, a gift valued at one gold piece per person in the community is sufficient to reduce a character's OR in that community by one point. A character can reduce her OR in this manner by only one point per month.

A character who refuses a monetary reward offered by a community has her OR reduced as if she had given a like sum to the community.

Under certain circumstances, the DM might rule that generosity is insufficient to reduce a character's OR in a given community, particularly if the character is transparently attempting to buy people's loyalties.

folklore

Never dismiss out of hand any tale you hear of a marauding beast or haunting spirit. Even the wildest, most implausible stories might hint at the truth behind a night creature's depredations.

You are no doubt intimately familiar with van Richten's account of our hunt for the Bog Monster of Hroth, the ancient dead minotaur that preyed on my kinfolk for so many years. You might recall that van Richten was completely unaware of the Bog Monster's existence until he listened to the tall tales of a Kartakan innkeeper. In his wisdom, van Richten understood that many so-called legends have at their root a grain of truth. Notified of the possibility of the Bog Monster's existence, he sought me out to determine the facts of the matter and together we were able to seek out and destroy the abomination.

You should always absorb as much folklore as you can from the places you visit. Inns and taverns are a fine place to begin, as the patrons are often in a jovial and talkative mood. Libraries and churches, if present, might also serve as repositories of local tales and myths. Once you have gathered the tales, you can go about seeing whether or not they contain any useful truths.

finding folklore

Learning local tales and legends directly from the locals requires a Gather Information check, as well as an evening to engage in conversation and socializing. Learning a general smattering of local legends has a DC of 10. Finding someone to tell a specific tale or legend may have a DC of 15 or higher, depending on the rarity of the tale.

Studying local legends in a library or some other written repository can produce similar results but requires a Search check instead, as well as sufficient time spent poring over tomes and records to glean the lore of interest. How long such a search takes is up to the DM; the larger and more detailed a library's body of knowledge, the longer it may take to search, while well-organized library may decrease research time accordingly.

A character with the Knowledge (local) skill may already be familiar with the legends and folklore of her homeland and can make a skill check to see if she knows a specific tale or bit of folklore. Such a check usually has a DC ranging from 10 to 20, again depending on the rarity of the tale.

Successfully learning local folklore does not guarantee the accuracy of the tales. Whether anything true or useful is revealed is up to the DM.

The Vistani

One of the few areas where I consider van Richten to have been less than judicious was his reluctance to seek out the Vistani, perhaps the most effective and reliable sources of information available to any monster hunter. Of course, I understand the origin of his reluctance, considering the tragedies he suffered at the hands of that rogue caravan, but I must wonder how much he might have achieved had he allowed himself to seek the aid of the Vistani seers.

As is well known, the Vistani are blessed with insight and perceptions that far outstrip those





possessed by most other humans. Compared to the gypsies, even elves are as the blind. It would be foolish not to seek them out when they have so much to offer.

Being no fool, I visit the Vistani regularly. Indeed, our fallen lord kept a caravan of such gypsies captive here in Sithicus so that even he might seek out their wisdom. For nothing more than a few coins, their raunie was often able to part the curtains of time and space and inform me of dangers that I would otherwise have never known. Today, I continue to seek out Vistani caravans when they come near. I do not always receive information of value, as what the Vistani see is not always under their control, but the value of what I do learn more than makes up for the times I learn nothing. With the aid of Vistani seers, I have slain monsters hidden away in lairs that had never before been seen by humanoid eyes, and I have helped villagers prepare their defenses against attacks that would not take place until days later.

Vistani Prescience

The ability of Vistani seers to see into the past and future is, for the most part, a tool for DMs to use to add a certain element of mystery and mysticism into their games. Whether the Vistani have any useful information to share, or indeed whether they even agree to meet with the characters, is entirely up to the DM and best serves her story.

However, if the player characters have reached a dead end in their hunt for a particular monster, and no new leads have presented themselves, the players might consider sending their heroes to seek out the Vistani. Even if the DM had not originally intended the Vistani to be a source of aid to the party, she might seize on them as an opportunity to get the adventure back on track. The DM can even use the Vistani to add an element of unpredictability to her adventures. As an example, if the heroes request a *tarokka* reading (with the DM substituting the Tarot or playing cards for the *tarokka* deck) to learn the location of a monster's captives, the DM might pick several different possible sites. The suit of a randomly drawn card could then determine the captives' true location.

Locating the Vistani

Finding the Vistani is not always easy, as they sometimes do not choose to make themselves known. The Vistani are well versed at concealing their tracks and seem to know many wards and rituals that can hide them from magical detection. When they wish to conceal themselves, the easiest way to detect them is indirectly, by seeking out the *vista-chiri*. These tiny birds follow the Vistani caravans nearly everywhere they roam, avoiding only areas that have no treetops in which they can conceal themselves. If you spot the small, gray and white *vista-chiri* birds, you can be assured that the Vistani are not too far away. Be aware that the Vistani are rumored to be able to speak with the *vista-chiri*, however, and may thereby become aware of your presence just as you become aware of theirs.

Vistani Wards

Vistani caravans are often potently warded against magical detection. These wards protect those who are within 10 feet of a Vistani wagon. If a divination is attempted against a protected individual or object, the caster must succeed at a caster level check (1d20 + caster level) against a DC of 30 or the divination attempt fails.

Vista-chiri

Vista-chiri birds flock around the Vistani and can be found in trees up to a quarter mile away from a caravan. Finding the diminutive birds requires a Spot check (DC 20). Characters with 5 or more ranks of Wilderness Lore receive a +2 synergy bonus to the check.

The raunie of a Vistani caravan is able to speak with *vista-chiri* as though under the effects of a *Speak with Animals* spell. The birds immediately fly to the raunie to alert her of any intruders they spy. Avoiding detection by the birds usually requires some means of passing through invisibly.

Vista-chiri can sometimes be found in forests where there are currently no Vistani, though their presence is usually a sign that a Vistani caravan has recently traveled through the region. *Vista-chiri* will not follow Vistani caravans into deserts or extremely cold climates, nor into domains with a Sparse Ecology or No Ecology, fluttering off instead to follow another caravan for a time. (See "Conjuration" in chapter 3 of the *Ravenloft* setting book for more information on domain ecology.)



Physical Evidence

I have saved the most obvious method of identifying the presence of a night creature for last. Many creatures cannot help but leave behind physical evidence of their presence, some subtle and some blatant, and you should learn to familiarize yourself with these signs. A sudden, mysterious illness descending on a town may point to the presence of a vampire, which will often leave its victims appearing weak and sickly. A series of violated graves could be the work of a lich engaging in necromantic experiments, or a madman seeking to stitch together a flesh golem. Werebeasts often butcher and devour an animal or two before moving on to humanoid prey; treat any ravaged animal corpse as a possible sign of lycanthropic activity. Malformed livestock may be the result of the presence of a hag. The longer you hunt, the more you will learn to spot these signs.

Researching the foe

And the wild midnight storm
Raved around his tall form,
As he sought the chapel's gloom:
And the sunk grass did sigh
To the wind, bleak and high,
As he searched for the new-made tomb.

—Percy Bysshe Shelley, "Sister Rosa. A Ballad"

Once a potential enemy has been identified and your group has assembled to face it, the time comes to investigate the threat and determine the best means of confronting it. It is not enough to identify your enemy as a ghost or vampire and go charging into battle, for you may often discover that your opponent has sinister powers that you were unaware of and therefore have no defense against. By researching the creature beforehand, you greatly reduce the chances that you will be caught off guard.

As you are van Richten's former students, of course, I'm sure I have no need to convince you of the values of research. Indeed, during our travels



together your mentor taught me a great deal about the value of researching an opponent. While I had always studied the creatures I hunted before attempting to slay them, I had never done so with the scholarly diligence van Richten brought to the task.

While you are no doubt familiar with van Richten's research methods, your readers might not be, and I will thus briefly summarize the steps one must take in researching the target of one's hunt.

Collecting Information

Once you are confident that a supernatural creature is haunting an area, you must gather whatever information you can about its behavior, both past and present. Approach townspeople and see if you can find any actual witnesses to the creature's activities. If no one has knowingly seen the creature, try to determine whether any other strange and unexplained occurrences have been witnessed recently. Learn what individuals have recently settled in the community, who has recently left or vanished, and who has recently died. Discover whether any long-time residents have markedly changed their behavior or demeanor in recent weeks, or whether anyone has recently become ill. Study local legends if you have not already done so. Any of this information might contain an important clue.

If you are able to procure witnesses to a creature's activities, learn everything you possibly can from them. Remember that memory is an uncertain thing; take nothing you hear as absolute fact, but at the same time do not dismiss anything you are told until you have solid reason to do so. If you have magical means of discerning whether your witness is telling the truth, use them as you question her. Some lonely individuals will claim to have seen almost anything in order to garner some attention, while accomplices in the creature's activities might intentionally seek to mislead you. Also, determine whether the witness is under any form of enchantment or other magical compulsion. Some creatures are capable of controlling their victims' minds and can use them to lure would-be hunters into a trap.

When questioning a witness, pay particular attention to the time of the reported encounter. I speak not just of the hour of the day, but also the day of the week and month. Look back through town records to find if any other unusual events

have taken place on these dates. If the encounter took place at night, note the phase of the moon. The location of the encounter is also of importance. Determine whether any other reports of strange activities have been attached to this location.

If you have more than one witness, compare their accounts for similarities and differences. If they were witnesses to separate occurrences, see if any pattern can be found in the encounters. Ghosts, lycanthropes, and the ancient dead are particularly likely to have cyclical patterns in their behavior, and discovering those patterns can help you slay the beast.

Hypothesis

Once all possible information has been gathered, you should be in a position to make educated speculations about the nature of your prey.

In some cases all the pieces will seem to fall neatly into place. If livestock have been found slaughtered by "wild animals," wolf tracks have been spotted within the town, one of the town's residents caught a glimpse of a "giant wolf-thing" on the last full moon, and the local trapper has been acting strangely ever since he survived a wolf attack a few weeks back, then it is reasonable to conclude that you are facing an afflicted werewolf. However, no matter how clear the available evidence seems, do not yet assume you have reached the correct conclusion. You might find that there is no werewolf, and that instead a hag has been sending her animal minions to harass the townsfolk. Until you have seen the creature with your own eyes, take nothing for granted.

Once you have your hypothesis, it might be prudent to gather even more information to build upon it. If you have reason to believe you face a ghost, for example, it is imperative that you determine the ghost's identity and what circumstances surrounded that individual's death. If you believe you face a vampire, search for clues in its choice of victims that might reveal something of the creature's nature. The more information you arm yourself with the better off you will be.

Observing the Creature

Hopefully, by this point in the investigation, you will have managed to discern some pattern in the creature's activities. If that is so, you can use that pattern to observe the creature directly and determine the accuracy of your hypothesis.





The inherent danger of observing your prey is that your prey might, in turn, observe you. For some creatures this is not a concern; many ghosts, for example, are so inwardly focused that they do not take much notice of the living. Still, it would not be wise to assume that this is this case.

Safely observing your target requires caution and stealth. The entire party should not attempt to take part in the observation, only those who are skilled in avoiding detection. Be aware that many creatures of the night have sharp senses, so do not overestimate your ability to remain unseen.

If you have magical means of concealing yourself, so much the better. Numerous arcane tricks

can enable you to hide your presence from your enemy. Remember, however, that your foe might have similar tricks to pierce your disguise.

Better resources are those items and spells that enable you to observe a creature from afar. Even if the creature detects your attempts to spy upon it, you will be safely out of the reach of its wrath for the moment.

Unfortunately, some creatures simply cannot be safely observed prior to confrontation. Regarding creatures that stay mainly within their lairs, such as many liches and ancients, you may have to venture forth and hope that your research did not lead you astray.

Spells for Observation

The following spells from the *PHB* will aid subtle hunters in examining their targets prior to combat.

Arcane eye: This divination enables the caster to spy on a location from a safe distance. Unfortunately, in Ravenloft, the *arcane eye* is not invisible and can be more easily detected by the creature under scrutiny. Also, the duration of the spell is not extensive, so the caster must have fairly precise knowledge of the creature's patterns of behavior in order to observe it for any significant period of time.

Clairaudience/clairvoyance: This spell is largely similar to *arcane eye*. It has the advantage of instantly revealing the target area, whereas the *arcane eye* must travel to the location in question, but the caster must have personally visited the location for the spell to work. If the hunter knows the creature to have consistent periods of inactivity, such as a vampire that must sleep by day, this limitation may not prove to be a problem, as the caster can visit the location while the monster hibernates.

Detect thoughts: This spell can prove quite useful against living creatures such as lycanthropes and hags, perhaps revealing the creature's short-term goals. The range is somewhat limited, however, so a caster must take care to conceal his presence. Against undead, this spell can prove more hindrance than help, as the undead can project false thoughts to mislead those who attempt to read their mind.

Greater scrying, scrying: The DM should determine how familiar the character is with the creature being hunted based on the quality of investigation and research. Speaking to a witness who has directly observed the creature and listening to a full report of that encounter is sufficient to be considered "Secondhand" knowledge.

Improved invisibility, invisibility, invisibility sphere, mass invisibility: These spells allow a hunter to approach and observe her target with less fear of being detected. Save for *improved invisibility*, the duration of these spells is long enough to allow for extended observation. Be aware that some creatures can detect intruders through scent, sound, or other senses.

Legend lore: Rather than risking direct observation of the creature, a hunter can use *legend lore* to gather critical information. The target creature must be of significant power or reputation for this spell to be effective. Legends about a target often include references to unique weaknesses it may possess.

Prying eyes: An improved version of the spell *arcane eye*, this spell enables the caster to observe several locations of suspected activity simultaneously and with a much longer duration. The caster must be within one mile of the desired locations, but this is a minor limitation in most cases. The *prying eyes* have the additional limitation of having to record and replay their findings rather than sharing them immediately with the caster, so if time is of the essence this spell might be unsuitable.





Formulating the Plan



everything had been carefully thought out, and done systematically and with precision. He seemed to have been prepared for every obstacle which might be placed by accident in the way of his intentions being carried out.

—Bram Stoker, *Dracula*

With the information you have gathered, it is time to prepare for the actual assault against the monster. Hopefully, you will have determined the nature of the creature, the locations it haunts, and one or two of the creature's vulnerabilities.

It is difficult to give general advice on plans of attack, as they will vary greatly depending on the creature, its lair, and your own resources and capabilities. However, I consider it wise to always follow a few general rules.

Is Combat Necessary?

In some unusual cases, a creature of the night can be "defeated" without resorting to combat. Many ghosts seek only final rest and may willingly cooperate with anyone who can resolve the circumstances keeping them from passing on. Most afflicted lycanthropes are eager to see their inner beasts contained and potentially cured. In these kinds of encounters, diplomacy and sensitivity may succeed at bringing matters to a close by themselves.

However, never be so foolish as to trust a creature unequivocally. Always be prepared for the possibility of betrayal.

Play the fiend's Advocate

Once the plan is formed, put yourself in the role of your target. If faced with this assault, what would you do to disrupt it? Assume your enemy is at least as clever as you are. If you perceive some potentially fatal flaw in your plan, never assume that the creature will overlook it. Some of the creatures you hunt have been fending off others like you for centuries, after all.

Draw the Creature Out

Whenever possible, it is best to fight the creature on your terrain rather than its own. Some

creatures are easy to draw out; others, however, care little for what goes on outside their lairs.

To lure a creature to you, you must determine what the creature values. For example, if the creature has displayed an emotional attachment to an individual (a common occurrence among ghosts, constructs, and younger vampires), that individual can serve as bait to draw the monster into a trap. When I was younger, I was once able to destroy a flesh golem in Har-Thelen by "kidnapping" a young lady the golem professed to be in love with. The maiden was naturally quite distressed by the golem's attentions, and was desperate to see the creature destroyed. With some effort, I was able to convince her to aid me in staging her abduction, carefully leaving behind enough clues to lead the golem to me. When the golem angrily burst into our hideaway, determined to rescue its "love," it found itself ensnared by a simple magical trap and then peppered by a barrage of magical arrows from my allies and myself. Thanks to this scheme, we were able to destroy the creature with much more ease than if we had been forced to descend into the cave complex the creature called its home.

If you are going to lure the creature to you, it is best to insure that there are no non-combatants present at the area you choose for the confrontation. Few monsters would think twice of taking a hostage, or even of killing an innocent out of sheer spite.

Prepare for Escape

Never enter into a confrontation without having a plan to flee if things go wrong. No plan is perfect, and the creatures of the night often have numerous surprises of their own that are impossible to plan for. When it becomes apparent that a plan of attack is not working, it is better to escape and plan anew than fall and die.

When making an escape plan, you should be wary of having it depend on the actions of specific individuals. If you are relying on a wizard ally to teleport you to safety, what will you do if he is the first to be slaughtered?





Using the Environment

Victory often goes to she who chooses the battlefield. Crafty heroes may be able to use their surroundings against supernatural foes.

Vampires: For all their power, vampires are highly vulnerable to sunlight and running water. In a desperate situation, a vampire drawn near one of these vulnerabilities can be knocked into it with a successful bull rush (see Chapter 8 of the *PHB*), perhaps by shoving it through a window or flipping it over the edge of a bridge into the stream below. While older vampires are wary of such tricks, young vampires and vampire spawn are rarely so canny.

Ghosts: Ghosts are often anchored to one specific location. These ghosts cannot be drawn out of their lairs, but heroes who can sense or enter the Near Ethereal may still be able to use the ghost's "lair" against it. The resonating version of a haunted location typically resembles that location at the time of the ghost's death, and the ghost treats these ethereal surroundings as real, solid objects. While a ghost may appear to walk through walls at will, it may simply be adhering to floor plans that have been altered since it died.

Liches and the Ancient Dead: These powerful undead can usually be drawn from their lairs only by the promise of acquiring lore or items of magical power — and then only if none of their minions are up to the task. Heroes can use a lair's defenses against its master, however. Hunters can trap these undead masters (at least temporarily) by sealing the few entrances to their lairs, either through the use of magic like *crypt locks* (see chapter 3) or the brute force of a cave-in.

If hunters must enter the creature's lair, they should try to fight the master in its own treasure chambers. For liches, this may take the form of an arcane laboratory or library. The undead may refrain from using its most destructive powers, knowing that it could wipe out centuries of acquired wealth and power along with its foes.

Lycanthropes: Newly afflicted lycanthropes are typically driven by cruel and bestial instinct. They often blindly attack whatever source of flesh is placed before them, and can therefore easily be drugged or lured into an animal trap. True lycanthropes and those long afflicted, however, are usually more cunning.

Hunters should also try to provoke confrontations in locations that interfere with a lycanthrope's alternate forms. For example, attacking a wererat in cramped quarters prevents it from flying.

Constructs: These unnatural creatures have few environmental weaknesses, but if at all possible, hunters should try to locate the place where the construct was animated. If the hunters study the equipment used on the site, they may discover that a specific type of energy was used to breathe "life" into the creature. Wires leading from a heavy table to a lightning rod may indicate the use of electricity, for example. The hunters should avoid using that type of energy in their attacks against the construct — such attacks may once again revive their foe.

Fiends: So evil are fiends that they distort the very fabric of reality around them, making it nearly impossible to use their surroundings against them. Only hallowed ground (created through the *hallow* spell) is sure to counteract a portion of a fiend's might.

Hags: Like fiends, hags warp their surroundings — particularly rural regions — to suit their evil purposes, and thus it can be difficult to turn the environment against them. Hags often keep cumbersome magical devices in their lairs, such as the cauldrons they use to brew foul potions, or pits filled with the bones of their victims which they can raise as undead minions. Creatures allied with the hag may also lair close to her dwelling. Unlike liches or the ancient dead, however, hags must often leave their lairs to feed. By luring a hag far from her lair, hunters can cut her off from her reinforcements.

Confronting the Evil



*he corpse of Herman they contrive
To the same sepulchre to take,
And thro' both carcasses they drive,
Deep in the earth, a sharpen'd stake!
By this was finish'd their career,*

*Thro' this no longer they can roam;
From them their friends have nought to fear,
Both quiet keep the slumb'ring tomb.*

—John Stagg, "The Vampyre" (1810)

Eventually, preparation must end and action must begin. In the heat of combat, you will find that chaos is the rule and only the most sophisticated of plans can cover every eventuality. It has taken me over four hundred years to learn to make plans of such sophistication, so children like yourselves will undoubtedly find your best efforts lacking. When plans begin to fail, ingenuity, cunning, and persistence can sometimes carry the day; I hope for your sake that you are not lacking in any of these areas.

When the fight begins, remember to be bold. If you have magic weapons, have them at the ready; they are often required to harm creatures of the night. Be prepared to defend your spellcasters, as they can mean the difference between victory and defeat.

I have little interest in dwelling on combat tactics in general. You can seek out any sell-sword or knight for such advice. Instead, I turn to information of use for combating specific creatures of the night.

Vampires

Though I have not devoted myself to their destruction to the same extent that van Richten did, I fully share his hatred and revulsion of these foul monstrosities. That they steal the life from an innocent being in order to satisfy their unnatural cravings is horrid enough, but the fact that they inflict their miserable existence on others in the process is far too wicked to bear.

I have faced vampires both within Sithicus and without, and I have been struck by the variety these dread creatures display in their powers and weaknesses. Until my first venture into the woodlands of Valachan, when I was a mere 150 winters old, the notion of an undead creature that concealed itself by day and emerged at night to drink the blood of the living was a foreign one to me. That is not to say that I had never faced a vampire

before; indeed, I had already slain several. But the vampires I tracked down and slew in the wilds of Sithicus were far, far different in their abilities and behavior. Instead of hiding from the golden rays of the sun, they fled from the silvery light of the moon, and rather than drain the blood of their victims they stole from them their fairness of skin and their passion for life. Were it not for a handful of broad similarities between the two varieties of creature, I would never have suspected them of sharing a common nature. I have since faced and slain several other varieties of vampire, and each new encounter pushed me to my limits.

Editor's Note: We have identified these strangely reversed qualities in a strain of vampirism that seems to be unique to elves. Such aberrations serve to reinforce Dr. van Richten's warning that no two vampires are ever alike. —LWF

Though each encounter with vampires promises to have unique dangers, the broad similarities shared by each type of vampire provide the keys to defeating them. Though their specific capabilities may vary greatly, almost all vampires share a few common characteristics that can be exploited by the clever.

Virtually all vampires have the ability to harm or hinder their opponents with their gaze, and are also able to drain some fundamental aspect of their victim's beings with their blows or their bite. Nearly all can assume other forms, summon and command animal minions, shake off blows from normal weapons and quickly heal from whatever wounds they suffer. Individual vampires may have numerous other capabilities, but it is rare for a vampire to lack these basic powers.

Conversely, the majority of vampires are thoroughly repelled by some chemical, herbal, or mineral substance, known as an allergen, and cannot approach a room or person adorned with the substance. Most can be immobilized if impaled through the heart by a shaft made of the proper material. Almost all are fatally vulnerable to exposure to a specific environmental condition, most often sunlight.

Within these generalities exists wide potential for variation. If your research was unable to determine the specifics of the vampire's powers and weaknesses, you may be in for a difficult fight. When in doubt, resort to weapons that are effective against all undead rather than being specific to vampires. Holy water, holy symbols and divine spells are effective against most undead and will

Spells for Combat

In addition to the new spells presented in chapter 2, the following spells from the *Player's Handbook* are generally useful to anyone who seeks to fight the creatures of the night.

Force Effect Spells: These spells, such as *magic missile*, are useful to monster hunters because the damage they inflict is not subject to energy resistance of any kind.

Acid fog, *Melf's acid arrow*: Acid resistance is relatively uncommon among monsters. These spells might prove able to damage a monster when little else is working.

Aid, *bless*, *remove fear*: Many monsters are capable of creating magical fear, and even those without this capability are often hideous enough to call for mundane Fear saves. The bonus these spells provide against fear effects is small, but even a small bonus might prove significant. *Bless* and *remove fear* have the significant advantage of affecting more than one character.

Antilife shell: A useful defensive spell against living creatures such as lycanthropes, hags, and fiends, this spell allows for a small amount of breathing room against such creatures. Use it to buy time while preparing other contingencies, but beware that many creatures may be able to harm a hunter without approaching her.

Antimagical field: This spell is the great leveler, preventing a creature from accessing its supernatural or spell-like abilities. It also prevents the hunter from casting more spells or using magic items. Hunters should use it only when the physical means of destroying the creature is readily available.

Antipathy: This spell allows the caster to hold a single specific type of monster at bay for an extended period of time. The caster can use this time to prepare other defenses or plans of attack, but be aware that many monsters are clever enough to send minions to attack in their stead.

Binding: This spell can render a creature harmless while the hunters seek some means of destroying it. When specifying the triggering conditions that release the creature, it is generally wise to pick conditions that are readily predictable so preparations can be made for its release, rather than conditions that are random and beyond the hunter's control. "The rising of the next full moon," for example, would designate a precise timetable for the creature's release.

Bless water: Holy water is an extremely useful weapon in a hunter's arsenal, and the ability to manufacture more quickly is not to be underestimated.

Bless weapon, *greater magic weapon*, *holy sword*, *magic stone*, *magic weapon*, *spiritual weapon*: If facing a creature immune to normal weapons, these spells may enable a hunter to damage the foe even if lacking in magic items. These spells can also be cast on traps constructed by the hunter, enabling them to damage creatures that would normally be immune.

Consecrate: A useful spell that hinders the undead in combat. Its long duration means that it can be set in place early, in anticipation of a conflict. Undead creatures can make a Spot check (DC 15) to notice that an area has been consecrated in this fashion. Most choose to avoid such areas, though they are in no way barred from entering.

Control undead: A risky spell, as it calls for a powers check, but if it works the undead target is temporarily at the caster's mercy. Ordering the creature to attack its minions or allies can kill two birds with one stone.

Darkvision, *daylight*: Many creatures have darkvision and have a significant advantage in lightless areas. These spells can negate that advantage.

Dispel evil: This spell is useful primarily as a defensive measure.

Disrupt undead, *halt undead*: The usefulness of these spells when battling the undead should be readily apparent.

Forbiddance: Another effective means of buying time against an opposing creature, this spell is desirable because it also stands an excellent chance of holding the creature's minions at bay.

Hallow: The effects of this spell are useful against the undead, but the long casting time means that it must be cast long before the confrontation ever begins. To use this spell effectively, the hunter must somehow lure the creature to the hallowed location. As with *consecrate*, undead creatures can recognize a hallowed area with a successful Spot check (DC 15).

Inflict light wounds: This spell and its related spells are useful for a monster hunter because the damage they inflict is not subject to any form of energy resistance. Beware the powers check that accompanies the use of these spells, however, and also remember that these spells actually heal the undead.

Magic circle against evil, *protection from evil*: These spells are effective defensive measures against a wide range of creatures, guarding against both bodily harm and mental domination.

Shout, *sound burst*: Sonic resistance is another rarity among monsters, and spells that deal sonic damage such as these may be able to harm a creature when nothing else works.

likewise be effective against most vampires, as will powerful magic weapons.

Vampiric Allergens

Most vampires have an innate abhorrence for certain items or substances, called allergens. Garlic, mirrors and holy symbols are the most common allergens, but many others are possible. These items usually do not physically harm vampires, but vampires find them psychologically unbearable. A vampire presented with one of these abhorred substances recoils in disgust, and is usually held at bay, unable to approach within 10 feet of the item. While the allergen remains in the vampire's line of sight (or range of smell or of hearing, as appropriate) the vampire suffers an effective -4 Dexterity decrease.

If a vampire is forcibly brought into contact with an allergen, it must make an immediate Fear save (DC 30). Even if successful, it must make every possible effort to remove itself from the presence of the substance. The vampire is not otherwise harmed.

Holy symbols are a special case. For a vampire to be held at bay by a holy symbol, the symbol must be forcefully presented at the vampire. Furthermore, the presenter of the symbol must have faith in the deity it represents, and the deity must be of non-evil alignment. If these conditions are not met (and the DM is the final arbiter if any question arises) then the attempt to hold the vampire at bay automatically fails.

If the presenter does meet the conditions, then she must make a *presentment check*, a Charisma check with a DC equal to $10 + 1/2$ the target vampire's HD + the target vampire's Charisma modifier. Table 6-1 provides circumstance modifiers that apply to the presentment check. If the presentment check succeeds, the vampire is successfully held at bay and is penalized as above. If attempting to keep multiple vampires at bay, the presenter makes only a single presentment check, with the result determining which vampires are affected.

The target vampire is kept at bay for as long as the presenter concentrates. Unlike turned undead, however, it can still defend itself if attacked.

Table 6-1 Presentment Check Modifiers

Modifier	Condition
+1	Presenter is a paladin or a cleric of the deity the symbol represents.
+2	Deity the symbol represents provides its clerics access to the Sun domain.
+1	Deity the symbol represents is of good alignment.
+1	Presenter is an Innocent.
+1	Holy symbol is of masterwork quality.
-1	Holy symbol is makeshift or of poor quality.
+2	Target vampire worshipped the deity the symbol represents while living.
-1	Target vampire is unfamiliar with the deity the symbol represents.
+2	Presenter has the Iron Will feat.
-2	Target vampire has the Iron Will feat.
-2	Target vampire has caused the presenter to fail a previous Fear, Horror or Madness save within the past 24 hours.
-1	Target vampire has caused the presenter to fail a previous Fear, Horror or Madness save (but not within the past 24 hours)

Spells against Vampires

Hunters of vampires may find the following spells of particular use.

Break enchantment: This spell is useful for freeing a target from the effects of a vampire's domination ability.

Fabricate, wood shape: These spells can be used to fashion wooden stakes. At the DM's discretion it might also be possible to fashion a makeshift holy symbol with these spells.

Gaseous form: When a vampire takes on gaseous form, this spell enables the hunter to follow as it flees. Because it only affects one creature, however, care must be exercised; the vampire could easily lead its pursuer into a trap.

Greater restoration, heal, lesser restoration, restoration: These spells are useful for undoing the damage inflicted by a vampire's special attacks. Each of these spells can restore Constitution points lost to a vampire's blood drain, while *greater restoration* and *restoration* can also dispel negative levels.

Legend lore: Any vampire of Ancient age or older is automatically considered "legendary" for the purposes of this spell.

Negative energy protection: This may be the most useful lower-level spell in a vampire hunter's arsenal. Not only does this spell protect the target



from a vampire's energy drain attack, it also has a chance of damaging the vampire every time the creature strikes the protected target. This spell should be cast on all of the group's front-line combatants as soon as possible. Unfortunately, due to the spell's short duration, it is generally not wise to cast the spell until combat is just about to begin.

Searing light: As the spell description notes, this spell is particularly effective against vampires. Vampire strains that are immune to sunlight, however, such as elven vampires, suffer only 1d6 points of damage per caster level from the effects of this spell.

Sunbeam, sunburst: These spells amount to near certain doom for vampires. Not only does each spell deal a horrific amount of damage (assuming the vampire is not destroyed instantly), each affects a large area. When used judiciously, these spells can destroy not only the targeted vampire, but whatever spawn or undead minions accompany it, as well. Vampires tread very carefully around anyone known or suspected to be able to wield these spells.

I must warn you that vampires often seem to overcome their innate vulnerabilities as they age. Very old vampires may be all but invulnerable. Fortunately, vampires never seem to overcome their need for sleep and their vulnerability to the stake. No matter how old the vampire, your best chance of destroying the creature is to approach it while it sleeps.

Vampiric Weaknesses

As their connection to the Negative Energy Plane strengthens with age, many vampires find themselves bolstered enough that they may overcome their aversions to objects that they previously would have found intolerable. Older vampires may even be able to withstand exposure to sunlight for brief periods of time.

Not all vampires gain the ability to overcome their innate weaknesses, and those who are so fortunate do not necessarily gain these immunities at the same rate. Table 6-2 provides a typical progression at which vampires lose their weaknesses. This table applies to the standard vampire strain described in the MM; DMs should adapt it to vampire strains that have unique weaknesses.

Table 6-2 Vampire Immunity Progression

Title	Immunity	Rounds of Sunlight
Mature	Garlic, mirrors*	3
Old	Holy symbols**	5
Ancient	Running water***	10
Eminent	Holy water	20
Patriarch	Sunlight****	—

Title: The age category the vampire falls into.

Immunity: The object to which the vampire is no longer vulnerable.

Rounds of Sunlight: The number of rounds of sunlight the vampire can survive before being destroyed. The vampire can take only partial actions while exposed, as noted in the MM.

*The vampire is no longer repulsed by mirrors, but it still casts no reflection.

**The vampire is no longer held at bay by presentation checks, but it can still be turned or rebuked by divine spellcasters.

***The vampire can cross running water freely, but it still takes damage if immersed.

****The vampire is no longer destroyed if exposed to sunlight, but it can still only take partial actions while exposed, and it must still sleep during the day.

Staking Vampires

A vampire must be helpless before it can be staked (barring magical attacks such as those made by *heartseeker* weapons); actively resisting vampires cannot be so easily dispatched. Staking a helpless vampire is a coup de grace (see chapter 8 of the PHB). As undead, vampires are normally immune to critical hits, but staking is an exception to this immunity.

The staked vampire must make a Strength check with a DC of 10 + the damage dealt by the staking. This check replaces the Fortitude save living creatures must make when struck by a coup de grace. If the vampire fails this check, its heart is pierced and it is immediately slain.

If the vampire succeeds at the Strength check, the stake has failed to penetrate the heart and all damage inflicted by the coup de grace is immediately negated. If the vampire was helpless because it was sleeping, it is now fully awake and aware. Even if the vampire is slain by the staking attempt, it reanimates if the stake is removed before the body can be properly destroyed.



Ghosts

If anything, ghosts are even more varied than vampires. Making generalizations about how to combat a ghost is difficult, but I shall attempt to rise to the occasion.

Ghosts are undead, and as such are vulnerable to all those weapons, substances and magics that are specifically intended to harm undead. Holy water sprinkled on a ghost harms it just as if it were a corporeal undead creature, and clerics can cause ghosts to flee or dissipate with the power of their faith. Ghosts cannot be held at bay by holy symbols as can vampires, unfortunately. Magic weapons can bite into a ghost's incorporeal form, though not quite with the ease they cut into flesh. Magical energy, whether arcane or divine, can also sear the incorporeal flesh of a ghost.

Editor's Note: What Jameld says is generally true, but some rare ghosts seem to be unusually resistant to one or more of these measures. Van Richten has written of ghosts that holy water could not touch, that sneered at a cleric's attempt to turn them, and that could be harmed only by weapons and spells of extraordinary magical power. Be on your guard. —LWF

Be cautioned that ghosts have the frustrating capability to vanish from the material world, becoming undetectable and immune from harm. It is wise to have available some magical means of discerning the ghost should it choose to retreat in this fashion. The banshees that haunt the wilds of my homeland never manifest during the hours of daylight, for example.

Editor's Note: Some spirit mediums have the power to discern ghosts even when they choose not to manifest. Folk blessed with this "ghostsight" can be of great help in battling a ghost. —GWF

New Ghost Special Qualities

The following special qualities are available to ghosts in addition to those found in the MM and the Ravenloft setting book. Hunters should beware of ghosts with these powers, as they are quite difficult to harm.

Indomitable (Ex): Each time a ghost takes this special ability, the magical enchantment required for weapons to harm it increases by +1, to a maximum of +5. In addition, the ghost gains damage reduction 5 against the attacks of other incorporeal creatures. Thus, a typical ghost that selects this special ability twice would ignore attacks from material magic weapons of +2 or lower and would

enjoy damage reduction 10/+3 against incorporeal creatures.

Holy Water Resistance (Ex): When struck by holy water, the ghost may subtract twice its rank from the damage the water deals, to a minimum of 0. For example, a rank three ghost with this power subtracts 6 points from the damage inflicted when a flask of holy water strikes it. Rank four and rank five ghosts with this power are immune to holy water.

Mutable Corporeality (Ex): While the vast majority of ghosts are incorporeal (with a rumored few having corporeal manifestations), a few ghosts have the ability to physically interact with the material world while remaining incorporeal. Select one attack from the ghost's base creature, such as a bite or hand attack. This attack form counts as either corporeal or incorporeal at any given time, whichever is more beneficial to the ghost, like a ghost touch weapon (see chapter 8 in the DMG). Ghosts with this special quality retain the base creature's Strength score for the purposes of this attack and when using that body part to manipulate objects. A ghost must have the Manifestation special attack to take this ability.

Spell Resistance (Ex): The ghost gains spell resistance equal to five times its rank. For example, a rank five ghost gains spell resistance of 25.


Turn Resistance (Ex): Ghosts with this special ability gain turn resistance equal to twice their rank. For example, a rank two ghost with this power gains +4 turn resistance. This is cumulative with any turn resistance the ghost may already have.

Spells Against Ghosts

The following spells from the PHB are particularly useful to hunters combating ghosts. When targeting an incorporeal creature with a spell, remember that it has a 50% chance of ignoring damage from a corporeal magic source, with the exception of force effects.

Energy Damage Spells: Ghosts rarely if ever have any form of energy resistance, meaning that most spells that deal energy damage of any kind are capable of harming a ghost while it is manifested.

Force Effect Spells: Force effect spells affect ghosts as if they were corporeal. For example, a *wall of force* can contain a ghost, preventing it from passing, while a *magic missile* can strike a ghost, bypassing the creature's normal 50% chance of



ignoring the damage. This makes force effects a potent tool for ghost hunters.

Antimagic field: This spell is extremely effective against ghosts, literally causing them to vanish as long as the field overlaps their location. The ghost has no chance to resist this effect. On the negative side, the ghost is not destroyed; it ceases to exist for a time, but is unharmed upon its return. Thus, this spell is effective only as a delaying tactic.

Disrupt undead: This spell deals minimal damage, which the ghost has a 50% chance of ignoring completely. Using this spell against a ghost is a mark of desperation.

Ethereal jaunt, etherealness: These spells temporarily render the subjects incorporeal, allowing hunters to pursue a ghost into the Near Ethereal and rendering their foe much easier to harm.

Fabricate, minor creation, major creation: These spells may enable you to fashion an object that serves as the ghost's allergen.

Legend lore: Rank four and five ghosts are automatically considered "legendary" for the purposes of this spell. This spell might reveal any allergens effective against the ghost or any special means of putting the ghost to rest.

See invisible, true seeing: These spells are useful for detecting ghosts that have not manifested.

Sunbeam, sunburst: Though ghosts are usually not vulnerable to sunlight, they are affected by these spells as undead creatures, though they do receive the usual 50% chance to ignore the damage.

Trap the soul: This powerful spell is fully effective against ghosts.

Besides these obvious measures, individual ghosts may have unique vulnerabilities that can be revealed by careful research into the history of the ghost's life and the circumstances surrounding its death.

Like vampires, most ghosts have an allergen, an item or substance that repulses them and holds them at bay or which fascinates them and captures their attention. This allergen might remind the ghost of the horror of its death or perhaps of some passion it pursued in life. Allergens can take nearly any form. As an example, van Richten once told me of an Invidian ghost who in life had been hanged for the murder of a neighbor — a murder he did not commit. As a ghost, he could be repulsed by a length of rope. I myself have encountered a ghost, a devoted gardener in life, which was unable to tear its eyes from the sight of a pot of soil containing a young sprout. The amount of research required to

determine what a ghost's allergen might be is extensive, but allergens are such powerful tools against the ghost that it is well worth the effort.

Ghostly Allergens

Ghosts that are repulsed by their allergens react much as vampires react to theirs. However, because ghosts usually have much closer personal ties to their allergens than vampires have to theirs, the effects of an allergen are even more pronounced on ghosts.

Repulsed ghosts cannot approach within (60 – 10 x the ghost's rank) feet of a strongly presented allergen and suffer an effective –4 Dexterity decrease as long as the allergen is in their line of sight. None of the ghost's special attacks are effective against someone who holds the ghost at bay with an allergen.

Alternately, a ghost might be fascinated by its allergen. The ghost immediately moves toward the fascinating allergen and stands transfixed, as though paralyzed, for (2d6 – the ghost's rank) rounds, with a minimum of one round.

Final Rest

Destroying a ghost in combat is usually insufficient, as the despair that binds them to our world continually drags them back into existence. Truly destroying a ghost requires one of two measures. The first method consists of laying the spirit to rest by righting whatever wrong or completing whatever unfinished task prevented the ghost from passing on to its final reward. The ghost wrongly hung, for example, was put to final rest when the true murderer was uncovered and justly punished. In my experience, ghosts usually cooperate with those who seek to set right the circumstances of their deaths.

The second method is to attack the ghost with its nemesis, a unique item that is so horrific to the ghost that being exposed to it permanently destroys the spirit. The ghost wrongly hung might have been destroyed if the noose that had been used to kill him was hung around his incorporeal neck, or perhaps by a blow from the gavel that was used to condemn him. Ghosts always fear and despise those who wield their nemesis.

Not all ghosts have a nemesis, nor will all be put to rest by a righted wrong, but I have never heard of a ghost that was not susceptible to one of these two methods of final destruction.



Liches

Liches usually lack the physical resilience of vampires and ghosts, but they more than compensate for this slight weakness with their impressive arcane power. I am no wizard, and I do not presume to know the limits of what a lich can and cannot achieve with its magic, if indeed there are any such limits.

When faced with a lich, the warriors in your party must close with it as quickly as possible. Hopefully they will have magic weapons; if not, your party should not be meddling with a lich in the first place. The lich will surely have undead minions standing between you and it; destroy them quickly or bypass them altogether if possible. Once the hunters are in close proximity to the lich they will be subjected to its fearful aura and paralyzing touch, but far better to be exposed to those attacks than the lich's mighty spells. Your warriors must strike the lich not only to damage the foul creature but also with the intention of disrupting its concentration. Should the lich cast so much as a single spell, you may all be doomed. If a hunter can bear the creature's loathsome touch, grappling with a lich can be effective as a tactic of last resort.

If the members of your party cannot close with the lich, have them spread out as far as they possibly can. The lich will surely seek to bombard your group with destructive spells; spreading out prevents your foe from damaging more than one or two of your group at a time.

Your own spellcasters are critical in any battle against a lich, as only they are capable of dispelling whatever sinister spells the lich manages to release. Protect them at all costs.

Spells against Liches

Hunters who dare contend with a lich may find the following spells from the *Player's Handbook* to be of great use in overcoming their fell powers.

Aid, bless, remove fear: These spells can help characters resist the fear aura that surrounds all liches.

Antimagic field: This spell can render a lich almost helpless, depriving it of both spells and supernatural abilities. It can also make it difficult for hunters to harm the lich, however, as the magic weapons required to bypass its damage reduction

cease to function in an *antimagic field*. Still, in most cases this is a more than fair tradeoff.

Breakenchantment: Useful for dispelling harmful enchantments the lich casts on your party members.

Dispel magic, greater dispelling: Being able to dispel a lich's spells is crucial. The high caster levels of most liches can make its spells difficult to overcome, which makes *greater dispelling* of particular use.

Freedom of movement, remove paralysis: These spells can help overcome the effects of a lich's paralyzing touch.

Globe of invulnerability, minor globe of invulnerability: These spells can protect you from lower level spells, but are powerless against the high level spells the lich is certain to know.

Legend lore: This spell may reveal the nature of the lich's phylactery.

Locate object: If you know the general nature of the lich's phylactery, this spell may be able to lead you to it, provided it is within the spell's range.

Mordenkainen's disjunction: Liches often accumulate hoards of powerful magic items in their centuries of existence, and this spell can dismantle these arsenals. Be cautious with this spell, however, as it can also destroy your party's magic items.

Protection from spells, spell resistance, spell turning: The utility of these spells when facing a lich should be readily apparent.

Resistance: Even the small bonus to saving throws this spell provides can be critical against a lich.

Silence: This spell can eliminate much of a lich's arsenal, preventing it from casting spells that require verbal components. Casting the spell on the lich itself is not often effective, however, as the lich is entitled to a Will save, and most liches will have high Will save bonuses. A more effective tactic is to cast the spell on one of your allies and have her remain in close proximity with the lich.

Sunbeam, sunburst: These spells are capable of inflicting grave damage on undead creatures such as liches.

finishing the Task

Should you succeed in destroying the lich's body, your task is not yet ended. You must seek out and destroy the lich's phylactery, the ultimate vessel of its life force, or the lich shall surely return to wreak its vengeance. Every lich has a phylactery,

but exactly what object serves as the lich's phylactery may not be readily apparent. Clever liches often have carefully crafted decoys in place to deceive those who would be their destroyers.

Editor's Note: From the encounters with liches van Richten recorded in his journals, we can add that, perhaps due to the nature of their creation, all phylacteries must be crafted with the utmost care and from the finest materials. Beyond this, however, we cannot predict. —GWF

Lycanthropes

Lycanthropes are relatively common in the southern forests of the Core, and I have faced them more than I have any other monster. I have also found them easier to face than most of the other creatures of the night.

It is rare for a lycanthrope to possess any special supernatural attacks beyond its teeth and claws, and while they are quite resistant to normal weapons, magic weapons of even slight enchantment are quite capable of shedding their infected blood.

Each breed of lycanthrope is vulnerable to a specific type of mineral or wood, so even hunters who lack magic weapons can still easily slay the beasts by acquiring or crafting a weapon of the proper material. Each breed also suffers from a toxic reaction to a specific herb or chemical, affording sneakier hunters the opportunity to poison them.

The greatest danger in fighting lycanthropes, of course, lies in the foul curse they can spread with the merest scratch. It is best to take down a lycanthrope with as much speed as you can muster, relying on ranged attacks; prolonging a battle or closing in range of its claws only affords the beast more chances to infect you.

Another danger is that some lycanthropes prefer to travel in packs. While afflicted lycanthropes are usually solitary predators regardless of their breed, natural lycanthropes sometimes choose to congregate. Natural werewolves and wererats in particular are rarely encountered alone.

Editor's Note: We have recently heard reports of what may be a small pack of afflicted werewolves that stalks Darkon's Forest of Shadows on stormy nights. When afflicted lycanthropes do congregate, they are surely all of the same bloodline. These pitiful creatures may know nothing of each other while in human form, though to judge from one odd case from van Richten's files, they may find each other subtly appealing. —GWF



Natural lycanthropes are also dangerous due to the cunning they display in their animalistic forms. While afflicted lycanthropes have the mind of an animal while changed (albeit a preternaturally cruel and bloodthirsty predator), natural lycanthropes retain their full intelligence and may be quite clever and devious.

Spellcasters can take advantage of the animalism that overtakes afflicted lycanthropes in their alternate forms. Spells that would enable the caster to enchant an animal mind will work just as well against an afflicted lycanthrope. Natural lycanthropes, however, remain too humanoid in their mindsets to be affected by such magic.

Editor's Note: Despite Jameld's assurances, I have read many reports in the good doctor's files of afflicted werebeasts whose reasoning ability seemed unimpaired despite their overwhelming bloodthirst. To be safe, assume that whatever is known to any lycanthrope in human form is known to the beast as well. —LWF

Animal Magnetism

Afflicted lycanthropes may feel more at ease in the company of others in their bloodline as their inner beasts subconsciously tug at their emotions. Such lycanthropes gain a +1 insight bonus to all Charisma-based skill checks when interacting with other members of the same bloodline. The effect is subtle enough that the lycanthropes themselves may not notice it, but vigilant hunters may note these slight changes in behavior and use them to track the spread of lycanthropy through a community. This "animal magnetism" is most common in bloodlines where the progenitor has the Progeny Control special attack.

Spells Against Lycanthropes

The following spells from the *PHB* may be of great use to any group that finds itself faced with a rampaging werebeast.

Antilife shell: As described earlier, this spell is an effective defensive measure against lycanthropes. Keeping the lycanthrope at bay with this spell prevents it from using its infectious natural weapons, yet leaves the hunter free to strike at the beast with ranged weapons and damaging spells.

Calm animals, charm person or animal, hold animal, dominate animal, invisibility to animals: These spells assist in dealing with any animal minions that might accompany a lycanthrope.

Detect animals or plants, speak with animals: Lycanthropes are not true members of their animal species and never detect as such.

Major creation, minor creation: This spell can create weapons that can bypass a lycanthrope's damage reduction. *Minor creation* can create an oakwood weapon suitable for attacking wereboars, for example, while *major creation* can make a weapon of silver, cold iron or obsidian for use against other lycanthropes. See "Lycanthropes" in chapter 5 of the *Ravenloft* setting book for more details on lycanthrope damage reduction.

Mercy vs. the Greater Good

A subtle danger exists in fighting afflicted lycanthropes that is not present when fighting natural lycanthropes — the possibility that you might slay an individual who had been good and kind, guilty only of having once had an unfortunate encounter with an unnatural beast. Seeking to cure or contain an afflicted lycanthrope is a laudable goal, but do not allow sympathy to blind you to the danger such a creature represents to others. Attempt a cure if you can do so with some assurance of safety, but be prepared to put the poor soul out of his misery if you must.

Constructs

I despise these creatures both for their perverse origins and their stubborn refusal to die easily. Engaging these creatures in melee combat is like striking a stone or a tree, save that constructs are capable of striking back, and all too swiftly for my tastes.

Fortunately, melee is the only thing most of them are any good at. Few use ranged attacks, either because they lack the fine coordination required or simply because they enjoy pounding meat with their massive fists. If you can stay out of range of the construct's fists and strike it with magic weapons from a distance, you stand a fair chance of actually taking the monster down.

Editor's Note: During a brief visit to Ludendorf two years ago, I heard a few tales of cloaked golems that seemed capable of somewhat more coordinated actions — what one witness even called skillful. Perhaps some golems of obsession possess true thought and the ability to learn — making them all the more dangerous to the golem hunter. —LWF

Dread Golem Advancement

Constructs with the Dread Golem template can advance by character class, gaining all the accompanying benefits of level gain, including skill points and feats. Regardless of class, a dread golem's Hit Dice are always d10s. A dread golem's class choices are limited to fighter, rogue, commoner, expert and warrior only, however.

This supercedes the advancement rule given for the Dread Golem template in chapter 5 of the *Ravenloft* setting book.

To stay out of the creature's range, you can use simple snares or traps to slow it, strike from high locations such as trees or rooftops, or, best of all, make use of the creature's zeitgebers.

I am forever in debt to your mentor for informing me of this phenomenon. Zeitgebers are an excellent way of distracting or disabling a construct's mind while you struggle to damage its body. Naturally, a hunter must learn what the construct's zeitgebers are before he can hope to use them; hopefully the hunter's research will have turned up a likely possibility.

Most constructs I have encountered have been almost completely immune to magic. Even the most powerful spells usually seem to have no effect. Only very clever applications of magic can hinder or harm most constructs.

Spells Against Constructs

The following spells from the *PHB* are among the very few that can harm a construct. Which spells a hunter may use depends on the type of construct faced. Dread golems are affected by spell effects as their base construct.

Cold- and Fire-Based Spells: Flesh golems are vulnerable to these spells, as described in the *MM*. Be sure not to use fire effects against an iron golem, however, as they actually heal the creature.

Electricity-Based Spells: Electricity effects can slow iron golems for brief periods of time. Do not use them against flesh golems, who are healed by the electricity.

Disintegrate, *earthquake*, *move earth*: These spells are effective weapons against clay golems, as described in the *MM*. In subterranean encounters, they can also be used to collapse ceilings, entombing that which will not die.

Zeitgebers

As described in chapter 5 of the *Ravenloft* setting book, zeitgebers are involuntary responses triggered in dread golems by certain sights, sounds or experiences. Zeitgebers could have an infinite number of possible game effects, but the following list comprises some of the more common variations. A dread golem's zeitgeber is always consistent, always producing an identical reaction.

Compelled: When its zeitgeber is triggered, the construct is compelled to engage continuously in some specific physical activity, such as dancing, howling or jumping in place for as long as the triggering object is present. This compulsion occupies the construct's attention to the point that it is limited to taking partial actions only.

Enraged: The construct flies into a rage and seeks to destroy the object that triggers its zeitgeber. This is a tightly focused rage; the construct ignores everything and everyone else in its zeal to destroy the offending object. Until the object is destroyed, the construct gains an effective +2 morale bonus to attack rolls made against the zeitgeber. It also suffers an effective -2 dodge penalty to AC, however, as it makes little effort to defend itself.

Fascinated: The construct cannot help but draw near the source of the zeitgeber, at which point it stands and stares, enraptured. The golem stands in place as if paralyzed for 2d6 rounds or until the source of its zeitgeber is removed from its line of sight.

Frightened: The construct is terrified of the triggering object. Until the offending object is no longer within its line of sight, the construct is considered frightened, as the fear effect.

Entangle, *Evard's black tentacles*: These spells actually target the surroundings rather than the entangled creatures themselves, and can thus be used to slow or halt the movement of golems who are otherwise immune to magic.

Ghost sound, *sculpt sound*: These spells can be used to trigger zeitgebers based on sound.

Legend lore: This spell may reveal a dread golem's zeitgebers.

Dancing lights, *light*: Some constructs have bright lights as a zeitgeber, which these spells can trigger.

Regeneration: This spell is normally effective only on living creatures, but it can affect the quasi-



living bodies of flesh golems as well, and it is a potent weapon against them. On the sixth round after this spell is cast on a flesh golem, and for each of the next 2d10 rounds thereafter, the golem suffers 1d6 points of damage as the fleshy parts that comprise its body begin to twist and tear at the seams. While suffering this damage, the flesh golem goes berserk, blindly lashing out at any creature within reach.

Rusting grasp: This spell is useful for damaging iron and mechanical golems, though it has the

drawback of requiring the caster to draw close enough to touch the creature.

Stone to flesh, transmute rock to mud: Stone golems are vulnerable to these spells, as described in the *Monster Manual*.

Wall of iron, wall of stone: These spells give the hunter an opportunity to put distance between himself and the golem. Most constructs can break through these walls in time, but hopefully not before the hunting party has had a chance to regroup and prepare a new offensive.

Ancient Dead

As vampires were to van Richten, so are the ancient dead to me. They may seem an unusual source of a vendetta, as they are rare in my homeland, but I have suffered much at the hands of these creatures. Indeed, I believe all Sithicans have unknowingly suffered at the hands of one of these creatures. Though I have no conclusive evidence, and the opportunity to gather it has passed, I believe that the "Black Rose," the black knight who ruled Sithicus these past decades, that being so wicked that I dare not speak his true name, was in actuality one of the ancient dead. I never saw his visage, so I can not be certain that he was in fact an undead creature, but reportedly he exuded an aura of pure fear that terrified those that drew near him, was able to summon elemental ice and fire, and spent long periods of time in seclusion, apparently totally inactive. All of these traits can also be found in the ancient dead.

Fortunately that foul creature is gone, and I need no longer concern myself with his evil nature. Unfortunately, there are still many other ancients lurking in the tombs and ruins of the Core. It has been a mere thirty years since I fought alongside van Richten against the Seekers of the Seven Scarabs, a dangerous cult that worshipped the ancient dead. We shattered their cells, but when it comes to the ancient dead, what often seems dead merely slumbers.

Ancients are quite dangerous in melee combat, possessing inhuman strength and great resistance to physical blows. Those who draw close to them are often paralyzed by supernatural fear, and they spread virulent diseases with their touch. Additionally, they can possess a variety of other supernatural powers, and many were capable clerics in life.

Fortunately, ancients share the weaknesses typical to undead, such as holy water or turning. Each is also vulnerable to some form of energy or elemental attack. In most cases this is fire, which readily burns the desiccated flesh of the ancients, but exceptions are not uncommon.

Spells against the Ancient Dead

The following spells may prove of great interest to intrepid souls who seek to venture into a tomb of one of the ancient dead. When using magic against the ancient dead, remember that they are always vulnerable to one type of energy, and are usually resistant or immune to at least one other. Try different energy attacks against the ancient until its vulnerability becomes apparent.

Aid, bless, remove fear: These spells can help characters resist the fear aura that surrounds all ancients.

Antimagic field: This spell is particularly useful against ancients with spellcasting abilities.

Legend lore: Ancients of rank four or five automatically count as "legendary" for the purposes of this spell. This spell may reveal the ancient's allergens or ritual of retirement.

Remove disease: A critical spell for those facing an ancient.

Remove curse: Ancients are notorious for laying curses upon their opponents; this spell can provide temporary relief to such a victim.

Sunbeam, sunburst: As undead creatures, ancients suffer serious damage from the application of these spells.

Additionally, many ancients suffer from allergens just as ghosts do. As with ghosts, these allergens





are objects that were important to the ancient in life or that were a significant factor in its demise.

Extremely powerful ancients share another similarity with ghosts: they are impossible to destroy permanently unless special circumstances are met. These special circumstances are known as rituals of retirement, and if properly enacted they instantly slay the ancient. Unfortunately, these rituals are different for every ancient and can be difficult to discover, as the ancient will surely seek to suppress such knowledge.

Ancient Allergens

The rules for repelling or fascinating an ancient with allergens are identical to those for repelling or fascinating a ghost, as described above.

Ritual of Retirement

Rank five ancients can rejuvenate from total destruction. The only way to permanently destroy a rank five ancient is to perform a ritual of retirement. Rituals of retirement are ceremonies steeped in the ancient's culture, usually of a funeral bent. Most take at least an hour to perform and require some object belonging to the ancient in life as a focus. The exact details of a ritual of retirement can vary greatly, but if a ritual of retirement is completed, the ancient it targets is instantly and permanently destroyed, no matter where it might be.

The details of rituals of retirement are often inscribed within the tomb of an ancient at the time of interment, but most ancients destroy these inscriptions upon animating. Discovering an ancient's ritual of retirement may therefore require extensive research into the history and culture from which the ancient hails.

Fiends

I have never knowingly encountered any of the creatures that van Richten called fiends. I have faced many foes that I suspected of having infernal origins, but none of them seemed to twist the world around themselves as van Richten's fiends do. In all honesty, I am not certain that I would recognize a "reality wrinkle" if I encountered one. If they are as subtle as van Richten claimed, I doubt I would notice one while the fiend itself still demanded my attention.

If one did know how to recognize a "reality wrinkle," I am sure it would be a fine method of unmasking a lurking fiend.

Detecting fiends

Noticing the presence of a reality wrinkle requires a successful Spot check (DC 30 – the fiend's Hit Dice). A character must be within the radius of the reality wrinkle to have a chance to detect it. Divine spellcasters of good alignment receive a +2 competence bonus to checks to detect the reality wrinkles of Evil outsiders, while divine spellcasters of evil alignment receive an identical bonus to detect the reality wrinkles of Good outsiders.

When noticed, reality wrinkles can have numerous manifestations. They might appear as a slight shimmer in the air, a minor muting or brightening of colors or tiny fluctuations in the dimensions of objects. Even if the Spot check is successful, a successful Knowledge (outsider lore) check (DC 20) is required to recognize the reality wrinkle for what it is. If this check fails, the character has identified that something significant is wrong with the area but cannot be certain that it stems from an outsider's reality wrinkle.


As noted in chapter 2 of the *Ravenloft* setting book, paladins can use their *detect evil* ability to sense the true nature of evil outsiders. The *detect evil* spell, however, does not detect good outsiders in this fashion.

Without having encountered a fiend, I can only offer the most general advice on combating them. Against creatures of infernal power, it would clearly be desirable to have some source of divine power at your disposal. Considering the intensity of their evil, holy water would likely harm them much as it does the undead.

Spells Against fiends

The following spells are particularly useful when combating fiends. Many fiends have some degree of spell resistance, and most are highly resistant to one or more forms of energy. Keep these factors in mind when preparing spells for use against a fiend.

Analyze dweomer: This spell reveals the true nature of a fiend's phylactery (see below).



Banishment, dictum, dismissal, holy word: In Ravenloft, these spells just temporarily make the targeted fiend someone else's problem, as the fiend is transported to some random location. Because many types of fiend have the ability to *teleport without error*, be advised that the fiend might return very shortly.

Dimensional anchor: This spell can prevent a fiend from using any innate ability to teleport, a common power of fiends. This prevents the fiend from fleeing easily should a hunter manage to harm it, or from easily following should the character manage to escape it. Unfortunately, the duration is short, so be prepared to act quickly while the fiend remains hampered.

Holy aura: This spell affords an excellent defensive measure against fiends, especially due to the spell resistance it grants. Fiends have a difficult time using their spell-like abilities against those protected by this spell.

Holy smite: This useful damaging spell bypasses any energy resistances the fiend might have.

Imprisonment: One of the few methods to "banish" a fiend in Ravenloft, this spell sends the fiend to a place where it cannot cause any more damage, though it does not return the fiend to its home plane. Be warned, however, that other spellcasters might later seek to free the fiend for their own sinister purposes.

Legend lore: Outsiders with reality wrinkles have such a disruptive presence in Ravenloft that they automatically count as "legendary" for the purposes of this spell. Casting this spell with the outsider as the subject reveals the nature of its phylactery, while casting the spell with the phylactery as the subject identifies any special means of destroying it.

True seeing: Many fiends are capable of magically disguising their true appearance. In most cases, this is the result of a spell-like ability, rather than a supernatural power, and the *true seeing* spell is quite useful in piercing such disguises.

If, through these methods, you are able to slay a fiend, I advise you not to let the matter rest until you are certain beyond any doubt that the creature is truly destroyed. Van Richten wrote that these foul creatures are capable of restoring themselves to life if the repositories of their souls are not destroyed, and I know of no reason to question his research in this matter.

Fiendish Phylacteries

When an outsider with either the Good or Evil descriptor enters Ravenloft, whether through transposition or summoning, it immediately gains a phylactery, similar to that of a lich. (See the "Lich" template in the MM.)

When the outsider is apparently destroyed, its life essence is instead transferred to the phylactery. This transfer is not limited by distance, nor is it impeded by domain borders or the Mists. In 1d10 days, the outsider's body reforms at the phylactery's location, in perfect health. The phylactery must be destroyed before the fiend can be permanently slain.

Unlike a lich, the outsider does not need to make its own phylactery; it manifests instantly, supplied by the Dark Powers. Fiendish phylacteries can take nearly any form. Some have a subtle appearance, such as that of a child's doll or an unadorned ring, while others are more blatant, perhaps taking the form of a sinister weapon or pulsating gemstone. All phylacteries reflect the nature or personality of the outsider in some way. Most fiendish phylacteries require some special, unique form of destruction, as if they were major artifacts.

Not every Good or Evil outsider has a phylactery. Outsiders with the Mists descriptor never gain a phylactery or a reality wrinkle, nor does any outsider serving as a spellcaster's familiar; the former are bound to the land, the latter to a mortal. Mortals who "ascend" to outsider status, such as monks who gain the Perfect Self ability, do not gain a phylactery regardless of their alignment. Spells that temporarily transform a character into an outsider also do not grant the target a phylactery.

Hags

The wicked, unnatural creatures known as hags are almost unknown in Sithicus, as I believe they require humans for their breeding stock. I fear that the slow expansion of human settlements into this land might bring hags along with it, but I shall be ready for the crones should they dare show themselves.

I have encountered hags several times in my journeys to other lands. I find them quite repulsive, and I do not speak merely of their hideous appearances. Their very existence is an affront to the beauty of the forests and streams, and yet they seem to delight in their corruption.



Hags are clever creatures, which explains why their kind yet hobbles across the earth. They are possessed of a wide variety of powers, and most lend themselves to subtlety. Most notable is their ability to change their appearance, often taking the shape of a kindly old woman or a comely young lady. With this innate power to disguise themselves, hags can be difficult to track down. Astute hunters learn to recognize the vile aura that surrounds the creatures. I have trouble explaining this aura to one who has never experienced it; I can describe it only as a pervading sense that something is wrong. Once this "wrongness" is noticed, the feeling gradually begins to grow; I have actually become mildly nauseous after long exposure to this growing unnatural feeling.

Not all hags seem to possess such an aura. I believe that younger hags lack the depths of evil or the magical might necessary to manifest such an aura.

Detecting Hags

A hag's corruptive aura can be detected much like the reality wrinkle of a fiend. A successful Spot check (DC 35 – the hag's HD) reveals the aura. Only characters within the aura can attempt to detect it. Druids and hallowed witches receive a +2 competence bonus to detect a hag's corruptive aura. A character with 5 or more ranks in Wilderness Lore gains a +2 synergy bonus to the check.

When noticed, corruptive auras manifest as an odd feeling that the natural world is not operating as it should. Small incongruities may also be noticed, like moss growing on the shady side of trees. Recognizing these signs as the result of a hag's aura requires a Knowledge (monstrous humanoid lore) check with a DC of 20. If the check fails, the character has noticed that something is causing the natural world to behave strangely but cannot identify the source as a hag's aura.

Corruptive Auras in Game Terms

In most cases, corruptive auras are cosmetic. Other than revealing the hag's presence and increasing the area's sinkhole of evil rank by +1, they have little effect on those within them. Some hags, however, might display auras with more tangible effects. Listed below are some possible game effects of a hag's corruptive aura. The auras of particularly old and powerful hags might display more than one of the following characteristics.

Alienation: Within the hag's aura the natural world seems like a foreign and alien thing. No physical difference may be noticeable, but those within the aura cannot help but feel that some-

thing is out of place. This sense of alienation makes it difficult for characters to relate to nature as they could before. A –3 profane penalty is applied to all Wilderness Lore checks made within the aura.

Animal Corruption: Animals within the hag's aura cease to act in accordance with their typical behavior, becoming unusually timid and skittish or bold and aggressive. Insidious physical changes may manifest; cows may give curdled milk, while newborn animals may be strangely deformed. In extreme cases, unborn humans can be warped into calibans. A –2 profane penalty is applied to all Animal Empathy, Handle Animal and Ride checks.

Hostility: Nature seems to strike out at trespassers in subtle ways within the hag's aura. Rocks turn up underfoot, tree branches snag passersby, and in general nothing seems to go quite right. A –2 profane penalty is applied to all Balance, Climb and Jump checks.

Unnatural Calm: Within the hag's aura, everything is eerily still and quiet. A +2 profane bonus is applied to all Listen checks thanks to the lack of background noise, but the tension and suspense imposed by the strange calmness imposes a –1 profane penalty to all Will saves.

Once you have successfully uncovered a hag, you are already winning the battle. Hags are certainly dangerous, given their great strength and magical powers, but they are not nearly as dangerous in combat as they are while scheming behind the scenes. It is best to close quickly with a hag just as you would with a lich, but beware — hags are deceptively powerful in melee.

Solitary hags are likely to be young and not particularly powerful. Most will seek to flee an outright confrontation. Occasionally, however, you might encounter an old and powerful hag who has lost the other members of her covey, or who has decided to reject the company of others of her kind. Do not let your guard down just because the hag you face happens to be alone.

Coveys of hags are significantly more dangerous than solitary hags, as being part of a covey grants each hag access to even greater magical powers than those they naturally possess while alone. When faced with a covey of hags, choose one member of the covey and devote all of your resources to bringing her down. Not only will this limit the powers of the remaining hags, but breaking the close, mystical connections that bond these coveys delivers a shattering blow to the systems of the remaining hags.



Monstrous minions, such as goblins or other easily controlled or manipulated creatures, can usually be found protecting coveys of hags. It is generally best to bypass such minions if possible, as they pose little threat compared to their hag mistresses.

Editor's Note: As readers of the "Guide to Hags" may remember, I had an uncomfortably close encounter a few years ago with a small band of paka, a race of shapeshifting catfolk known to serve hags on occasion. Upon further reflection on the attitudes of the paka whose life I spared, I have come to believe that hags are not only united with their minions through the mutual belief that the world has dealt them some terrible injustice, but that hags deviously heighten this resentment among their minions to ensure their loyalty. I believe that one way to deprive a hag of her servants may be simply to treat them with kindness. This tactic is not devoid of risk, of course. As they say in Dementlieu, keep your smile wide and your rapier handy. —LWF

Disrupting a Covey

When a hag that is part of a covey is slain, the remaining members of the covey must immediately make a successful Fortitude save (DC 25) or be stunned for one round.

One of the most frustrating aspects of a confrontation with hags is the ease with which they shrug off most magic. I do not recommend relying on offensive spells when facing a hag; concentrate instead on spells that protect against the hag's magic, not to mention her claws.

Spells against Hags

The following spells from the PHB are of particular use to hunters who seek to slay hags. Remember that hags develop potent spell resistance as they age.

Antimagic field: A hag cannot use any of her spell-like or supernatural abilities while in an antimagic field. If one member of a hag covey is within an antimagic field, the other two are temporarily unable to use any of the additional powers granted by covey membership.

Break enchantment: Hags greatly favor enchantments, which this spell can destroy.

Dispelling magic, greater dispelling: These spells are likewise useful for removing the effects of a hag's magic.

Globe of invulnerability, minor globe of invulnerability: Most of the spell-like abilities a hag might possess cannot penetrate these spells. Only hags of 800 years or older have access to spell-like abilities that can pierce these defenses. However, hags may possess supernatural abilities that are unhindered by a globe.

Legend lore: Hags of 800 years of age or more automatically count as "legendary" for the purposes of this spell.

Protection from spells, resistance, spell resistance, spell turning: All of these spells can help protect the recipient against any offensive spell-like abilities possessed by a hag.

Silence: The tactics for using this spell against a lich also work well against hags.

The Road Which Never Ends

Finally, the end of the hunt arrives. The evil creature is destroyed, and you can bask in the glory of victory and the satisfaction of a good deed done. It is a time for rest and recuperation... and then for preparation anew, for another hunt will always come.

Providence be with you,
Jamel of Hroth

Editors' Note: We could select no better words to end this text, but allow us to add a recommendation regardless. Once the battle is won and the thrill of victory has passed, think upon your friends, family and allies. Just as a hunter's comrades-in-arms protect her from the physical dangers of the legions of the night, her loved ones shield her against the doubt and despair that gnaws within. Never surrender your ties to those who hold you dear, and so long as you yet live, never think that it is too late to reach out to them again. As sisters, we have always been blessed with each other's support, but some of you reading this book may believe that you are alone, waging war against a night that will never lift.

We would like to thank all of the correspondents who assisted us in the preparation of this book, and for allowing us to place them so squarely in the limelight. Let "Van Richten's Arsenal" stand as testament to what the good doctor surely knew: In the ongoing battle against evil, the greatest weapon in any hunter's arsenal is companionship. Every night is pierced by dawn, and none of you are as alone as you think.

Gennifer Weathermay-Foxgrove
Laurie Weathermay-Foxgrove
Mordentshire, Mordent
756, Barovian Calendar





Dungeon
Master's
Appendix: Allies
Against the
Night



n another second I was alone in the accursed mansion, shivering and gibbering. George Bennett and William Tobey had left no trace, not even of a struggle. They were never heard of again.

—H.P. Lovecraft, "The Lurking Fear"

As the Weathermay-Foxgrove sisters note, no weapon in a hero's arsenal is more powerful than camaraderie. This appendix presents the twins and their six correspondents. As the DM, you can present these NPCs as potential allies, patrons or supporters for the heroes in your campaign.

If you are a player, you should stop reading now; this appendix contains secrets that are more entertaining when discovered in play.

Character Format

Statistics: The character's complete game statistics. The character's native language is always listed first and marked with an asterisk. If the character has a spellbook, spells she usually keeps prepared are marked in the same manner.

Background: The character's history, including his or her ties to Dr. van Richten.

Current Sketch: The character's personality and current activities.

Combat: Tactics and strategies the character usually uses in combat.

Home: Where the character can most often be encountered.

Dread Possibility: These sidebars present secrets, unknown to the Weathermay-Foxgrove twins, which may present additional dangers or adventure ideas. The DM should decide whether or not any given possibility is actually true in her campaign.

Gennifer Weathermay-Foxgrove

Female human Exp3/Wiz2: CR 4; Medium-size humanoid (human) (5 ft., 6 in. tall); HD 3d6 plus 2d4; hp 18; Init +2 (Dex); Spd 30 ft.; AC 13 (touch 13, flat-footed 11); Atk +3 melee (1d4+1/crit 19–20, +1 dagger) or +5 ranged (1d10/crit x3, masterwork pistol); SA spells; SQ cat dread familiar ("Sebastien"); ALLG; SV Fort +1, Ref +3, Will +6; Str 10, Dex 15, Con 10, Int 18, Wis 14, Cha 16.

Skills and Feats: Alchemy +7, Diplomacy +10, Gather Information +10, Heal +4, Knowledge (arcana) +8, Knowledge (construct lore) +7, Knowledge (fey lore) +7, Knowledge (monstrous humanoid lore) +10, Knowledge (outsider lore) +6, Knowledge (shapechanger lore) +12, Knowledge (undead lore) +12, Open Lock +4, Profession

(herbalist) +7, Sense Motive +7, Spellcraft +8; Exotic Weapon Proficiency (firearms), Point Blank Shot, Scribe Scroll, Still Spell.

Languages: Mordentish*, Darkonese, Draconic, Vaasi.

Wizard Spells per Day: 4/2. Base DC = 13 + spell level. Caster level 2nd.

Spellbook: 0—(all) *detect magic**, *disrupt undead**, *read magic**, *resistance**; 1st—*alarm*, *animate rope*, *burning hands**, *detect shapechanger*, *detect undead*, *hold portal*, *identify*, *mage armor*, *magic missile*, *magic weapon*, *message*, *protection from evil**.

Signature Possessions: +1 silvered dagger, masterwork pistol, ring of protection +1, brooch of shielding, silver symbol of Ezra, 4 flasks of holy water, 2 potions of darkvision, 2 potions of cure moderate wounds, 1 potion of neutralize poison, 6 bullets, 6 silvered bullets.

Laurie Weathermay-Foxgrove

Female human Exp2/Ftr3: CR 4; Medium-size humanoid (human) (5 ft., 6 in. tall); HD 2d6 plus 3d10; hp 26; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +8 melee (1d6+1, crit 18–20, +1 Parthian rapier) or +8 ranged (1d10, crit x3, +1 Parthian rapier); SA parting shot; AL LG; SV Fort +3, Ref +4, Will +7; Str 10, Dex 16, Con 10, Int 17, Wis 14, Cha 16.

Skills and Feats: Climb +4, Craft (gunsmithing) +7, Craft (weaponsmithing) +7, Diplomacy +4, Gather Information +8, Knowledge (construct lore) +7, Knowledge (fey lore) +8, Knowledge (monstrous humanoid lore) +5, Knowledge (outsider lore) +4, Knowledge (shapechanger lore) +8, Knowledge (undead lore) +8, Open Lock +8, Profession (herbalist) +7, Ride +9, Sense Motive +5, Tumble +8; Exotic Weapon Proficiency (firearms, Parthian rapier), Improved Initiative, Iron Will, Weapon Finesse (rapier).

Languages: Mordentish*, Balok, Darkonese, Lamordian.

Signature Possessions: +1 Parthian rapier, glove of storing, vest of escape, masterwork musket, masterwork studded leather, pocket watch, silver symbol of Ezra, 4 flasks of holy water, 10 bullets, 10 silvered bullets.

Laurie and Gennifer Weathermay-Foxgrove have spent their twenty-five years living in the lap of luxury. They are attractive, educated and affluent, their genteel exterior often masking their keen intelligence and forceful resolve. As identical twins, both sisters possess the same delicate, upturned features, eyes of icy blue, creamy complexions and





dark hair. They also share the slender frame and hips that have cost more than one Weathermay mother her life during childbirth.

Gennifer, the true bookworm of the pair, often wears a small pair of tinted reading spectacles and still favors the tight bodices and flaring skirts fashionable among women of the Mordentish upper class. The pleats of her skirts conceal specially tailored pockets used to hide small tools, weapons, or spell components.

As a lifelong tomboy, Laurie finds most women's fashions unbearably cumbersome, suffering them only when she must. Instead, she favors trousers tailored in the Lamordian style or her "eminently functional" foxhunting outfit. Although Laurie's fashions are far from "masculine," her taste in clothes remains controversial among her peers.

Despite their differences, the twins are well practiced at posing as each other, whether it is to amuse a relative, confound a would-be suitor, or cover each other's activities while on an investigation.

Background

Gennifer and Laurie were born in the year 731 to Daniel Foxgrove, a minor nobleman, and his wife Alice Weathermay, the daughter of Lord Jules. Sadly, the difficult childbirth left Daniel a young widower to care for two infant daughters. Gennifer and Laurie were raised at Heather House, their ancestral estate. Although their upbringing was largely aimed at molding them into elegant young noblewomen, it was soon clear that, like their uncle George, their hearts were too fiery for the sedate and structured life of the Mordentish gentry. The twins grew up idolizing George and Dr. Rudolph van Richten, a close family friend whom the girls lovingly called "uncle." George was particularly fond of his nieces, even supplying the rowdy Laurie with fencing lessons despite the admonishments of his elders. For all their childish curiosity, however, the girls knew nothing of the darker side of their uncles' lives. They soon would learn.

In the year 741, George returned from his travels with a doting fiancée, Natalia. Sadly, she was in truth a werewolf who years earlier had narrowly escaped one of van Richten's hunts. Now she had seduced George, using him as a pawn to catch the good doctor unawares. The girls were present when Natalia transformed and lunged at her hated foe. Van Richten fought off the ambush,

and the werewolf snatched up Gennifer as a hostage, mauling the girl to cover its escape. Natalia fled while George and van Richten worked furiously to save Gennifer's life. The local anchorites soon restored the girl to full health. At Dr. van Richten's insistence, the clerics also searched Gennifer for any sign of lycanthropic infection, but found none.

Hoping to preserve Gennifer's reputation (and future marriage prospects), the Weathermays did all they could to brush over the monstrous attack; today it is largely forgotten. In the years since then, however, George has convinced himself that Gennifer was indeed infected, but had simply been too young for the dread disease to manifest at the time. He left Mordentshire, swearing not to rest until Natalia was slain. Dr. van Richten, nursing his own sorrows following a crushing defeat against the demon Drigor, would soon depart for a yearlong sabbatical to study the Vistani and make peace with his life. Meanwhile, the sudden entrance of tragedy into the young twins' lives simply strengthened their resolve to follow in their idols' footsteps.

Rudolph van Richten disappeared nine years later, his final fate a mystery to this day. By then, Laurie and Gennifer had developed into serious, if amateur, scholars of the occult. Moving into van Richten's home, they maintained his herbalist's shop while diligently investigating the whereabouts of their missing hero. They swore a private pact to continue van Richten's legacy of valor and wisdom and started by publishing new editions of the *Van Richten Guides*.

The twins spent years sending inquiries to van Richten's surviving associates and searching for the good doctor, despite their dwindling hope of finding him alive. They recently admitted to the futility of their search and have erected a memorial for him in Mordentshire's churchyard. Despite their decision to move on, however, they have never quite accepted the reality of his death.

During their investigations over the past five years, the sisters pored over van Richten's decades of research, absorbing as much as they could of his knowledge. Eventually they even took on cases of their own, investigating numerous minor hauntings and similar eerie occurrences in the region. As their experience and confidence has grown, their cases have drawn them further from home to face ever-greater menaces, much to the alarm of their relatives.



Current Sketch

Due to the ongoing estrangement of their uncle George, Gennifer and Laurie are widely considered the heirs-apparent of the aged and ailing Lord Jules Weathermay. Largely for this reason, the lovely and refined twins have attracted more than their share of starry-eyed suitors willing to overlook their eccentricities. Boorish young noblemen from as far away as Dementlieu and Richemulot privately jest about who among them will be the first to "tame" the young heirs.

The twins barely acknowledge the social ado that surrounds them. They have steadfastly dismissed their father's attempts to see them wed, instead throwing themselves entirely into their pursuit of supernatural evils. Although Laurie bears her frustration more openly, both sisters find the confining expectations imposed on them by their aristocratic heritage equally chafing. Some of their well-born peers believe that the twins have followed in Dr. van Richten's footsteps simply to escape their social responsibilities, but these folk seriously underestimate the sisters' dedication to their cause.

Laurie has always been more boisterous than her sister, always eager for action, while Gennifer tends to be more reserved and insightful. While Laurie's years of practice with a rapier have shaped her into a competent duelist, Gennifer's extensive studies in Dr. van Richten's research library have awakened in her an interest in arcane magic.

Although their paths have started to diverge, the twins still share much in common beyond their faces. They are both highly intellectual and tactical thinkers. Their areas of expertise often overlap or complement each other, and the sisters feel that they work best as a team.

Combat

Despite their courage, Gennifer and Laurie are far less experienced than their esteemed uncles, having yet to encounter many of the creatures Dr. van Richten exposed in his books. Fortunately, they are wise enough to recognize this weakness and often recruit or hire additional allies when facing formidable foes. Having based their tactics on those of van Richten, the twins prefer cautious planning to



The Weathermay Twins



headlong assaults, thoroughly investigating their foe's weaknesses before committing to a confrontation. Should they be swept up into battle, Laurie relies on her Parthian rapier to keep foes at bay and defend her sister. Gennifer relies on her spells, falling back on her pistol and arcane trinkets.

Home

Laurie and Gennifer travel with increasing frequency, though they have yet to journey beyond the Core. When at home in Mordentshire, they work and reside at the herbalist shop on the southern edge of town. The shop's back rooms include an

arcane laboratory, several rooms filled with the good doctor's case journals, and comfortable living quarters. The twins have chosen to stay in a guest room, however, preserving van Richten's bedroom as he left it. The shop is protected by numerous talismans, trinkets and wards, most of which have been in place since van Richten's tenancy.

The twins can also often be found visiting their family; their father's small mayoral manor stands on the inland side of Mordentshire, while Heather House rests on Weathermay Point, on the southern edge of Arden Bay.

Dread Possibility

George Weathermay's fears are well grounded; Natalia's attack did afflict Gennifer with lycanthropy. Although the anchorites declared her clean of infection, the dread disease was simply unable to manifest until Gennifer entered adolescence, several years later. Thankfully, the curse has remained latent so far, indicating that Gennifer's trigger is not tied to any natural cycles, such as the moon, the tide, or the seasons. Only Natalia knows what triggers the change in her progeny; George Weathermay has relentlessly hunted her for a decade and a half to learn this secret. George prays that Gennifer's trigger is truly esoteric, such as the scent of a rare flower, but he fears it may simply be exposure to some creature or emotional state Gennifer has not yet encountered.

Thankfully, wherever she is, Natalia herself does not seem to have considered the possibility of Gennifer's affliction. Natalia possesses the Progeny Control salient ability and can trigger her progeny's changes at will, so she could wreak terrible havoc were she ever to seize her opportunity.

George has never confided his concerns to another living soul, fearing that his secret could work its way to either Natalia or the twins. He believes that informing Gennifer of her affliction without being able to cure her or even warn her of what could transform her into a slaving beast would taint her life with the same incessant dread that has gnawed at him for years.

If Gennifer is a latent afflicted lycanthrope, make the following changes to her statistics in human form: Medium-size shapechanger; AC 15 (touch 13, flat-footed 13); SA spells, wolf empathy; SV Fort +7, Ref +5, Will +7.

Skills: add Listen +6, Search +8, Spot +6.

George Weathermay

Male human Rgr9/Avn4: CR 13; Medium-size humanoid (human) (6 ft., 1 in. tall); HD 13d10+26; hp 97; Init +3 (Dex); Spd 30 ft.; AC 16 (touch 13, flat-footed 13); Atk +15/+10/+5 melee (1d8+5, crit 19–20/x2, +2/+4 *undead bane longsword*) plus +13/+8 melee (1d6+3, crit x3, handaxe) or +16/+11/+6 ranged (1d8+3, crit x3, masterwork mighty composite longbow); SA favored enemy: (undead) +2, favored enemy: (shapechangers) +1, spells; SQ intuition (DC 18), resolve +4; AL N; SV Fort +12, Ref +7, Will +11; Str 16, Dex 16, Con 14, Int 14, Wis 19, Cha 9.

Skills and Feats: Animal Empathy +11, Craft (weaponsmithing) +4, Gather Information +3, Handle Animal +11, Intimidate +5, Knowledge (nature) +6, Knowledge (shapechanger lore) +6, Move Silently +5, Ride +11, Search +4, Sense Motive +10, Use Rope +5, Wilderness Lore +12; Endurance, Expertise, Improved Two-Weapon

Fighting, Jaded, Mounted Combat, Power Attack, Track.

Languages: Mordentish*, Vaasi.

Ranger Spells per Day: 2/1. Base DC = 14 + spell level. Caster level 4th.

Signature Possessions: +2/+4 *undead bane long sword* ("Gossamer"), masterwork silvered handaxe, masterwork mighty composite crossbow, masterwork studded leather armor. George habitually keeps a silver holy symbol of Ezra, a silvered dagger and a vial of holy water in secret compartments in his horse's saddle. He usually carries additional useful items hidden on his person.

George Weathermay is tall, muscular and lean. He has slender, hawklike features and a weathered





complexion. His hair is dark brown, slightly streaked with gray, and he wears it long and loose. Although George is nearing his fiftieth year, to date his relentless drive and active life have prevented time from sapping the vigor of his youth. George often seems distant, as though his thoughts are continually elsewhere. When faced with a foe or a compelling mystery, he furrows his brow and pinches his thin lips taut, remaining ominously silent until the challenge is overcome. Although most folk find it difficult to discern George's moods, those who know him well can always see the inner demons reflected in his dark, haunted eyes.

George has no time or talent for fashion, and often mismatches his clothes. When on the hunt, he shrouds himself in black from head to toe, largely for utilitarian reasons. The deep folds of his cloak help conceal his movements and his weaponry, and he wears wide-brimmed tricorn hats to shield his eyes from the elements.

Background

George was born in 709 BC to Lord Jules and Lady Martha Weathermay, the rulers of Mordent. His sister Alice had preceded him into the world by six years, and she doted on her baby brother. George was a peaceful and perceptive child and demonstrated an unusually strong affinity for animals, but he was shy and socially inept, more at ease with horses and hounds than with other people. As George grew to maturity, it became clear that he would never possess the charm and grace needed in a noble heir. The boy decided that he would prove his worth in another way.

Although the Weathermay family is admired now, such was not the case when George was a boy. The Weathermay name had long lain in shadow, tainted by grossly distorted rumors that the family had first gained its wealth by sacrificing its daughters to a "creature" in Gryphon Manor, which in turn had cursed the land.

George chose to become a righter of wrongs, a self-appointed "hunter of evil." Through a life of good and valiant deeds he would restore his family's honor. Despite his peaceful nature, he dedicated his youth to the study of the hunt and the arts of war. George's parents could see his dislike for this training, but could not dissuade him. Finally, at the age of seventeen, the young warrior volunteered his services to the famed hero Rudolph van Richten, who had moved to Mordentshire a decade earlier. George set out for a life of adventure, pledging



himself to protect the innocent and to destroy evil wherever he found it.

Over the years that followed, George made good on his personal oath, defeating evils both supernatural and common. As his reputation grew, his dream came to pass; folk now associated the Weathermay name with heroism rather than treachery. Yet the many horrors George had faced weighed heavily on his soul. He had seen the pit of skeletal infants in the mines of Mt. Lament; he had found the flayed corpses of entire families slaughtered by a feral band of skin thieves. Year by year George's heart hardened. With each evil he defeated, it grew harder for him to sense the remaining good in the world. The idealism of his youth began to fade into grim determination. The death of his sister Alice in the year 731 struck him a further blow. George loved his nieces dearly, but some deep part of him could not help but blame Alice's husband Daniel for her death. Their relationship thereafter remained icy at best.

A decade later, George had an encounter that would change the course of his life. She was named Natalia Vhorishkova, a beautiful and sensuous woman from Verbrek, in the eastern region that had recently been called Arkandale. Natalia saw through George's awkwardness, and her love





cracked the shell hardening around his heart. After a whirlwind romance, George proposed marriage and took his new fiancée home to meet his family, resulting in betrayal and the mauling of his little niece Gennifer, detailed earlier in this chapter.

His passionate love for Natalia now replaced by a matching hatred, George set out at once to hunt down the treacherous werewolf and seek his revenge. With Natalia proving elusive, he returned to Verbrek and sought out her family. None of them would betray their kin's location, and when he discovered that they were all werewolves, he slew them to the last. The last Vhorishkova to fall to his sword was an ancient, toothless werewolf who begged for mercy as George struck him down.

George now had a new quest in life. He would not rest until he found Natalia and made her pay for her crimes. Natalia proved a crafty and elusive nemesis however, always staying one step ahead of him. As the years of the hunt dragged on, the hatred in George's heart was joined by a growing dread that Natalia's attack could have infected Gennifer with lycanthropy. George convinced himself that this was the case, though her lycanthropy had thankfully remained latent. Now George *could* not rest until Natalia was slain and Gennifer cured.

George has returned to Mordentshire only once in the last fifteen years, and then stayed only long enough to confirm his fears about Gennifer, at least in his own mind. Overwhelmed by shame and guilt, he could bear to stay no longer.

George still travels the Core, ruthlessly hunting evil and tracking down his nemesis. His quest to protect the innocent and save Gennifer has become his obsession — his personal crusade.

Current Sketch

George's reputation precedes him. To the common folk, he is seen as a hero, usually known simply as "Weathermay." To the children of the night, he is an avenging demon. In fact, George tries to have as little to do with the people he protects as possible. This is partly because of the increasingly romanticized and unrealistic perception of innocence George has developed; he considers love, happiness, and peace to be beautiful jewels that he will always guard but can never possess.

George becomes nervous around men, often speaking out of turn or blurting out the wrong thing. In the presence of women, especially those he finds attractive, he stutters and stammers to an almost comical extent, and usually lapses into

brooding silence. In all his life, he felt at ease only with his sister Alice, and later with Natalia and his nieces. Since the attack, however, the sight of his nieces overwhelms him with feelings of guilt and shame, so as much as he loves them he actively avoids them.

In the presence of evil, however, George reveals a steely resolve and seethes with barely controlled rage. He is relentless on the hunt, resting only if his animals or companions require it. When battling an evil creature, he offers no mercy and expects none in turn. George is willing to torture evil creatures if he needs to know their secrets. George has divided the world into pure black and white: evil that must be destroyed without hesitation or remorse, and innocence that must be protected at all costs. He is haunted by his memories, and every night he dreams of Natalia's betrayal and of Gennifer bleeding in his arms.

Gennifer and Laurie are keenly aware of the change in George's behavior, and desperately hope to free their beloved uncle from his own despair. For his part, George desperately wants to keep Laurie and Gennifer out of harm's way; he fears that their investigations may lead to the revelation of Gennifer's lycanthropy. George relies on mutual friends and informants to track his nieces' activities. He has no interest in assuming his ailing father's title, and hopes in vain that his self-imposed exile will pressure his nieces — particularly Gennifer — into staying safe at home in their ancestral manor.

Combat

George may fall back on his bow when facing particularly dangerous opponents, but he prefers to wade into close combat, carving through his monstrous foes with *Gossamer* in one hand and his handaxe in the other. George travels with a coal-black heavy warhorse, Shadowchaser, and two hulking mastiffs, Cerebus and Artemis; the hounds are trained to attack anyone carrying a lycanthropic scent. By some accounts, George conjured up a nightmare and hellhounds from the Pit to serve him, but in truth the fearless animals are just exceptionally well trained.

Favored Enemies (Ex): Gains +2 bonus (against undead) or +1 bonus (against shapechangers) to Bluff, Listen, Sense Motive, Spot and Wilderness Lore checks, as well as to weapon damage rolls (against werewolves only). These bonuses are not included above.





Resolve (Ex): George gains an effective +4 morale bonus to Constitution and Wisdom when he faces Natalia Vhorishkova in combat. This grants an effective +2 bonus to Fortitude and Will saves and gives him 26 temporary hit points. These bonuses last for the duration of the encounter plus 2 rounds.

Home

After George left Mordentshire, he resettled in Arbora, the farthest point he could find from his former residence. George owns a small ranch just to the north of Arbora, but in truth he uses it primarily to store his extensive arsenal and raise and train his animals; he is rarely found there.

Dread Possibility

In her human form, Natalia Vhorishkova (female true werewolf; Ftr5/Rog4; AL CE; Str 16, Dex 16, Con 18, Int 14, Wis 9, Cha 15) is an attractive and sensual woman with high cheekbones, black eyes, and full, red lips. She has short, thick, dark brown hair and heavy eyebrows. She is as much a wolf as a woman, however. She wears loose clothes, chosen for ease of removal, and when alone in the woods, she wears as little as necessary. She is forty-four, but lycanthropy has prolonged her vitality and she can easily pass for a woman a decade younger.

Natalia is driven by intense cravings she does not fully understand. She finds blood and pain — even her own — strangely arousing. She was remarkably brazen in her youth, killing as she pleased and even transforming in broad daylight in full view of witnesses, daring onlookers to stop her bloody feasts. Her activities drew the attention of Dr. van Richten in the year 734, and she barely escaped with her life. The close call taught her a degree of caution, and she took years to plot her stab at revenge.

George meant nothing to Natalia when she first seduced him, and for the past fifteen years he has been a constant source of fear and danger in her life, forcing her to live as a hunted animal. Strangely, Natalia has recently realized that she has started to feel an attraction for her pursuer. She certainly does not love him — she merely *wants* him. George's intense pursuit has slowly aroused her carnal cravings. For years she sought to end the hunt by destroying George, but now she hopes to end it by making him her willing slave. She thinks she can achieve this by afflicting him with lycanthropy; as noted earlier, Natalia can control her progeny. When pursued, she often creates a few afflicted lycanthropes to aid her or mislead her foes, then destroys the poor souls when they have served their purpose.

Natalia knows that to face George in person is to go to her death, so she hopes to infect him through her progeny. She is currently trying to determine who could approach George while raising the least suspicion. Whoever she selects will be the target of her next hunt.

Perseus Lathenna

Female gnome Exp5/Wiz5: CR 9; Small humanoid (gnome) (2 ft., 6 in. tall); HD 5d6–5 plus 5d4–5; hp 28; Int –1 (Dex); Spd 20 ft.; AC 12 (–1 Dex, +1 size, +2 deflection); Atk +6 melee (1d4, crit 19–20/x2, +2 *keen dagger*) or +5 ranged (spells); SA spells, +1 racial attack bonus vs. goblinoids and kobolds; SQ low-light vision, +2 racial bonus to saves vs. Illusion, +4 dodge bonus to AC vs. giants; AL CG; SV Fort +1, Ref +1, Will +10; Str 6, Dex 8, Con 8, Int 17, Wis 15, Cha 10.

Skills and Feats: Alchemy +11, Concentration +8, Hide +6, Knowledge (arcana) +14, Knowledge (architecture and engineering) +10, Knowledge (outsider lore) +6, Knowledge (shapechanger lore) +8, Knowledge (planes) +6, Knowledge (undead lore) +7, Listen +8, Search +6, Sense Motive +5, Spellcraft +13, Spot +6; Alertness, Brew Potion, Scribe Scroll, Skill Focus (Knowledge [arcana]), Still Spell. OR 2 (racial).

Languages: Gnome*, Vaasi*, Balok, Mordentish, Sithican.

Wizard Spells per Day: 4/4/3/2. Base DC = 13+ spell level. Perseus must use the Still Spell feat to cast any spell with somatic components.

Gnome Cantrips: *dancing lights*, *ghost sound*, *prestidigitation* (1/day each, as a 1st-level wizard).

Spellbook: 0–(all) *flare** (x3), *mage hand**, *open/close**; 1st–*alarm*, *cause fear*, *comprehend languages*, *detect shapechanger*, *detect undead*, *enlarge*, *expedient retreat*, *grease*, *hold portal**, *identify*, *mage armor*, *magic missile*, *protection from evil*, *reduce*, *shield*, *shocking grasp**, *true strike**, *unseen servant*; 2nd–*arcane lock*; *blindness/deafness**, *detect thoughts*, *endurance*, *hypnotic pattern*, *insight*, *knock**, *locate object*, *Melf's acid arrow**, *protection from curses*,





rheumatism, see invisibility, shatter, siren song, wall of gloom; 3rd-suggestion*.

Signature Possessions: +2 keen dagger, ring of evasion, +2 ring of protection, 3 potions of intelligence, 3 potions of charisma, wand of rheumatism.

Perseyus Lathenna is nearly ninety and tiny even for a gnome. Her hair is an untamable mass of white, which she grows long. She generally wears a high-necked robe of violet or crimson fabric unless she is adventuring, in which case she prefers the muted colors of the forest. The high necks and long sleeves of her robe and her long hair conceal thousands of pale red welts that cover almost every inch of her neck and torso — the remains of an encounter with the infamous Lady Adeline, Baron von Kharkov's chief tax collector. Perseyus is also missing her right hand and several fingers from her left, which she lost in the same encounter.

Background

Perseyus Lathenna is a gnome wizard, a relatively common occupation among her magical race. She was born to a poor family of herbalists in Valachan who at times could barely afford to feed themselves, yet somehow managed to support Perseyus as she explored the mysteries of the arcane. It was always a happy home, and magic was both Perseyus' hobby and her occupation. She loved every minute she spent in her family home.

When Perseyus grew to adulthood, she left home to become a happy, outgoing adventurer. If her magical power made her arrogant, she more than made up for this flaw with the good that she did to those she met. The people in the area of Valachan where she adventured came to regard her as a wandering angel. She would come to a village, solve whatever problems she could with her magic and her formidable intellect, and move on.

This compassionate travel came to an abrupt end in the year 733, when she encountered a man being brutalized by Lady Adeline and three of von Kharkov's thugs in a secluded grove. Although she was outnumbered four to one, Perseyus was confident that she could outthink and overpower the infamously vicious enforcers; her conscience would allow her to do no less than try.

Sadly, Perseyus had severely underestimated her opponents. When attacked, the three thugs transformed into panthers, quickly ferreting the gnome out of her hiding place and overpowering her. In the confusion, the thugs' captive managed to escape. As the werpanthers pinned Perseyus to the ground, Lady Adeline stepped up and ex-

plained that the gnome had interfered in the legal punishment of a debtor and was now responsible for paying the outstanding amount. Adeline cruelly stripped Perseyus of her every possession, leaving her bare and helpless. Wherever the Veiled Mistress's hands touched her, painful red welts rose on Perseyus' skin, and the tax collector seemed to take particular pleasure in dragging her scarring touch over her captive's most sensitive areas.

When the gnome was reduced to a terrified, humiliated wreck, Lady Adeline declared that all the gnomes' possessions were still insufficient to cover the escaped man's debts. At the snap of her fingers, one of the panthers stretched Perseyus's right arm away from her body. Adeline drew her blade and severed the gnome's right hand in a stroke. Perseyus made a desperate attempt to shield herself and in so doing her left hand was badly maimed as well. The Veiled Mistress declared the debt settled and Perseyus's attackers disappeared into the trees.

Although she survived, Perseyus was left physically and mentally scarred, mistrustful and withdrawn. Unable to face her family, she settled in an abandoned house in Gyda, an isolated thorp far from both her family and Valachan's towns. Without the use of her hands, she was unable to cast most spells and she felt the loss keenly. For the next five years she left her house only when absolutely necessary, preferring to live in bitter, misanthropic solitude.

On one of her rare trips into Gyda to get supplies, she found her neighbors in a buzz. A great adventurer had come to the thorp while pursuing the infamous Laughing Man of Valachan, a ghost said to have been a betrayed servant of Baron von Kharkov in life. The rumor touched something deep within her; suddenly, she wanted to meet the man who led the life of honorable adventure that she had once pursued. She spoke with Rudolph van Richten for a long time and eventually offered to let him stay at her house. Through her many conversations with the good doctor, Perseyus began to come to terms with everything Lady Adeline's sadism had cost her.

By the time van Richten left, Perseyus was ready to interact with the world once more. She started to help her neighbors, using her phenomenal intellect to engineer wells, mills and bridges for the tiny community. As a hobby, she began writing to arcanists, scholars, temples and universities about magic and spellcraft. Over time, she became well known as a scholar of the arcane and now her name is well known amongst certain literary circles as Valachan's foremost arcanist. Of course, most of her associates do not realize that she is a gnome and a woman, but that is the way Perseyus likes it. She retains





her privacy and achieves the respect that she feels only a male human can receive in the xenophobic lands of Ravenloft.

Current Sketch

After years of study and hundreds of letters, Perseyus' research has finally paid off. She has recently discovered the technique of Still Spells, meaning that she can cast spells again for the first time in thirty years. The return of her first and greatest love has given Perseyus a new lease on life; those who knew her during her long and bitter hermitage would swear that she is a different person.

She is still a very private person, but Perseyus has regained the loving, selfless character of her youth. She has lost both her arrogance and her misanthropy. She is utterly addicted to learning and knowledge, particularly when it concerns magic. She has a strong social conscience and is a loyal friend of the poor and innocent. She has even begun adventuring again to try to help more people.

However, not all of the scars Lady Adeline left on Perseyus have healed. She is utterly terrified of the Veiled Mistress and her shapechanger minions, and this fear fuels a burning hatred of both lycantropes and nobles, whom she regards as either useless fops or corrupt bullies. She now studies shapechangers in preparation for the day when she must face Adeline again. She believes that she will probably die, but as long as she manages to take Adeline with her, she will be content.

Most heroes first meet Perseyus either through her correspondence or during one of her adventures. Scholars who know Perseyus only through her literary persona may be quite surprised by what they find if they seek her out at her home.

Combat

Although Perseyus is a fierce protector of the weak, she avoids direct conflict whenever possible. This stems mainly from an unnatural fear of being crushed, a phobia stemming from the very real limitations of her tiny frame. When forced into melee, she wields a wickedly sharp dagger, a family heirloom, although she prefers to hurl spells from a distance (and often from hiding as well). If she can, she uses magic, diplomacy and subterfuge to avoid melee altogether.

Home

Perseyus lives in a modest three-room lodge, built to gnomish proportions, on the outskirts of the human/gnome thorp of Gyda in central Valachan. She keeps the house in good repair; although she rarely lets visitors inside, her home is always clean



and tidy. Books cover every flat surface — every penny she earns is spent on books, quills and ink. Outside, she keeps a huge, disorganized garden full of flowers, spell components and chemical vulnerabilities for innumerable types of monsters.

Dread Possibility

Perseyus is still planning for her eventual confrontation with Lady Adeline, whom she still believes to be a werpanther, albeit one with some unusual powers. Unfortunately, she has misjudged her foe, for the Veiled Mistress is actually an elven vampire (see **Denizens of Darkness**). Perseyus may approach heroes to help her stalk lycantropes or her nemesis, particularly if these folk have studied shapechangers or have had an encounter of their own with Lady Adeline.

Perseyus has spent so long planning her attack on a foe she believes to be a lycantrape that she may turn a blind eye to evidence that points to other conclusions. If Perseyus admits that her foe is undead, after all, then many of her plans are for naught. If heroes allied with Perseyus follow the gnome's advice without question, they may find themselves woefully unprepared in a final battle with the elven enforcer.





Lord Balfour de Casteelle

Male human Wiz18 (Ill): CR 18; Medium-sized humanoid (human) (5 ft., 8 in. tall); HD 18d4+18; hp 67; Init +2; Spd 30 ft.; AC 12 (+2 Dex); Atk +8 melee (1d4-1, claws), or +7/+4 melee (1d4/crit 19-20 plus *poison* once per day, *dagger of venom*), or +7/+4 melee (1d4/crit x3, +1 *straight razor*); or +11 ranged (1d10/crit x3, pistol); SA spells; SQ owl dread familiar ("Lupzig"), taint of the owl; AL NE; SV Fort +7, Ref +8, Will +14; Str 9, Dex 14, Con 12, Int 19, Wis 16, Cha 15.

Skills and Feats: Alchemy +12, Bluff +4, Concentration +11, Diplomacy +8, Gather Information +6, Hypnosis +10, Innuendo +5, Intimidate +5, Knowledge (arcana) +10, Knowledge (fey lore) +9, Knowledge (history) +10, Knowledge (monstrous humanoid lore) +10, Knowledge (outsider lore) +9, Knowledge (Ravenloft) +16, Knowledge (religion) +8, Knowledge (shapechanger lore) +8, Knowledge (undead lore) +11, Listen +5, Move Silently +5, Scry +10, Search +5, Sense Motive +5, Spellcraft +10, Spot +5; Brew Potion, Craft Magic Arms and Armor, Craft Staff, Craft Wondrous Item, Empower Spell, Heighten Spell, Quick Draw, Scribe Scroll, Silent Spell, Spell Focus (Illusion), Spell Mastery (*improved invisibility*, *major image*, *sleet storm*, *wall of ice*) Spell Mastery (*cone of cold*, *ice storm*, *persistent image*, *shadow walk*)

Languages: Mordentish*, Darkonese, Draconic, Falkovnian, Balok

Special Qualities: Due to failed powers checks, Lord de Casteelle can alter his body to reflect the abilities of an owl. First, Lord de Casteelle can rotate his head 360 degrees as a free action. Second, he can cause his eyes to become the wide golden eyes of an owl, gaining darkvision to 250 feet. Third, as a free action, Lord de Casteelle can transform his hands into the talons of a snow owl, complete with white down. The price for these powers is that Lord de Casteelle must consume 5 live mice each day or be wracked with terrible cramping pains and hunger, suffering 1 point of temporary Constitution damage each day he does not dine upon rodents. Once he has resumed his meals of vermin, the lost Constitution points return at the rate of 1 per day.

Wizard Spells per Day: 4/4/4/4/4/4/3/3/2. Base DC = 14 + spell level (16 + spell level for Illusions). Caster level 18th. As an illusionist, Lord Balfour is blocked from using spells of the Abjuration school; he gains one additional illusion spell in each spell level per day.

Spellbook: 0-(all) *arcane mark**, *dancing lights**, *detect magic**, *ray of frost**, *read magic**; 1st-*animate rope*, *cause fear*, *change self*, *charm person*, *chill touch*,

color spray, *comprehend languages**, *detect secret doors*, *detect shapechanger*, *detect undead*, *enlarge*, *erase*, *feather fall*, *jump*, *hypnotism*, *identify**, *insatiable thirst*, *mage armor*, *magic missile*, *magic weapon*, *message*, *mount*, Nystul's *magic aura*, Nystul's *undetectable aura*, *obscuring mist*, *ray of enfeeblement*, *ray of fatigue*, *reduce*, *shocking grasp*, *silent image**, *sleep*, *spider climb**, *summon monster I*, Tenser's *floating disk*, *true strike*, *unseen servant**, *ventriloquism*; 2nd-*alter self*, *blindness/deafness*, *blur*, *bull's strength*, *cat's grace*, *continual flame*, *darkness*, *dark vision*, *daylight*, *detect thoughts*, *endurance*, *fog cloud*, *ghoul touch**, *hypnotic pattern*, *insight**, *invisibility*, *knock*, *Leomund's trap*, *levitate*, *locate object*, *magic mouth*, *Melf's acid arrow*, *minor image**, *misdirection*, *protection from curses*, *rheumatism**, *rope trick*, *scare*, *see invisibility*, *shatter*, *spectral hand*, *summon monster II*, *summon swarm*, Tasha's *hideous laughter*, *wall of gloom**, *web*, *whispering wind*; 3rd-*allergen*, *augment undead*, *blink*, *clairaudience/clairvoyance*, *diminish undead*, *displacement*, *fly*, *gaseous form*, *gentle repose*, *greater magic weapon*, *gust of wind*, *halt undead*, *haste*, *hold person*, *illusory script*, *invisibility sphere*, *lightning bolt**, *major image**, *phantom steed*, *secret page*, *see ethereal resonance**, *sepia snake sigil*, *shrink item*, *sleet storm**, *slow*, *stinking cloud*, *suggestion*, *summon monster III*, *tongues**, *vampiric touch*, *water breathing*, *wind wall*; 4th-*anesthesia*, *arcane eye*, *bestow curse*, *charm monster*, *confusion*, *contagion*, *detect scrying*, *dimension door*, *enervation**, *emotion*, *Evard's black tentacles*, *fear*, *hallucinatory terrain*, *ice storm**, *illusory wall*, *improved invisibility**, *induce lycanthropy*, *Leomund's secure shelter*, *lesser geas*, *locate creature*, *minor creation*, *phantasmal killer**, *polymorph other*, *polymorph self*, *rainbow pattern*, *scrying*, *shackle*, *shadow conjuration*, *shout*, *solid fog*, *summon monster IV*, *suppress lycanthropy*, *wall of ice**; 5th-*animal growth*, *animate dead**, *cloud kill*, *cone of cold**, *contact other plane*, *dominate person*, *dream*, *fabricate*, *false vision*, *feeblemind*, *greater shadow conjuration*, *hold monster*, *magic jar*, *major creation*, *mind fog*, *mirage arcana*, *Mordenkainen's faithful hound*, *nightmare**, *permanency*, *persistent image**, *prying eyes**, *Rary's telepathic bond*, *seeming*, *sending*, *shadow evocation*, *telekinesis*, *teleport*, *wall of force*, *wall of iron*, *wall of stone*; 6th-*acid fog*, *analyze doveomer**, *chain lightning*, *circle of death*, *contingency*, *control weather**, *disintegrate*, *eyebite**, *flesh to stone*, *geas*, *greater shadow evocation*, *legend lore**, *mass suggestion*, *mislead*, *permanent image*, *programmed image*, *project image**, *shades*, *true seeing*, *veil*; 7th-*control undead**, *Drawmij's instant summons*, *ethereal jaunt*, *finger of death**, *greater scrying*,



insanity, inviolate soul, limited wish, mass invisibility, mystick cage, phase door, power word stun, shadow walk*, simulacrum, teleport without error*, vision*; 8th-binding, clone, discern location, etherealness, horrid wilting*, mass charm*, power word blind*, screen*, symbol, trap the soul; 9th-dominate monster, power word kill*, shapechange, weird*(x2)

Signature Possessions: cane of the snow owl (as 20th-level staff of frost, plus shapechange into a giant snow owl 3 times per day), ring of the Fraternity of Shadows (10th-level deeper darkness, 3 times a day), hood of the Fraternity of Shadows (this black hood magically grants +5 to Intimidate when worn, plus a 10th-level fear spell once per day), ring of improved mind shielding (as ring of mind shielding, but the ring can block the powers of Dominic d'Honaire), pince-nez of seeing (as gem of seeing), doctor's robe of holding (as bag of holding), crystal ball with telepathy, dagger of venom, +1 straight razor, servant candle, masterwork pistol, powder horn, 20 bullets, pocket watch, bag of live mice, spellbook, research journal, scholarly texts.

Lord Balfour de Casteelle is a wiry man in his early eighties. While his features are assailed by the sags and wrinkles of age, his eyes are still bright and his mind keen. Lord de Casteelle typically wears slightly outdated clothes, typically breeches and a tailcoat, as he finds the popular Dementlieu obsession with fashion foolish. Over this, Lord de Casteelle wears his doctor's robes, black with purple silk trim and an ermine collar. He also avoids wearing the powdered wigs favored in Dementlieu, instead keeping his long fringe of snow-white hair tied back in a tail and wearing a tri-cornered hat over that.

Lord De Casteelle wears pince-nez and carries a sleek cane of black wood with a silver head in the shape of an owl. On his right hand, he wears a ring in the shape of two intertwined asp's clutching a black onyx in their mouths, plus his wedding band. On the left, he wears a ring with a thick silver band inscribed with his arcane mark. Lord de Casteelle's familiar, a snowy owl called Lupzig, is usually perched on her master's shoulder.

Background

Born to Lord and Lady de Casteelle in the year 675, Lord Balfour de Casteelle has spent his entire life moving through Dementlieu's aristocratic and academic circles. As a boy, Balfour displayed a deep curiosity about the world around him. Encouraged by his father, who was then president of the Uni-



versity of Dementlieu, the young Balfour threw himself into studies at the University's Department of Arcane Sciences. Balfour quickly mastered the discipline, graduating as a doctor of philosophy in the arcane sciences at the age of twenty-three.

Balfour accepted a position as a junior professor of arcane science at the university. While he taught, he pursued a second degree in history. In the year 706, Balfour's parents died in a freak house fire, leaving Balfour to inherit his father's lands and titles. These included the lands upon which the University of Dementlieu rests and the title of president of the university. Lord Balfour assumed control of the University and finished his doctorate in history later that year.

In the fifty years since, Lord Balfour has led the University of Dementlieu with a firm hand. Prior to the destruction of Il Aluk in the Requiem, the Universities of Dementlieu and Il Aluk battled fiercely for the title of the finest learning institution in the Land of Mists. Today, the University of Dementlieu guards that title jealousy, but nonetheless cooperates with its academic brethren, encouraging research and scholars with the University of Mordent, the Karina College d'Art, the Academe d'Richemulot, and the Brautslava Institute in Darkon, among others.



Current Sketch

Lord Balfour de Casteelle possesses a deep thirst for knowledge. When the day-to-day business of managing the university allows him time, Lord Balfour maintains a rigorous schedule of research and experimentation. He frequently can be found monitoring the classes and research of his faculty or working in the small labs he has set up around the campus, in his offices, and in his home.

Lord Balfour has an unfortunate habit of referring to himself in the third person, which causes many listeners to find him somewhat pompous. Additionally, Balfour takes a dim view of nonhumans, the poor, outlanders, and primitive peoples.

At home, Lord Balfour spends his evenings engaged in further research or attending Port-a-Lucine's many social functions with his wife, Lady Cassilda de Casteelle, who is a full half-century younger than her husband. Though some find this pairing odd, Balfour's child bride is a talented sorceress in her own right as well as being a member of the faculty at the University of Dementlieu.

Combat

Lord de Casteelle uses his selection of spells and magic items against foes. He particularly enjoys using cold-based spells and multiple layers of nested illusions. Due to decades of research into the arcane, Lord de Casteelle has a good chance of knowing the weaknesses of many creatures of the night.

Home

Lord Balfour resides at the president's mansion on the university campus. This baroque manor houses Lord and Lady de Casteelle along with their two sons. A large tower rises from the back of the mansion. Here, Lord Balfour keeps his personal library and wizard's lab. The mansion is enchanted so that intruders encounter layers upon layers of nested illusions, spell triggers, and arcane traps.

Lord Balfour also maintains a lab in his expansive office suite in the administration building, where he retreats to handle the paperwork required by the University.

Dread Possibility

Lord Balfour de Casteelle is one of the Umbra, the five highest-ranking members of the Fraternity of Shadows, a secret society of mages dedicated to piercing the secrets of the Land of Mists. With that knowledge, they hope to amass power that will make them the masters of the Realm of Dread. Lord Balfour was inducted into this group at the age of eighteen by his father, and he has initiated his sons, Jacob and Simon, into the society in turn.

The Fraternity of Shadows is composed of male sorcerers and wizards of evil bent. All members of the Fraternity must be able to cast illusion spells, and only illusionists may rise to the rank of Umbra. Members of the Fraternity of Shadows all carry a ring in the shape of two intertwined asps clutching a black onyx in their mouths. A *ring of the Fraternity of Shadows* can cast a 10th-level *deeper darkness* 3 times per day and serves as a means of recognition between members. The Fraternity of Shadows has no central headquarters, but instead meets twice yearly at a place of knowledge and power. Past meetings of the Fraternity have occurred at the Great Library in Port-a-Lucine and the Radiant Tower in Lekar, Falkovnia. Lord Balfour has decreed the University of Dementlieu off-limits for Fraternity of Shadows meetings, as he does not wish to arouse suspicions among those faculty and staff who do not belong to the Fraternity.

Lord Balfour wishes to keep an eye on possible threats to his society in the form of witch-hunters and champions of light, who might expose the Fraternity's quest for forbidden knowledge. Therefore, Balfour has chosen to "bell the cat" by offering research services at the University of Dementlieu for monster hunters, and engaging some of the more famous of these in ongoing correspondence. In this way, he is aware of threats to the Fraternity in certain areas at certain times, and can instruct members in those regions to lay low until the heroes move on.

Lord Balfour maintains sporadic contact with George Weathermay, as well as maintaining voluminous correspondence and occasional social visits with Alanik Ray, the Great Detective of Port-a-Lucine, and his assistant Arthur Sedgewick. By aiding Gennifer and Laurie Weathermay-Foxgrove, Lord Balfour hopes to gain the trust of van Richten's protégés and draw the greatest monster hunters of the next generation into the Fraternity of Shadows' web of deception.





Agatha Clairmont

Female human Clr6/Mnk7/Alp3: CR 16; Medium-size humanoid (human) (5 ft., 8 in. tall); HD 13d8+26 plus 3d4+6; hp 104; Int +7 (+3 Dex, +4 Improved Initiative); Spd 50 ft.; AC 22 (+3 Dex, +3 Wis, +1 monk, +5 armor); Atk +10/+7 melee (1d8+1, unarmed strike), or +8/+5/+8 (1d8+1, flurry of blows), or +11/+6 melee (1d6/1d6, masterwork quarterstaff), or +12/+7 ranged (spells); SA spells, turn undead, unarmed strike, flurry of blows, stunning attack 7/day; SQ evasion, still mind, slow fall (30 ft.), purity of body, wholeness of body (14 hp/day), leap of the clouds; AL LN; SV Fort +13, Ref +11, Will +16; Str 13, Dex 16, Con 14, Int 15, Wis 16, Cha 9.

Skills and Feats: Alchemy +20, Balance +10, Concentration +9, Decipher Script +4, Diplomacy +7, Heal +10, Innuendo +6, Jump +10, Knowledge (arcana) +13, Knowledge (humanoid lore) +7, Knowledge (religion) +6, Listen +8, Spellcraft +5, Tumble +10; Brew Potion, Deflect Arrows, Improved Initiative, Improved Trip, Skill Focus (Alchemy), Spell Focus (Transmutation), Stunning Fist. Known Formulae: Corporeal Purifier, Emotional Purgative, Recollection Coagulant, Philosophical Purifier, Quintessence.

Languages: Zherisian*, Draconic.

Cleric Spells per Day: 5/4+1/4+1/3+1. Base DC = 13 + spell level. Caster level 6th. Deity: Divinity of Mankind. Domains: Knowledge (cast divinations at +1 caster level), Law (cast divinations at +1 caster level).

Signature Possessions: masterwork quarterstaff, bracers of armor +5, ring of freedom of movement, ring of mind shielding, silver holy symbol of the Divinity of Mankind, healer's kit, alchemist's lab, 3,100 gp worth of alchemical ingredients to brew formulae.

Celebrant Agatha Clairmont is approaching her fiftieth birthday, but decades of strict adherence to the physical and spiritual exercises advocated by the Divinity of Mankind have kept her in peak condition. Agatha is best described as handsome. She is tall and broad-shouldered, with a lean, taut physique and a long, somewhat plain face. She has carrot-orange hair, and her heavily freckled skin is slowly gathering the wrinkles of age. She pins her hair up in an elaborate bun, but long strands frequently work their way loose during sparring sessions.

Agatha is usually found in the garb worn by all celebrants of the Divinity of Mankind, a charcoal gray woolen tabard worn over a loose white tunic and trousers and held in place with a white sash. The holy symbol that hangs from her collar bears the same icon as the symbol embroidered on her tabard. When outside, Agatha adds a tight gray

bonnet at a minimum, but unless acting on behalf of the Temple she is more at ease in the long, confining dresses favored by Paridoner women.

Clerics of the Divinity of Mankind

All members of the clergy in the Divinity of Mankind are called "celebrants of humanity," regardless of character class. Although most celebrants are monks, some do become clerics. While monks focus on tapping the potential contained within each human, clerics focus on the spiritual power continuously emanating from humanity as a whole. Clerics of the Divinity of Mankind are strictly atheistic, believing deities to be purely mythical concepts invented by a humanity unprepared to accept its own ascendancy.

Symbol: A highly stylized human figure within a squared circle.

Alignment: Lawful neutral.

Cleric Domains: Knowledge, Law, Strength.

Favored Weapon: Quarterstaff

Celebrant characters can multiclass freely between cleric of the Divinity of Mankind and monk, so long as they meet all requirements. Followers of the Divinity of Mankind consider all nonhumans to be lesser beings, however, considering them merely highly advanced animals. Thus, only human characters (including half-Vistani) can become clerics or monks of the Divinity of Mankind.

Background

Agatha Clairmont was born in Paridon in the year 709 on the Barovian Calendar. Like many Paridoners, she has acquired the habit of measuring her life by the number of times she has lived through the cyclical killings of Bloody Jack; Agatha has now seen four — four too many.

Agatha was the youngest child and sole daughter of a cobbler and his wife. The theological philosophy of the Divinity of Mankind, espousing that within each and every human hides truly unlimited spiritual potential, appealed to Agatha even as a child, and she entered the clergy when she came of age. As a celebrant, she learned more of the faith's occult underpinnings, including the highly ritualized traditions of alchemy. She found herself drawn to the study of alchemical philosophy, learning the basic skills but never allowing its heady promises to distract her from her path of physical and spiritual development.





Agatha was still a new celebrant when Rudolph van Richten came to Paridon in the year 730 in the wake of Bloody Jack's twelfth rampage, the year the Paridon Newbill had dubbed Jack "the vampire killer." Jack had long since gone to ground, however, and van Richten soon turned his attention to the Lamenting Rake, a creature he first took to be a ghost. When an encounter with the Rake revealed it to be one of the ancient dead, van Richten retreated to the Temple of Divine Form for divine healing. While recuperating, he met the young Agatha, who was able to supply him with several flasks of alchemist's fire. The two struck up a casual friendship, admiring each other's intellectual curiosity, and maintained sporadic correspondence (made difficult by the Misty Border) through the decades that followed.

Although Agatha heartily approved of the first few guides Dr. van Richten wrote, she never quite forgave him for publishing the *Guide to the Created* in the year 739. She believes that this book revealed too many of the secrets behind the creation of dread golem, and is convinced that its publication released as many constructs into the world as it helped destroy.

When not writing her occasional letters to van Richten, Agatha continued her devout if unspectacular career as a celebrant, steady improving herself through the philosophy's teachings.

Current Sketch

Agatha Clairmont has risen to become one of the leading celebrants among the clergy, holding significant influence over the Temple's daily activities. She remains dedicated to the philosophy's traditions of awakening humanity to its own possibilities through education and charitable aid. Strangely for one of her calling, however Agatha often appears to be a marked pessimist in matters of human behavior. This is not quite true; she simply believes that humans are capable of achieving any goal they desire, but that many humans have not yet enlightened themselves enough to eliminate their negative desires.

Agatha also often seems overly mannered. Although she is quite articulate, her well-chosen words often sound more like she is reciting from a prepared speech than speaking from her heart. Agatha had a bad stammer as a youth, and her present affectation is a result of overcompensation for that shortcoming.

Combat

Agatha is a formidable opponent, whether defending herself in a sparring match or on the foggy streets of Paridon. She uses her clerical spells to complement her unarmed fighting techniques, and can quickly incapacitate most foes with her bare hands. She rarely carries her quarterstaff, typically using it only in training matches. Her offensive techniques are far less effective against unnatural creatures that cannot be stunned or that scoff at non-magical attacks, however. Agatha quickly retreats against such foes.

Agatha rarely kills, preferring to incapacitate attackers with subdual damage and hand them over to the proper authorities. In the case of wayward humans, these authorities are the city watch; in the case of subhuman creatures, this has often been the Temple of Divine Form. Since Bloody Jack's recent murder spree, however, Agatha may be less accommodating.

Home

Agatha lives at the Temple of Divine Form's women's dormitory with many of the other celebrants. Her quarters are small but comfortably





furnished; the Divinity of Mankind advocates temperance rather than austerity. The Temple is a grandiose stone structure surrounded by a complex of supporting buildings. In addition to the celebrant dormitories, the temple complex houses lecture halls for lodge meetings and educational seminars, a gymnasium, private counseling rooms, and a hostel for the indigent. No humans are turned away, but within the past decade, the celebrants have taken to locking their doors at night.

Dread Possibility

When Bloody Jack returned in the year 742, the people of Paridon learned for the first time of the doppelganger clans that infest their city. This discovery was particularly unsettling to the celebrants of the Divinity of Mankind, who were torn over the issue of how to treat these creatures. While the majority espoused that doppelgangers were debased parasites that mocked the human form, a few celebrants chose to see them as pitiful beings lost in a stumbling, unnatural attempt to obtain human perfection.

Over the next thirteen years, these latter few secretly worked toward their goal of advancing the doppelganger race to humanity's level. Delving deeply into alchemical philosophy, the cabal sought to develop new formulas that would permanently trap a shapeshifting creature in human form. Once physical purity was obtained, they hoped, spiritual purity could follow.

Most of the cabal's members were found dead, their bodies badly broken, in the days following Bloody Jack's latest rampage late last year. From the remaining evidence, it appears that the cabal had attempted to capture "Jack" and seal it in its current form. They were killed for their efforts, though whether they fell victim to simple errors or were doomed from the start remains a mystery.

While never deeply involved in the activities of this cabal, Agatha Clairmont always knew of and quietly endorsed them. In the months since Bloody Jack's murder spree, more celebrants have died, often as the apparent victims of suspicious accidents. Paridon's doppelgangers have learned of the cabal's scheme and, seeing it as a dire threat, have chosen to wipe out the cabal's supporters. Agatha suspects that it is merely a matter of time before some "accident" comes for her.

Coret Johann Severin

Male human Exp8: CR 6; Medium-size humanoid (human) (5 ft., 4 in. tall); HD 8d6+8; hp 36; Init -2 (Dex); Spd 30 ft.; AC 12 (-2 Dex, +2 natural, +2 deflection); Atk +7/+2 melee (1d6+1, quarterstaff); ALLG; SV Fort +3, Ref +0, Will +9; Str 11, Dex 7, Con 12, Int 15, Wis 17, Cha 16.

Skills and Feats: Appraise +12, Bluff +15 Diplomacy +17 Gather Information +17 Heal +15, Knowledge (arcana) +11, Knowledge (local) +12, Knowledge (nobility and royalty) +12, Knowledge (religion) +12, Profession (treasurer) +13, Sense Motive +15; Skill Focus (Diplomacy, Gather Information, Heal, Sense Motive); OR 1 (scarring).

Languages: Balok*, Mordentish, Vaasi.

Signature Possessions: +1 defending quarterstaff, potion of tongues, potions of cure light wounds (3), amulet of natural armor +2, circlet of persuasion, eyes of minute seeing (as goggles), ring of protection +2.

Johann Severin has an affable and benign manner that enables him to move with equal ease within the sanctuary of the Great Cathedral or the back alleys of Levkarest's slums. (His title, *coret*, indicates his position in an established temple of Ezra.) He is a Borcan in his late fifties, short of stature but confident in bearing. His right leg has been plagued with gout since it was injured long ago, and he now walks with a severe limp. His features might have had an open handsomeness once, but age and hardship have taken their toll. The upper right quarter of his face is badly scarred, and when going about in public he typically conceals it with a partial mask of dark wood, inlaid with mother-of-pearl. When attending to his duties as a Church treasurer, Johann wears the traditional green and white vestments of Ezra's clergy. His graying, wavy chestnut hair is pulled back tastefully beneath a skullcap. When he wishes to move among the masses in anonymity, Johann dons the simple garb of a Borcan peasant. Regardless of his current task, Johann's constant companions are his raven pet, Vidos, and his worn quarterstaff, carved with flower buds and twining ivy.

Background

Johann Severin was born and raised in eastern Borca, in the shadow of Mount Gries. He knew from an early age that his desire to help his fellow man would lead him inevitably to a life in the Church of Ezra. He settled in Levkarest while still a youth, and following his ordination he served for many years in the merciful orders of the Church,



where he applied himself to medicine and spiritual guidance rather than divine magic and militancy. He found peace in providing healing and counsel to his charges, and discovered an aptitude for winning others' confidence with compassion. In but a few years, scarcely a facet of Borcan society remained — legitimate or underworld, mundane or occult — in which Johann did not have at least one trusted informant or ally. Indeed, by the time Johann was thirty years old, his eyes and ears extended into the surrounding domains and beyond.

Johann first met Dr. van Richten over twenty years ago, when the anchorite stumbled into the twilight pursuit of a vampire on the streets of Levkarest. The undead creature injured Johann severely, crippling and scarring him for life. Had van Richten and his companions arrived on the scene a moment later, Johann would likely not have survived that momentous night. As van Richten attended to the anchorite's wounds, the grateful Johann pledged to serve the doctor in any way he could. Van Richten soon discovered that the humble anchorite was a man of astonishing acquaintances. Months later, in the first of many meetings, Johann introduced van Richten to the

dwarven monster hunter Torenor, who accompanied the doctor on his doomed mission to destroy the Hazlani lich Moonbane. Following that fateful meeting, Johann and van Richten grew to admire one another and Johann began calling upon his numerous allies to aid van Richten and other hunters in their cause.

Current Sketch

Johann has become an official of modest status in the treasury of the Home Faith, a position he has taken to quite well. While he tends to his duties faithfully and seriously, he still has something of a secret life in the taverns and alleys of Levkarest. Nightly he can be found moving through the streets, making contact with saints and sinners alike and tirelessly ministering to the sick and the weak. Although his superiors know that he works among the downtrodden, they do not suspect the extent of Johann's dealings with all manner of shady characters, many of whom are unsympathetic or outright antagonistic to the Church. Some of Johann's more unscrupulous peers have begun to whisper about the anchorite's numerous unsavory "friends." It remains to be seen how long Johann can continue his cosmopolitan dealings under the scrutiny of the Church.

Through a combination of genuine compassion, social guile, and sheer happenstance, Johann has managed to win the confidence of a staggering variety of folk. On any given night, Johann may shake hands with mercenaries, streetwalkers, merchants, criminals, urchins, prophets, and wizards. He has contacts among numerous non-evil groups and secret societies, such as the Cult of the Morninglord, the Stygians, the witches of Hala, and even the Vistani. He has a special fondness, however, for those who hunt the creatures of the night, and has particularly strong ties to the Circle and the Order of the Guardian.

Johann is a remarkable persona, a rare soul of boundless warmth, tact, and humility. He is extremely deferential towards the needs of others, especially hereditary nobles and the desperately poor, and he never complains about his own hardships. He is well spoken and polite almost to a fault, and meticulous in his duties and his friendships. Rarely does he miss an opportunity to provide a spare copper, words of encouragement, or a reassuring handshake or embrace. He is assertive but not overbearing, perpetually and gently proselytizing to strangers about the grace of Ezra.



Combat

Johann can defend himself adequately if cornered, but he is more comfortable with bookkeeping and skullduggery than with warfare. When attending to his duties as treasurer, Johann is normally accompanied by two Church guards (Clr1/War2). They protect not only his person, but also the significant quantities of gold that he must sometimes carry. If he is personally attacked, Johann relies on these bodyguards to defend him, though if at all possible he attempts to use diplomacy to

defuse the situation. Though he has not served in a Church hospice in many years, Johann still has the instincts of a healer, and he always assists the wounded if he is able.

Home

Johann can usually be found in Levkarest, by day in vaults or clerk's offices of the Great Cathedral and by night in the alleys and back rooms of the slums. He only rarely leaves the streets of his favored city, but occasionally he journeys to a distant domain when an ally calls upon his aid.

Dread Possibility

Johann Severin seems to be a man of few flaws. His allies justifiably believe that his compassion and trustworthiness are beyond reproach. Nonetheless, there is a gnawing weakness that casts a shadow over the anchorite's soul. Though Johann does indeed glean pleasure from ministering to others, he has denied himself for so long that a profound loneliness has begun to catch up with him. That loneliness recently broke into an upwelling of terrible lust when he first laid eyes on one of the Home Faith's most generous and treacherous benefactors, the Black Widow Ivana Boritsi.

Johann was immediately thunderstruck by the dark mistress of Borca. Though she offered the anchorite nothing more than a passing glance and a wry smile at a formal Church function, her bewitching beauty has haunted Johann. At night he dreams of lying in her alabaster arms, a longing that shames him horribly, which in turn only causes his vexation to grow. Though Johann recognizes, as most Borcans do, that the Black Widow is at heart a wicked woman, this has only made her love all the more forbidden and his yearning for it all the more distracting. In perhaps the most alarming signal of Johann's obsession, the anchorite has begun to schedule his duties so that he can catch glimpses of Ivana when she visits Levkarest. It can only be a matter of time before Johann approaches Ivana directly and vainly attempts to burrow his way into her poisoned heart.

For her part, the Black Widow does not yet know of Johann's identity, nor how deeply he lusts for her, let alone how influential a figure he truly is. She has noticed that a peculiar lame, deformed anchorite watches her from a distance whenever she goes about in Levkarest. For now, she regards this mysterious figure with the idle curiosity of a well-fed, lazy cat. Should Ivana ever develop an interest in learning about her admirer, she would likely be able to claim Johann's will with a mere whisper of promised delights. The very possibility of a keystone soul such as Johann Severin falling into the clutches — and possible control — of the Black Widow of Borca is enough to make one shudder with fear for the champions of good.

Jameld of Froth

Male elf Rng14: CR 14; Medium-size humanoid (elf) (5 ft., 1 in. tall); HD 14d10; hp 53; Init +3 (Dex); Spd 30 ft.; AC 23 (+3 Dex, +6 armor, +2 deflection); Atk +17/+12/+7 melee (1d8+3, +1 *longsword of speed*), or +19/+14/+9 ranged (1d8, +2 *undead bane longbow*); SA favored enemy (undead) +3, favored enemy (humans) +2, favored enemy (animals) +1; SQ elf traits; AL NG; SV Fort +9, Ref +7, Will +6; Str 14, Dex 17, Con 10, Int 16, Wis 14, Cha 7.

Skills and Feats: Animal Empathy +10, Climb +10, Craft (poisonmaking) +5, Craft (trapmaking) +5, Gather Information +4, Hide +13, Knowledge (construct lore) +5, Knowledge (local) +6, Knowl-

edge (monstrous humanoid lore) +5, Knowledge (nature) +11, Knowledge (shapechanger lore) +5, Knowledge (undead lore) +7, Listen +10, Move Silently +13, Search +10, Spot +10, Wilderness Lore +17; Alertness, Courage, Jaded, Track. OR 3 (racial).

Languages: Sithican*, Balok, Gnome, Mordentish, Vaasi.

Ranger Spells per Day: 2/1/1. Base DC = 12 + spell level.





Signature Possessions: +1 longsword of speed, +2 undead bane longbow, +1 arrows (x30), +2 arrows (x10), boots of elvenkind, cloak of elvenkind, +1 elven chain, ring of protection +2, potion of cure moderate wounds (x3), potion of gaseous form.

Jameld has an unusually rugged appearance for an elf, thanks largely to the numerous small scars scattered across his flesh. His silvery hair falls messily to his shoulders. His skin is sallow, giving him a slightly unhealthy appearance, which is exacerbated by his deep and slightly raspy speech, the result of an old infection that settled into his throat and chest and permanently damaged his voice. His clothing is plain and functional, always in drab, neutral tones or grayish greens that blend into the Sithican forests.

Jameld has seen 242 years come and go. (Like many elves, Jameld's memories stretch far back into the "false history" of his homeland.) Many of those years have been fraught with perilous battles and tragic losses. This has left him with little patience for frivolity; he makes his elven countrymen seem positively jovial by comparison. He only deigns to speak with those who first earn his respect, and even they will be subjected to his acerbic harangues, which are delivered with an eloquence that belies his rough appearance. Despite his seeming cruelty, Jameld feels a deep responsibility for the lives of others, and will never hesitate to risk his own to save another.

Background

Jameld was born in the Sithican town of Hroth. From a young age he trained to be a part of the ranger house, as his father and grandfather had done before him. As his father mentored him in the skills necessary to scout the Sithican forests, he also instilled in Jameld a commitment to protecting the lives and property of his people.

Jameld was fully inducted into the ranks of the rangers upon reaching a century of age, and began joining his father and other rangers on wilderness patrols. The first three patrols were uneventful, serving only to heighten Jameld's anticipation of a genuine encounter. He would barely escape the fourth patrol with his life.

Led by Jameld's father, the rangers were scouting the woods southeast of Hroth when they came across a fresh set of tracks leading deeper into the forest. Concerned that a lost elf might be wandering among the trees, they followed the trail. The tracks led deeper and deeper into the woods, into

lands that even the well-traveled rangers found unfamiliar. Eventually, the tracks led to the entrance of an ancient earthen barrow; the large stone slab that once served to seal it now lay in shattered pieces on the ground. The rangers were just beginning to recognize the significance of their find when the tomb's inhabitant attacked.

The ancient struck at them with blows far more forceful than its slight frame should have allowed, and it moved with such speed that its tattered funereal robes flared behind it like wings. It casually shoved Jameld aside as it closed on his father; Jameld hit the ground roughly, a terrible coldness settling into his chest where the creature had touched him. Jameld lay dazed with pain and fear until his father's death cry roused him.

The other rangers fell into retreat, scattering into the woods, and Jameld followed their example, fleeing in panic. He ran with no real sense of where he was headed, spurred on by the screams unleashed by his fellow rangers as the ancient tracked them down and slew them. Eventually, the screams stopped coming, but Jameld continued his panicked flight. It was over an hour before his wits returned and he was able to find his way to Har-Thelen.

Jameld told the townspeople of his experience, and a band of warriors and mages was gathered to destroy the creature. Jameld was able to lead them back to the barrow, but there was no sign of the ancient, nor of the bodies of the slain rangers.

In the aftermath of the attack, Jameld was consumed by fever, brought on by the monster's blow, and was equally consumed by shame and anger over his failure to prevent his father's death. The illness passed, thanks to the elven healers, but forever left him scarred and weakened. His anger could not pass, and instead drove Jameld to become the greatest hunter of monsters Sithicus has yet seen. He has not yet been able to find a trace of the creature that took his father's life, but many other unclean beasts have met their end at his hands.

Jameld first met Rudolph van Richten in the year 724, when the good doctor first visited Sithicus to investigate the Bog Monster of Hroth, a mummified minotaur. In the years that followed, Jameld accompanied van Richten on several hunts in and around Sithicus, most notably in 727 during their extended campaign to shatter the Seekers of the Seven Scarabs, a widespread cult that worshipped and was led by the ancient dead.



Combat

Jameld prefers to strike from ambush whenever possible, using his magic longbow to attack from range, then vanishing back into the undergrowth. He engages in melee only when all other options have been exhausted. He does not concern himself with honor or fairness; he will take ruthless advantage of any opportunity that presents itself, though he would never put an innocent at risk.

Favored Enemies (Ex): Gains +3 bonus (against undead) or +2 bonus (against humans) or +1 bonus (against animals) to Bluff, Listen, Sense Motive, Spot and Wilderness Lore checks, as well as to weapon damage rolls (against humans and animals only). These bonuses are not included above.



Current Sketch

Jameld continues to act as one of the staunchest protectors of Sithicus. He leads a secluded life in Hroth, emerging only when he feels his aid is needed. He is considering the feasibility of making a move against Azrael; he hates the would-be king deeply, and would like to form an organized resistance against him. Unfortunately, despite his many heroic accomplishments, he lacks the leadership qualities needed to rally the elves behind him. In addition to his own antisocial tendencies, like most Sithicans Jameld is disdainful of humans, treating them as if they had an Outcast Rating of 3.

He continues to look for signs of the ancient that killed his father, but with centuries having passed he has lost most of his hope. From the robes it wore, he can tell it was once a wealthy Sithican noble, but he knows nothing else; he cannot even be certain of its gender, though it struck him as feminine. If he does ever manage to hunt down and destroy the creature, he may well decide to end his long career as a hunter. Otherwise, he will likely continue until his death.

Dread Possibility

The Seekers of the Seven Scarabs never completed their ultimate goal, the collection of seven powerfully accursed artifacts known in legend as the *Seven Scarabs of Sakkaramon*. These funereal talismans, each marked with the symbol of a scarab, were said to have originated in ancient Har' Akir but had since been scattered to the far ends of the world. Each scarab granted magical powers, but also trapped its owner's soul and used a powerful curse to compel its owner to seek out the remaining scarabs — even after death. The cult's leaders were three ancient dead, former humans utterly enslaved by the scarabs' magic. Each of these ancients possessed one of the scarabs and the powers it granted; their leader could make his body flow like sand through the smallest crack, but water dissolved his desiccated flesh like waves against a dune. Together, these undead compulsively sought the missing four scarabs.

Van Richten and his companions destroyed the cult's leaders and thoroughly broke its power nearly three decades ago, but they never learned what would happen if the scarabs were reunited; not even the cult leaders themselves knew. Today, the scarabs are once again scattered to the winds, but the sons and daughters of the original cult members have grown to adulthood. If this new generation decides to seek out the scarabs' power or avenge their parents, Jameld may yet encounter the Seekers again.



RIGHTEOUSNESS TAKES UP ARMS

VOLUME I

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WW15010 \$24.95 U.S.

