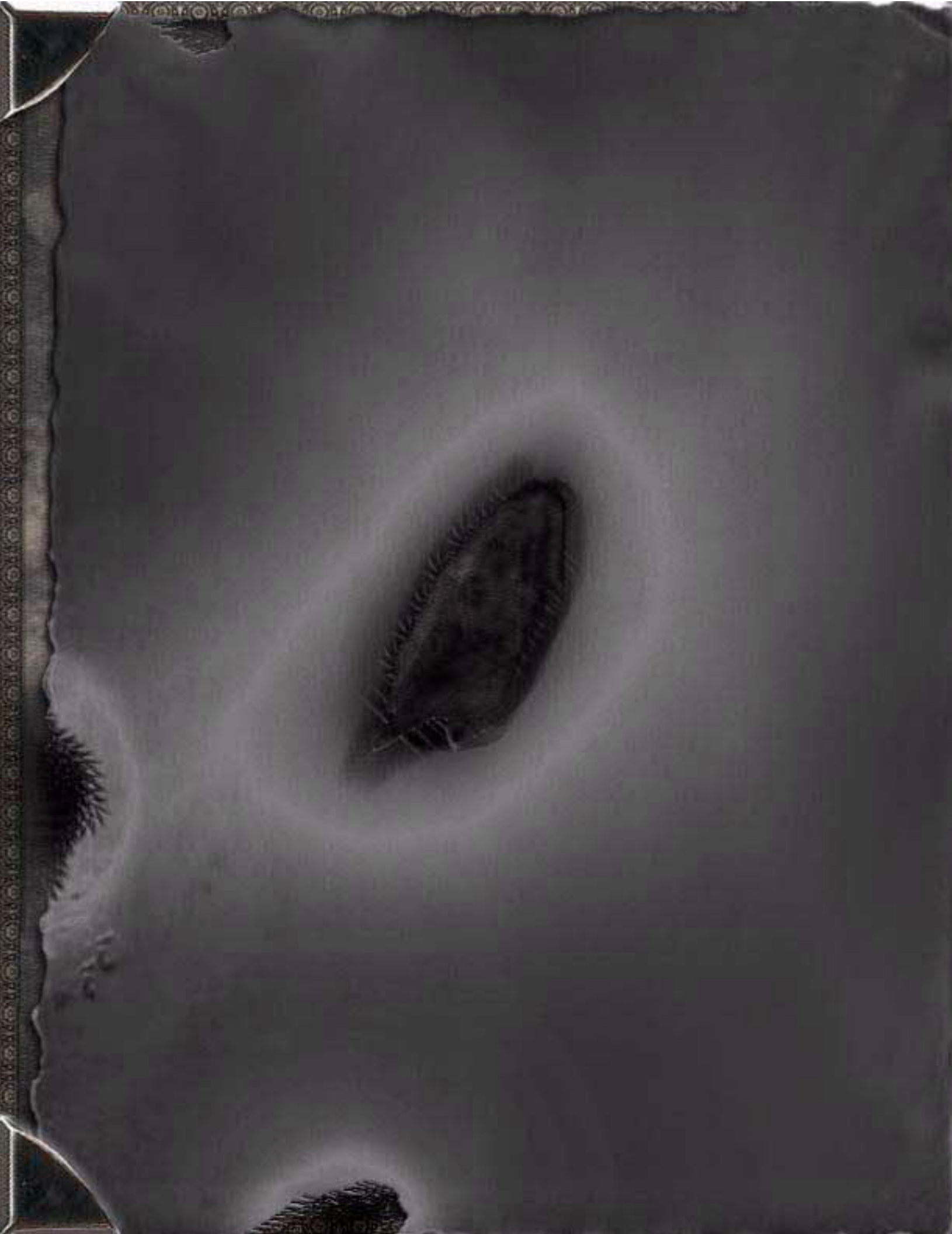


# Quoth the Raven



Issue 12





# Quoth the Raven



Trick or Treat!

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Quoth the Raven





# Races of the Mists

## Part I - The Dwarfed

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### Introduction

I greet you once again, Esteemed Brothers. As I write these words, compiled from my copious sheaves of notes, I sit in a horrid tavern far away from my luxurious home in Ste. Ronges. Instead of being there, I am forced to scratch out this volume in Karg, the Darkonese city of notorious reputation.

At first I was pleased that my last substantial report, the one on creatures of terror, was so well received by my superiors that they would consider me for future reassignment. Had I but known that I would immediately be sent out again into the field I might have been more hesitant in finishing that work. Thankfully, my current assignment -while large in scope- is far less dangerous.

It was a simple mission, as you all must already know, I was to travel the land and find out all there is to learn of the sub-human races that walk the Core. Very thankfully, this mandate did not include the overly dangerous, malicious or supernatural races. Instead, I was to research and report back on the so-called demihumans or humanoids that

populate all corners of our world. These include such as the short dwarven people of Darkon or the fair elves that fill the woods of Sithicus. My purpose was clear: I had to separate the folktales and legends from the truths and find out what these people knew of the Land of the Mists; what part, if any, these creatures could serve in our eventual goals was the unspoken side of this assignment.

I began my trek heading north into Pont-a-Museau before arcing west into Mordent. I decided to avoid Falkovnia this trip as I assumed what few sub-human races were present would be hidden or enslaved, it would be far more trouble than it was worth to discover them. From there I journeyed north, hugging the coast and passing through every major city I could along while still seeing much of the countryside. By far the longest stretch of the journey to date was the tedious overland trip across Darkon bypassing bleak Necropolis.

During this journey (which is but a third complete before I am home once again) I have already encountered many of the races I wished to study. Halfling folk in Mordent and gnomes nestled in cold Lamordia. Some



## Quoth the Raven

of these encounters were solitary travelers I chanced upon and others were whole secluded communities. Despite these many encounters, I have chosen to focus the first of these many volumes on the race known as *Dwarves*. I selected the dwarves not because they were the most interesting or because they were the most common -they are actually neither- but because they are simply the easiest to locate. I have already more notes on dwarves than any other of the races (barring the much more elusive fey) and passed through several dwarven neighbourhoods. I have even passed through two dwarven towns! In fact I even encountered a dwarf in Ste. Ronges at the very start of my journey, although I almost did not recognise him as such. But more on that later.

## Folklore

To establish who and what dwarves and the other sub-humans are early on in my travels I decided to talk to the local people I encountered. I discovered a vast wealth of information and stories on these folk, much of which I eventually discovered to be pure fantasy. I have elected to include these wild tales and flights of imagination as a baseline for what people believe. To separate what is fact from fiction I must at least establish some example of the latter.

The most common misconception I encountered was that dwarves were a magical fey race similar to the elves, save they are bound to the spirit of the land instead of the spirit of nature. Much of these tales overlapped with gnomish legends, which I will describe in detail when I come to that race. In general, it is assumed dwarves are stony beings composed of the earth, which spring into being. They are a sexless race of creatures borne of the soil instead of mothers. These elemental spirits live underground and only come out at night for the light of the sun removes their magic rendering them solid stone. These fae dwarves live away from the sun in holes in the ground or even hollowed trees.

Even the less mythical stories tend to lean towards the fantastic and unbelievable. I have heard many tales of dwarven cities that are hollowed mountains, massive strongholds filled with dwarves and that all live underground in such massive metropolises. Vaults as large as entire blocks filled to the brim with precious gold and jewels. These subterranean towns are located in the middle of massive mines stretching out into the deepest depths of the Core.

These same tales speak of the dwarves as miners and crafters beyond human reckoning that manufacture jewelry and weapons of remarkable beauty. The craftsmanship of dwarves is a common theme, it is believed that all dwarves are master metal smiths who work with mysterious alloys that shimmer like silver but are stronger than steel. Or the tales talk of weapons that are as lethal as they are pleasing to the eye, swords wrought from gold and adorned with gems fit for the richest of nobility. These items are thought to be so skillfully wrought that all are inherently magical and enchanted.

Dwarves are often referenced interchangeably with trolls and other ugly misshapen humanoids, all of whom are believed to be turned to stone by the light of the sun. Other related legends call dwarves "black elves", a possibly confusing of two or three legends. And still others tie dwarves into legends of brags and other varieties of shadow fey. Of course, as we know from the book published by those Mordentish twins, brags are something else entirely. But there is too much similarity between the legends of dwarves fearing sun and these dark fey to be dismissed out of hand...

Lastly, there are those of another opinion: those people who do not believe in dwarves at all. They believe dwarves to be calibans unfortunately lacking in height or simply humans of small stature. This belief is compounded by the disease dwarfism and these midget humans are thought to be the basis for the legend of dwarves. This is a common belief amongst the more 'civilized and cultured' lands of the west that reject superstition and the belief in magic.



Among some of the more learned and philosophical scholars I encountered during my period of research in Pont-a-Lucine there is the currently favored theory of adaptation. This states that humans adapt to their environment and living conditions becoming aptly suited to them. These scholars explain the existence of dwarves as people who were born and bred to be miners; their short stature and remarkable eyesight are simply adaptations for life underground. The scholars continue that since all humans are adapted to specific environments it would be cruel to deprive them of their place in the world, it would be like removing a fish from a lake. Thus, they use the theory to justify their treatment of the lower classes. Personally, I have never felt the need to justify my treatment of my inferiors.

## The Truth

As I have encountered them dwarves are simply not human nor were they every, although they are similar enough in appearance to pass as one given the right situation. Neither are they earthly elemental spirits composed of rock and soil; they are quite flesh and blood. There is also little that is truly fantastic about dwarves, they are remarkably un-magical. If anything, the dwarves I have encountered have seemed plain and common, almost unremarkable.

To emphasize this I will now related my accidental encounter with a dwarf in Ste. Ronges. I had stopped to purchase supplies for my journey and while the supplier was gathering my equipment I paused for a drink at a nearby tavern. Normally I shy away from such working class establishments, they are far too full of the lesser class for my tastes, but at this time my thirst outweighed my sense of respectability.

Seated at the bar I was joined by a short, dirty man covered in soot and grime. He was obviously a miner bearing the rough clothes and scent of coal. He was balding, partly from age and partly from the roof of mines scraping at his scalp and rubbing away his hair. His clothes were thick and heavy,

designed to withstand much friction and grating against stones. Patches adorned his heavy tunic and breeches holding together the aging cloth. He was also bearded, a rough, scraggily and equally grimy mass of tangled facial hair hanging from his chin and dangling down just below where his neck met his torso. It took me a moment to realize I was sitting beside the very creature I had been sent out to find, and what is more I had completely overlooked him.

This is the nature of dwarves. They are hard working laborers that blend invisibly into the work force across all lands. They take no special pains to avoid being noticed but also draw no special attention. By their very nature in the lower classes they are ignored.

## Society

The legends discussed above often touch upon the truth and yet still miss the core nature of dwarves. It is quite true that they are often miners who spend most of their time under the ground, and it is equally true that they are craftsmen of great skill. However, the truth is far less romantic than the stories. More often than not, the dwarves toil in iron or coalmines in the Western lands providing the fuel for fires and furnaces or ore for the smiths. They live in our cities performing physical tasks without complaint or selfish desire. They could teach the human workers a thing or two about loyalty and work ethic if you ask me.

In other lands they still work in mines, digging for various metals and stones. Dwarves sometimes are known to tap veins of precious metals such as gold and silver but they usually do this on the behest of human employers, such metals are considered impractical to the dwarves. The vast majority of the time dwarves hunt iron and the like, mostly for the crafting of tools or other metallic goods. Alternatively, they work in quarries pulling out stone for building materials or craftsmen to use.

### The Silent Obsession

Dwarves say they do not mine gold and silver. They repeat their doctrine that it has no use and is too soft to have a purpose. They never admit the feelings they have when they gaze upon the yellow metal.

Dwarves do not set out to mine gold but often come across veins by accident. They never mine these in an organized fashion, that would require telling others, but instead remove the ore alone. Likewise, they do not use it as decoration because they would rather keep it; hoard it for their own enjoyment.

Dwarves are inherently miserly, they do not spend money if it can be avoided, and sometimes even become involved with their gold to the point of obsession. Speaking of this is avoided and a societal taboo, each dwarf essentially considers it a personal flaw and weakness.

Dwarves, as the legends suggest, are also skilled artisans, although most tend to focus on just one profession or the other. It is rare to encounter a dwarf who is a miner, stonemason and a blacksmith. Likewise, the products of dwarven smiths -while of superior quality- are not quite as remarkable as the stories suggest. For example, I purchased a dagger made by a dwarven weapon-smith in Mayvin. It is possibly the sturdiest dagger I have seen and holds a remarkable edge, but the dagger itself is quite plain and almost unremarkable in appearance.

Dwarves view the quality and beauty of an item not in its aesthetic attributes but in its performance and usefulness. The fanciful golden swords and shimmering gem-covered axes are a myth and precious stones, while pretty, serve no useful purpose other than making the weapon more difficult to balance. Dwarven folk are above all else practical and functional.

There is also nothing inherently magical or special about dwarven goods, for the most part their superior quality reflects nothing more than the experience and dedication of their forger. In fact, I have seen equally superior goods produced by humans. The Vistani if the Kamii tribe are more than a peer of dwarven skill. They are superior to the hastily and crudely made weapons of most craftsmen, but are sadly mundane and un-enchanted. However, as quality is a necessity for magical goods dwarven products accept magic readily.

### Dwarven Crafting

The skill of dwarves is due to their innate racial talents, their long life and their dedication to a task. There is nothing inherently magical in dwarven goods, neither are they all necessarily masterwork items. Dwarves simply refuse to create sub-par goods.

However, through slow work and natural talent some dwarves may exceed their skill and create items of superb quality, surpassing even that of masterwork items.

Dwarves can also sometimes create magical items despite not being spellcasters! This a rare phenomenon born of obsession and found in only the greatest of dwarven artisans. It is a rare event and the stuff of legends, but it has happened rarely and the items created in recent memory have all been twisted and corrupt.

For more information see the gaming rules section.

### Lifestyle

Debunking more myths, dwarves do not live in massive mine complexes in dead volcanoes or the like. Oddly, most dwarves I have encountered do not even live under the ground. Instead, they make their homes in small cottages and houses built a suitable distance away from their workplace. For some whose workplace is inhospitable, such as a mine or quarry, must located their cottage a short trip away. It would be impractical to build atop a mountain or



gorge. Others who work as artisans, such as blacksmiths, usually have a smaller side building that serves as a workshop. Occasionally dwarves make a journey to town to sell their goods or ore, so most cottages tend to be located within walking distance of some human settlement. For the most part, dwarves are self sufficient and more than happy to keep to themselves.

Contrary to the myths dwarves seldom dig deep into the earth, their mines seldom run deeper than a human's does. Dwarves are simply able to pull more ore from a mine than most men can and are more apt at branching off passages while preventing cave-ins. When I interviewed a miner in Lamordia I asked about this and he replied: "if you dig deep enough, all shafts go to the same place." This seemed very much like a riddle and mystery, something almost undwarven, so I probed further. All I received were some references to "whispers in the dark". I would have pushed for more answers but I could tell the subject was not one the folk wished to discuss, nor did it seem entirely relevant to dwarfkind so I moved on.

Dwarves keep to themselves in these small out-of-the-way homes nestled near the foot of mountains or in hard to reach valleys. They typically have large gardens around their homes and hunt to supplement their diet. Few dwarves raise animals beyond a small number of chickens in a coop raised for eggs or the occasional pet.

These cottages tend to house small numbers of dwarves who work together equally sharing the workload and alternating at jobs. Cottages typically house three of four workers but some can hold as many as a dozen dwarves who have united in a common task. Typically, dwarves that live together in these communes share some form of relation, most often they are brothers by blood or marriage.

The architecture of dwarven homes differs little from that of humans. Walls tend to be made of stone or large, uneven bricks and roofed with wood. Thatched roofs are equally common.

## The Whispering Dark

There is an ancient dwarven proverb: all tunnels lead to the same place, they all go down.

Dwarves seldom speak of what is found in the deepest of tunnels, even in the brightest of days or by the warmest of hearths. Tales of long buried evils forgotten by time, pale mists seeping from the ground, and moving shadows that refuse to be banished by torches. The dwarves know that deep within the earth lies beings of darkness that have forgotten the sun and turned away from light.

In the mines of *Ravenloft* the deepest tunnels have a way of reaching the Mists, or are found by them. These tunnels lead other places such as the tunnels of the Island of Terror Bluetspur or equally dark caverns lacking any pronounceable name.

Sometimes the Mists reach up from the depths and snatch miners, taking them away to places unknowns. Sometimes things find their own way through the same Mists and into the mines. Over the years the dwarves have learned to combat these nameless horrors, but they never cease fearing them.

In areas where large quarries or quantities of loose stone are unavailable, then the dwarves construct large log structures. These houses tend to be slightly smaller than normal with lower roofs and doorways, but hardly tiny. They are quite large with high ceiling for dwarves but feel a tad cramped for humans. Thankfully, the ceilings are tall enough that we humans do not need to stoop down.

The largest difference between human structures is the quality of the building and layout of rooms.

## Quoth the Raven

Most homes tend to have a limited number of rooms. This is possibly a hold-over from when dwarves lived primarily in caves although I cannot be sure. Some have only a single large common room, a single massive hall or chamber, while others are separated into dining and sleeping quarters. Dwarves tend to sleep communally, sharing a single bedroom with all their kin. Sometimes dwarves even share a single large bed although sexes are still segregated. Privacy is very much at a premium in dwarven communities although most inns have separate rooms for the convenience of human patrons.

I once theorized that this lack of personal space contributed to the private inner nature of dwarves, their minds and emotions being the only things they could keep to themselves. I eventually abandoned this theory, not because it was proven wrong but because I could find no way to accurately test it.

There are exceptions to this of course, most occur in Darkon where there are two large and substantial dwarven communities. The first of these is Corvia where the dwarves long ago made use of the naturally occurring stone pillars as places to carve homes, and the second of these is Tempe Falls where the dwarves have dug homes into the sides of the cliff-face.

Corvia, despite the permanence of the settlement, is primarily viewed as a trading post by dwarves. The population is in constant flux as dwarves move into town for a number of years to train and work with the smiths there or to sell the goods they have crafted over the past several years before returning to the Balinok mountains or their homes along Mounts Nirka or Nyid.

With the population in constant flux an actual census often proves impossible with the King's bookkeepers often registering all dwarves in the region as living within the city limits or simply writing out large, fanciful numbers of residents. With traders and travelers arriving at different times over the course of the seasons, the population can dwindle to a few hundred or shoot upward to several thousand. Thankfully, any given time

there is a large number of dwarves arriving or departing and filling each other's roles in the community, so there is always a smithy when you need one. There is a joke amongst dwarves that only humans actually live in Corvia, everyone else just visits.

Tempe Falls is a much more permanent home for dwarves; it is not considered the centre of dwarven culture by accident. Its location nearby several mines and as the most defensible location is not accidental. Likewise, it is positioned for a steady stream of river traffic and ore from the mountains to the south. It is almost perfectly situated as a trading hub. Of course, its population does vary wildly dependant on the season; there is a far more stable majority here though, a core group that no longer moves.

Despite this most dwarves view Tempe Falls as a place to raise one's family, the dwarves working at the nearby mines do so because their wives and young children live in town. Tempe Falls thus has the almost sinister reputation of being the locale where dwarves go to so they may retire from real work and raise the next generation. Amongst the dwarven population here there is typically only the very young and the ageing with all the youthful dwarves seeking their lives elsewhere in places less crowded.

There are no more populated dwarven settlements but my research pointed to several small, abandoned communities and forts scattered throughout southern Darkon and the Balinok mountains. These ancient ruins are flowing with the traditional iconography and weatherworn runes. Due to insurmountable terrain and natural obstacles I was unable to examine these ruins closely or for long but nearby human settlements universally applied human origins to them in addition to rumours of terrible curses, horrible beasts and general hauntings. I do admit to being curious at what else could be discovered in these aged structures but am hesitant to explore them alone.

The diet of dwarves seems very similar to that of humans. I was interested in that they had no unique dietary restrictions, even religiously there seems to be little variation. Dwarves are simple cooks who seem little



interested in the culinary arts. I suffered through many unspiced and terribly bland concoctions during my travel north. The only decent dwarven meal I encountered was in Corvia, and I assumed this was for the convenience of human traders.

Most dwarves raise few livestock other than bees or poultry. They enjoy the meat of larger animals but can seldom be bothered to raise them. The larger cities do have larger livestock pens full of cattle but the most dwarven villages or cottages can be bothered with is the occasional swine. These cities and towns also have larger farming and grazing lands nearby while smaller, independent cottages always have extensive gardens.

Few dwarves eat any manner of seafood, even those that live by rivers seldom fish except as a last resort. No dwarf I have encountered has ever been a sailor or professional fisherman. Dwarves do not like the water, they are poor swimmers and fear it.

Despite their fondness for ales and beers dwarves seldom grow their own hops or oats. This would limit the land space needed for essential vegetables, so instead dwarves drink a beverage made from fermented honey. I have tried this mead and find it ranges from sweet and ghastly to quite pleasant; thus, almost all dwarven homes have a beehive or two tucked away nearby.

There is little that qualifies as entertainment in dwarven communities, I spent much of my free time bored to tears in all honesty. There is time for work, time for prayer, time for food and time for sleep. Tasks seem to occupy all waking hours. The few rest days or times when the community gathers is spent feasting and drinking while – occasionally- listening to a historical edda or two.

Music and song is rare to the point of being unknown; the only two examples of song I could find were the sad dirges for the dead, sung both for the recently departed and those who came before and, very much in contrast, boisterous drinking songs. I am not certain of if I would qualify the latter as music but the former can be oddly beautiful with the many

deep dwarven voices calling out in sadness together. These dirges, like the eddas and drinking songs, are sung without the aid of instruments. Dwarves can craft musical instruments as easily as they can craft anything, but it seems they do not play them.

Dwarven names are bestowed early upon children soon after they are born. They are not given by the parents but by the local elder, either household elders in small communities or clan elder in larger cities. Names are composed of a word or phrase in the dwarven tongue, usually a descriptor of the child or common family trait. These names do not belong to the individual but the clan, misuse of the name brings dishonour to the clan and the name can be stripped away. The worst punishment for a dwarf is the removal of the name and banishment from the community.

Many dwarves adopt titles as secondary names; these tend to act as descriptions of the dwarf's profession or task at hand. Some use a great deed accomplished or attributed to the family-line as their second name. Other times the entire community bestows these titles upon dwarves.

Thankfully, dwarven names tend towards the short and simple. There are few dwarven names that are more than three syllables. As a result of this few dwarves tolerate contractions or abbreviations of their name. To do so is often considered an offense or insult, as it is misusing the clan's property. The closest they have to a nickname or short form are suffixes that replace the last syllable or two in a name.

The most common of these suffixes are “-lein”, which is used with small children, and “-lune”, which denotes wisdom and age. For example, I encountered a dwarf named Audhild who was the elder in his village. Many in the small settlement respectfully called him Audlune. An example of a less common suffix is “-lan”, which denotes unconditional trust and brotherhood without a blood-tie. Dwarves, being a detached and dower people, seldom form such strong and lasting bonds.

# Quoth the Raven

## Family

There are two things that matter to a dwarf: work and family. While dwarves work hard on their own, they work even harder for their families. The honour of the family and the clan comes before any personal goals and desires superseding individual wants.

Dwarves separate themselves into clans, large extended families arranged by blood. These are not unlike the clans of the Forfarrians to the south and are based around a common lineage and decent. The clans originally acted as a system of checks and balances with members sworn to honour and avenge each other. Thus, acts such as murder and theft were both discouraged and punished. At one point there were dozens of clans, each founded by an ancient and respected ancestor, the clan patriarch. Each clan has its own distinct motto, history and beliefs.

However, over the years the clan system has failed due to generations of intermarriage and the dwindling numbers of dwarven womenfolk. Currently there are three distinct dwarven clans: the *Hreidmar*, the *Fjalaram* and the *Dvalin*. Each of the numerous families has ties to at least one of these three.

The first of the three remaining clans is the Hreidmar clan, founded by an ancient dwarven king who was renowned for his trove of treasure and mighty weapons. The Hreidmar view themselves as akin to royalty, theirs is the burden of leadership. Over the years this clan has produced more barons in Darkon than the other clans combined. They are also the oldest of the surviving clans and claim much of the history. Currently the Hreidmar clan has fallen out of favour in Darkon and Azalin Rex, but the more ambitious members still strive for glory. Or power.

The second surviving clan is the Fjalar clan, the clan of poets, skalds and wordsmiths. Once they were respected as epic storytellers able to recite the ancient eddas that told the dwarven history. I speak not of flowery, romantic poetry but epic stories and war chants to inspire the people. This clan too has fallen from greatness, it is

said their muse has abandoned them and they can no longer produce works of even mediocre quality. Instead, they have accepted a lesser place as miners and craftsmen, throwing themselves into their work with vigor, if not enthusiasm.

The final clan is the Dvalin, the carvers of runes. Long ago they practiced a secret art of magic involving etching runic symbols into rock. I found these legends most fascinating given the current distaste for magic common amongst dwarves. Many of the most ancient structures and tools still bear the runic marks left by clansmen. I theorize this magic was actually a divine gift, which would explain the reverence felt towards the Davlin. They were, for all intended purposes, the chosen of their God. Over the years the art has been as lost and forgotten, replaced by other lesser scripts and talents. they Now, like the Fjalar, the Dvalin primarily concern themselves with the material world and leave the mystical to the Fey. A few Dvalin are unhappy with this situation and strive to regain this forgotten knowledge. Given the intensity of this interest it might be worth investigating, who knows what secrets the Fraternity could unlock with these runic magics.

Dwarves put their clans above all else, they avoid doing anything that would bring disgrace and shame to this extended family. After this, they place their immediate family and then themselves. However, given the solitary nature of most dwarves, their loyalties are seldom put to the test. A dwarf that has spent his entire life in a remote hillside may find it hard to put aside his personal business for his clan.

## Dwarves and Clans

Almost every dwarf belongs to one of the three major clans. Even those far removed from the dwarven communities still identify themselves as clansmen.

There are a few isolated dwarves that claim allegiance and membership to reputedly 'dead' clans; a player can feel free to make up their own clans if they so wish.



A dwarven clan is both a responsibility and asset. Clans often require services of exceptional member and all clansmen are expected to heed the clan's call. However, members of a clan can sometimes call on aid requesting helping hands or even money. However, these are not gifts but debts, to be repaid in full.

Marriage is a rare occurrence for the dwarves, an interesting paradox give their beliefs on loyalty and family. This is not because dwarves do not wish to marry but because there are so few appropriate spouses. Dwarves have always had a low birth rate but over the last few centuries there has been a marked decrease in the number of girl children born; males outnumber them at least four-to-one. There simply are not enough available women to go around, and with no policy of divorce and remarriage after a husband's death discouraged, most dwarf-men spent their whole lives as bachelors. It is a sad fate that most men reluctantly resign themselves to, literarily burying themselves in work.

This shortage has caused much of the recent stress in the dwarven community as young men fight for women and do whatever they can to impress those of the opposite sex. Sometimes these contests and courtships grow violent as tempers flare and rejection stings. This is mirrored by the traditionalist dwarves who view marriage outside of the clan as a shameful or even a threat to its existence, while more desperate others disobey their clan and seek mates elsewhere.

## Government

Most dwarven settlements are simply too small to warrant any official leadership position. A half-dozen artisans in the woods somewhere seldom need to bow to a lord or master. More often than not, the eldest sibling is deemed to be in charge and resolves any disputes that arise; it is assumed that age brings with it wisdom.

The larger communities respect the local authorities, using the same political system as their human neighbors. In Darkon, there are barons just as there are in Martira Bay or the Springs. In both major dwarven

settlements the baron is currently a dwarf, although there have been human barons in the past. Unlike in other placed in the land, in the dwarven settlements the title of baron is passed along clan lines instead of the direct family. Clan lineages are considered hereditary enough for the title to be passed down. For the most part it passes from father to son anyway. The current clans in power are the Fjalar and the Dvalin; the former claims the baron of Tempe Falls as a member and the later the baron of Corvia. This does not sit well with most of the more conservative Hreidmar.

For the most part (at least on the surface) this feudal system works, except of course when the Rex decided to remove a lord for one reason or another. During these transition periods ambitious clan members in all three clans struggle for leadership completing strongly for the position. The rest of the time they are content to compete secretly and quietly, undercutting each other and scheming to advance themselves and their clan.

The clan structure, as mentioned earlier, was deigned to keep order with no clan being able to harm another without fear of justified retribution. However, over the centuries the clans have degenerated into a seething rivalry that continually bubbles under the surface of the larger dwarven settlements. Centuries of dishonours, revenge and payback have left a trail of blood down the familial lines and there is always some un-avenged oversight that can used to justify action. For the most part the dwarves are content to let their disagreements remain in the background engaging in competition in place of warfare. The dwarven dedication to work and doing what must be done first keeps this in check. But occasionally the old rivalries flare up and there are outbreaks of fighting.

## Fashion

Dwarves are remarkably plain and their fashion matches this. They dress in the most simple and functional of clothing favoring a wardrobe that can withstand rigorous activity and work. Leather and canvas tends to be their material of choice with a style

## Quoth the Raven

befitting their nationality. They lean towards earthen colours: browns, blacks, crimsons and dark greys. Bright colours and fragile fabrics such as silks are avoided and ignored as “fanciful and a waste of time”.

There is precious little decoration worn by dwarves. Rings and necklaces are occasional given as gifts and displayed during important occasions, but this is primarily a display of the craftsman’s skill. For the most part these decorations tend to be simple and muted. Large displays of jewelry are considered both tacky and ostentatious.

Dwarves favour simple styles of jewelry, thick gold bands and rings occasionally adored with dwarven runes. Hoops and heavy stud earrings are also worn by female dwarves but almost never by the men. Both sexes favour jewelry that is unlikely to get caught or tangled in anything, especially their hair, and will not impede any physical labour. Long dangling pendants and earrings are rare to the point of being totally unknown.

The little jewelry that is displayed is often family heirlooms and other objects with sentimental attachment. Wedding gifts passed down the family line are examples of this, from heavy iron necklaces to gold bracelets and rings. These are not signs of wealth, but symbols of one’s family ties and respect for ancestors.

One unintentional fashion accessory of dwarves is dust. I have yet to meet a dwarf who was not coated with dirt, grime, dust or mud to some varying degree. Even those not currently working in the mines, such as guards or politicians, seem to gather dust. Homes, while otherwise clean and meticulously organized, are continually dusty, especially those carved into the cliff-face at the Falls. Similarly, cobwebs are also a common decoration in dwarven homes with a few small patches liberally strewn about homes as if they had some aesthetic purpose.

One cannot talk about the fashion of dwarves without discussing their beards. All adult dwarves grow beards; even the folklore is accurate in this regard. The length of one’s beard is a sign of maturity, wisdom and

respect for only an elder dwarf has the time to grow truly lengthy facial hair.

This is not to say that all dwarves have wild unruly facial hair dangling to mid-chest. Most trim their beards regularly so they do not get in the way of their labours. Individual dwarves would like to let their beards grow longer but simply cannot risk losing it entirely if it is caught in some machinery or rubble. When a dwarf’s beard passes below their neck it is more a liability than sign of wisdom. Only those ancient dwarves who are so aged as to no longer be able to work have the freedom to let their beards grow. These town elders are respected for their life experience and given honoured positions in the town despite their lack of physical contributions.

## Defense

I have seen a peasant revolt on the streets of Ste. Ronges, a number of pitchfork wielding Lamordians lay siege to a small windmill and many more examples of the strength and violence humans are capable of. Yet I would rather face them than a smaller group of dwarves who thought I had wronged them.

Despite their peaceful and quiet lives devoted to backbreaking labour the dwarves are a violent, military people. Their days of glory are gone and their weapons hold token places of affection on walls, but the spirit of battle still lies within each and every dwarf. As peaceful and complacent as they seem, each and every dwarf is one grievous insult away from hauling their great-grandfather’s axe off the wall and rushing into war. For most it would take a drastic danger to prompt this transformation from simple mule to warrior, for others it takes far less.

Dwarves favour heavy two-handed weapons, often ones that double as tools. Axes, hammers and picks are the most common and come easily into their hands. As mentioned above almost every home has at least one ancient weapon resting somewhere in a varying state of disrepair. It is not an unusual sight to see a huge pick being used to hold up a set of shelves or massive hammer rusting away peacefully in the corner of a room. No, forget that last



remark. As much as the dwarves have lost their way they are still not the sort to let anything rust away. Gather spider webs about it like a cloak yes, but not rust.

Armour is much less common among dwarves. Massive and heavy metal armours are preferred when available, but for the most part dwarves do not worry about such things. Heirloom armours of famous warriors of the past can be found in basements and homes but many are missing large pieces or have decayed to being almost unusable.

### The Bear Clan

This is not a true clan, but is rather more of a cult. The Bear Clan, or the *berserks*, are a group of martial-minded dwarves who maintain the traditional, martial way of life. They hunt rituality and enjoy the thrill of battle.

They respect the symbol of the bear and often dress themselves with the teeth or claws of the beast. In battle, they wear heavy hide armour crafted from bear pelt; they view those who must wrap themselves in metal with scorn.

Members of the Bear Clan operate in packs of twelve, with new members being accepted only through an ordeal. These members of the Clan abandon their old clan in favour of that of the Bear, their Clansmen are their only family and they forsake their old life. They adopt new names reflecting this rebirth.

The Bear Clan has set itself up to oppose those who blaspheme and abuse the natural world, especially those races that masquerade as animals or men (Shapechangers, most often Werebeasts). They are derisively labelled as *ulfhedinn*, the wolf-coats.

Members of the Bear Clan almost universally take levels of the Barbarian class.

Dwarves have also developed a strong fondness for firearms, an odd contradiction considering most dwarves' distaste for mechanical contraptions and change. Something in the loud and blunt nature of guns appeals to dwarves. Many humans and gnomes make a living selling these weapons to dwarves across the Core.

### Language

I was quite surprised to find the dwarven tongue to sound oddly Falkovnian, especially with the superiority beliefs espoused by the men of that land. It would be interesting to find some connection between those people and the dwarven race; both lands do share a common militaristic bent after all...

The dwarven tongue is rough and angry sounding language full of consonants and harsh sounds. It does not roll off the tongue so much as it is spat or growled out. I find it very unpleasing aesthetically. Structurally though the language is a marvel, dwarven efficiency I assume. In regards to tenses and verb use I found it quite logical and quickly picked up conversational use. Of course, most dwarves are more familiar with the local human tongues. Almost every dwarf I encountered knew Darkonian or Mordentish. Many could not even speak their racial tongue beyond a few token phrases.

The written dwarven language has its own alphabet composed of angular runes, most often carved into stone or wood. This runic speech is almost exclusively ritualistic and religious, which might explain the reliance on oral history and stories. The closest thing to a dwarven holy book is carved into the walls of their temples and shrines.

I found this frustrating and almost impossible to decipher. It appears the written language uses an older form of the tongue while making use of both implied and actual meanings of words paired with metaphor. A single rune can mean an entire word or a single letter. Meanwhile, there is almost no punctuation, so words and sentences blur together. It is no wonder the written dwarven language has fallen out of use.



Like the histories, the religious aspects of dwarven life are passed down orally now; while the various temple officials could tell me which sections of the walls referenced which doctrine they themselves could not translate more than a few passages. I fear much knowledge of the dwarven race is lost despite being literally carved in stone.

### A Dwarven Phrasebook

*Bearn* - Child  
*Bill* - Sword, blade  
*Beorg* - Mountain  
*Cynn* - Family  
*Delfan* - Dig, mine  
*Dogor* - Day  
*Forðfor* - Death  
*Forhtian* - Fear  
*Fultum* - Help, protection  
*Giese* - Yes  
*Giodagum* - In days of old  
*Halettan* - Hail, greetings  
*Hæmedþing* - Marriage  
*Ieldran* - Elder  
*Na* - No, never  
*Nexta* - Neighbour  
*Nihthelm* - Night  
*Sigerof* - Renowned in victory

## History

There is a lengthy oral history of the dwarven race in the poetic eddas and heroic tales told by bards. These are spoken loudly and boldly, unaccompanied by any instrument save the occasional pounded drum (or beating of tables). There are very few written copies of these tales so I spent many long nights in Corvia and Tempe Falls listening to storytellers reciting the ancient verses. History and lineages are important to dwarves, these tales are of great importance, but many have been lost and forgotten. The bards have fallen before passing on all the works and there are few now that take up the calling.

Honestly, I do not think they are losing much. The eddas are simplistic and predictable repeating the same few themes over and over. They bear the heavy-handed editing and romantic revision of a dozen tellers over the years as any true historical events have been glossed over in favour of archetypal heroic deeds and mythic events. Heroes are elevated to positions akin to gods and deeds are magnified and blown out of all proportion. Legend and fantasy are essentially intertwined with history.

The dwarves' history starts at the beginning of time when their people were hammered out of the ore of the Earth by their great pagan god, the Soul Forger. He goes by many names and titles such as the Dwarf Lord and Father-of-All, but most reference back to blacksmithing and crafting in some manner. In these chaotic early days the world was much in turmoil, the All-Father forged the dwarves in part to bring order to the world.

From then began the Age of Epic Deeds and the Age of Heroes. Great dwarves fought the ancient enemies of the people and carved out empires raging vast wars with any who opposed them. This is associated with the founding of the clans as the great heroes established bloodlines. It was a lengthy period spanning several eras and many generations as the dwarven people fought back the beasts and monsters claiming the lands for themselves.



It is here the first traces of 'the ancient enemy' occur, rumours and stories of a fallen race related to the dwarves distantly but who turned away from the All-Father. These are the descendants of the first murderer, grown twisted in the shadowy places people fear to walk. They are given many names such as ork, scather and ent. These fallen men are often associated with black magiks and corruption.

The histories that come after are the tales of the great patriarchs' sons and daughters. Lesser heroes all, but the bards recount their deeds nonetheless. The eddas concern themselves with smaller stories, single heroes and their victories over monsters and beasts or small wars with other clans and peoples.

One of the more common stories tells of a dwarf's battle in a great drinking hall with an ent, roughly translated as a giant of sorts. This brave dwarf struggled alone against the monster, fighting barehanded. The dwarf, Wylf, wrenches the creature's arm off and it then flees.

There is a break in the eddas after this era in dwarven history. At first I assumed that the tales grew smaller and less epic as the years wore on until there was simply no more stories to be told. But this does not seem to be the case. The stories of the lesser champions continue and then just end. When I pressed the skald (the title of dwarven bards) on the issue he simply states that people wished to hear about their favorite heroes and not recent upstarts.

However, when I researched into this more there is an almost abrupt end to the stories. It is as if after a point there were no longer any dwarven champions to perform heroic deeds. The dwarven race appears have fallen, their current lives are but a shade of their past glory. As their eddas cease so do their histories slow and eventually stop, ending a number of centuries ago. It is as if there have been no events worth recording for the past number of generations.

Dwarven historians more and more often refer to human books and records for describing recent occurrences; in fact, there is no dwarven word for the Great Upheaval,

## The Forgotten Past

The dwarven people have been cut off from their past by the Mists of Ravenloft. Why this has happened is unknown.

Are they creations of the land and thus have no past? Have they been taken from a single world by the Dark Powers? Or have they been sent to the Land of the Mists for some unknown slight, cast out from the rest of dwarfkind.

Any attempts to research or unearth the middle-history of the dwarves, the period between the founding of the Core but after the mythical Ages fails.

Even researching the recent history is a difficult task, players suffer a penalty of -5 to all skill and ability checks.

they refer to it only though the Darkonian name.

Some cataclysmic event that shook the race to its foundation but has been left unrecorded and forgotten and yet still influences their lives. While I admit I am curious as to what this is I know it is beyond my meager skills to discover and so I leave that for future scholars.

## Beliefs

Dwarves have a singular worldview dominated by hard work and manual labour. If a dwarf is not independent and self-sufficient then they might as well be dead; all that matters is work and the task at hand.

Oddly, from what I have seen this was not always the case. Dwarves have always worked hard and never shied away from effort, but before they were motivated by other reasons. They worked hard because it was their religious duty and to support their family. Hard work and loyal service earned one's way into the afterlife with the All-Father. It was their calling. It did not matter

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if this work was mining, crafting, war making or even farming as long as it was not idle and served. Thus the labour was not simply work, it was a divine calling.

This sense of community was only increased by the importance of clan and family. You worked for your soul but also to help those you cared about. A father toiled to feed his wife and children and also teach the next generation the proper way of life and a mother worked hard to cook and clean and manage the household. Meanwhile the soldiers fought hard, another form of work, to increase lands and to defend the community.

At some point in the past all this failed and fell apart. Their religion slowly died, something I will discuss shortly. Then there were fewer and fewer women born into the community denying men the families they so longed for. This was followed by the slow collapse of the clans as each lost their way and numbers.

This sad state of affairs describes all dwarves I have encountered. They are a shallow and empty race devoid of meaning. Many flock away from their own communities further diminishing the population while making new homes in the cities of man. There they work for money and personal gain, hoping that material goods will fill the void in their hearts. Or they become more of the nameless hordes who keep the homes of the rich warm and well lit by toiling in mines and quarries.

### The Lost God

The All-Father still grants spells to the devout, but few now still have the ability to do so. Whether this is due to a lack of faith or other reason is left up to the individual Dungeon Master.

Most priests of the dwarven faith are simply experts or commoners with a religious calling. Players and Dungeon Masters wishing to use the Soul Forger in their games can use deity Moradin from Chapter 6 in the PHB.

## Religion

The pagan religious beliefs of the dwarves, despite the prevalence of sacred iconography, temples and shrines, was a frustrating topic of my research; my initial and ultimately futile searches found little but the ancient bardic eddas involving the Soul Forger and other gods. I found little on the rituals and day-to-day observation beyond references to occasional animal sacrifice and the (still observed) funerary rites.

The little information I can glean from the incomprehensible runes that often adorn the temple walls and from the priests say that the Soul Forger and his priests were in charge of managing the community. They took care of all matters from education, marriage and the settling of new lands. They did not govern but the church was still the center of the community life.

The priesthood of the All-Father was a calling, a dwarf abandoned his clan ties to join becoming instead part of something else; they joined a new family, a separate religious clan.

As mentioned, it struck me early on that the dwarves have lost their faith; they no longer worship the Soul Forger. Instead they pay lip-service to his alter and massive stone idols while going about their daily lives. There are still some priests that feel a calling and tend to the shrines and occasional pagan temple but for the most part the dwarves have turned their back on their gods.

Some of the more devout dwarves still cling to the old ways and claim this lack of faith is the cause of much of the recent troubles. They say the new and foreign influences must be cast out and the dwarves must return to the old ways to find prosperity again. Other dwarves with longer memories claim that things went bad before dwarves lost their faith and that the dwarves must find a new path.

An interesting note of dogma is that the Forger of Souls was a pure and noble god (although I know few that are not referred to as such) and he accepts no evil in the hearts of his people. It is written that long ago he cast out two vast tribes of dwarf for falling



prey to the shadow and turned his back on them. I am left wondering if the dwarves of our land are related to those, or have suffered a similar fate. However, I am left wondering what could have corrupted and tainted the hearts of so many?

Owing to their lack of personal faith many dwarves have turned to the worship of other gods. Some have managed to turn away from pagan and idolistic beliefs altogether and have accepted the true faith of Ezra. Most are drawn to the promise of a better life that Ezra offers. Martial dwarves prone to violence and searching for an outlet often choose Ezra whose teachings can be interpreted as encouraging the destruction of the Legions of the Night.

The cult of the Lawgiver also attracts many dwarves. Its rigid rules and emphasis on law and order appeal to the them. There is already a small temple of the Law in Tempe Falls and one has begun construction in Corvia. Both portray the standard iconography favoured in Nova Vassa but often add a hammer to the figure accompanying his massive iron spear. The faithful hope to petition the Himmelsk Naeve to establish a Pave of Darkon and are currently in the planning stages of a pilgrimage.

Regardless of the actual faith, some dwarven rituals remain unchanged. For the most part, funerary rites are the same no matter which of the three deities is paid homage to. Dwarves are famous for entombing their dead in caves carved deep into the mountains of Tempe Falls, but this is hardly universal. In most dwarven communities it is only the most heroic and legendary of dwarves that warrants a tomb or large cairn. It is these special dwarves whose passing must be remembered and commemorated that warrant special treatment. These stone cairns act as monuments to the fallen and a reminder of their life. Entombed within are the grave goods and possessions of the fallen for use in the next life.

In Corvia this has been subverted somewhat so clan elders and the local barons are all entombed with full honours. To most

of the common folk this is seen as an act of pure ego but this has not dissuaded them from continuing the practice. The large grave mounds and square rocky cairns dot the hillsides as the barons strive to leave their mark on the landscape. Ironically, this has inspired other less religious folk to come to the city and grave robbing is a rising problem.

All other folk are not entombed but burned on a pyre along with the most treasured of possessions, excluding heirlooms or that which is to be passed down. It is believed that dwarves were forged of the earth and thus they are returned to the earth, reduced to ash and scattered to the winds. Just as a blacksmith may reuse scraps of metal so are their bodies and souls remade.

Not to look after the funerary rites is considered a terrible dishonour and atrocious act; the firmest of enemies will still burn the body of his slain foe out of fear and respect. Dwarves are said to not rest peacefully if their bodies are just left to rot.

## Race Relations

Dwarves, as a whole, are not a social or gregarious people. They seldom get along with each other, with whom they have the most in common, let alone other races. Dwarves are also very much like humans in their insular attitudes, often never coming into contact with other sub-human species. Many dwarves refuse to acknowledge the existence of elves or halflings as anything but folk stories, or simply believe them to be variations on human stock. After a lengthy period of interviews and conversations, I have managed to cobble together the rough opinions of dwarves on other people.

## Humans

Of all the races dwarves may encounter, humans are by far the most common. Most dwarves think well of humans as they make suitable trading partners and recognise the superior quality of both dwarven goods and work ethic. Although, dwarves also think of humans as rash, lazy and suffering for a poor work ethic, to say nothing of humans' sloppy

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artisanship, to say they have good taste does not mean they are respected.

For the most part dwarves form few bonds with humans whom they consider to have too short of lives to become familiar with. The best a man can hope for is to be liked because a dwarf respected his father or even grandfather.

Dwarves often respect humanity's martial aspects and willingness to fight, something they consider a strength. They also see the strength and devotions humans find in causes as a positive thing, no matter how delusional that belief may be. Obsessions quite accepted amongst dwarves who think any task is a good task as long as one works hard enough. Motives are simply irrelevant.

I think dwarves are a tad envious of humanity; they see our families and growth across the world and willingness to make our own calling and realize what they lack. I think many dwarves wish they could find the same meaning in life as many humans do.

### Caliban

All dwarves acknowledge the existence of the Caliban race, and an equal number loath them. Even the dwarves are not sure of the reason for this intense enmity spouting such nonsense as the caliban are tainted by darkness and befouled by magic. Dwarves dislike the mystical and everything related but their intolerance of these deformed men goes beyond anything else.

Some of the dwarven religious texts hint that the caliban are corrupted and fallen men, something their 'just and noble' god wishes to see eliminated. At the same time, many of the eddas refer to fallen beasts that are responsible for many of the most dark incidents in the remembered histories. Dwarf children are taught -indoctrinated really- to hate and fear the calibans. To the dwarves they are the boogiemens that sneak in at nights and steal away the young to eat them. Many even attribute the calibans for somehow causing the dwarven people's fall from grace.

I am unsure how true this scapegoating of the caliban race is, something about it raises my suspicions; they dislike other magically

corrupted races, such as the goblins, but none with such fervor as the caliban. It strikes me that the dwarves simply needed an enemy and so they found one.

### Elves

The fey are not liked by the dwarves, they are not hated or thought of as enemies, but they are simply not regarded highly. Elves are thought of as flighty, irresponsible, aloof, and unpredictable as well as many and more adjectives than I could possibly list here.

The elves, being very long-lived and very nearly immortal, do not feel a pressing need to do much of anything. There will always be time later for all but the most urgent of things. Dwarves approve of neither laziness nor procrastination and simply cannot understand the motivations of an elf.

There is just a philosophical difference of opinion that colours any and all contact between the two. They certainly do not come to blows over such matters, but neither do they seek out each other's company or advice.

### Gnomes

These two races appear to share much in common: ties to mining and the earth, legends of subterranean cities, short stature and even a fondness of facial hair. Many common folk use the two races interchangeably assuming only cosmetic differences or culture may separate the two (I shared these beliefs until I began my research). And yet these two sub-human races seldom see eye-to-eye.

Gnomes are inherently inventors; they are innovators that lean heavily towards change, whereas dwarves stringently favour the old ways and traditions. These two opposing mindsets tend to clash in meetings between dwarves and gnomes, and have considerably soured relations.

Despite this, dwarves tend to respect gnomes for their work ethic and near obsessive behavior, even if it is misguided in the eyes of dwarves. Thus, the two peoples get along well for short periods of time before the differences inevitable end relations.



## Halflings

There is precious little contact between dwarves and halflings. This is not to say that halflings never encounter dwarves, the dwarven people simply have no opinion on them.

Individual responses to halflings tend to range from condescending to amusement. Dwarves do not see halflings as having any martial skill to admire, any craftsmanship to appreciate or even strong personality traits to like or dislike.

## Conclusion

I feel this final section in my report is almost extraneous. This is hardly the end, what with at least four more to write before my task is done. And yet, I feel I should summarize my thoughts on dwarves.

The dwarves are an ancient people who keep to themselves. It is little wonder then they have been forgotten by most of the people in the Core. In fact, they have begun to forget about themselves. They are a dying race slipping into the Mists and are hardly worth the attention of the Fraternity. While they hold many secrets, I doubt these will ever be discovered satisfactorily.

The only eventuality I can foresee that could move the dwarves from inconsequential to becoming a threat or ally would be some resounding new sense of purpose and meaning. The dwarves are a servant race without a master; it would be quite possible for us to assume that role.

For the moment they are useful for their much lauded skills and talents, the recruitment of a few to aid in the construction of magical devices would not be a bad idea. I can see their intolerance for magic becoming a problem though, so their employers' nature should be kept obfuscated.

Other than the above this dour people interests me little and I hope my next report will be more interesting.

*Respectfully*

*Jonothan Lochspeare*



## Use in Games

The world of *Ravenloft* is a predominantly human land, the demihumans races are few and far between. Some Dungeon Masters prefer to ignore the existence of some (or even all) demihumans races entirely as they feel the other races are too fantastic, more befitting standard higher-magic campaign worlds. However, it is still possible to include dwarves and other demihumans in a *Ravenloft* campaign. Below is advice and suggestions as well as optional rules for dwarves in the Domain of Dread.

## Role of Dwarves

There are three possible roles for dwarves: one based on reality, one on fantasy and one based on folklore. Fantasy emphasizes a broader scope, dwarves are more numerous and a separate race akin to humans with few magical powers. But they are still not quite human, separate and removed. In folklore, dwarves are different often exhibiting strange powers and abilities. They are a rarer, more inhuman race.

When deciding if dwarves should be included in a campaign a Dungeon Master must first decide what he wants dwarves to be. Are they Viking-style miniature men? A fantastic race of non-humans? Mysterious creatures rumoured to be spirits of the earth?

The first option, that of Norsemen modeled after Vikings, essentially makes the dwarves humans that happen to be shorter than average. For all intended purposes, dwarves can be played as a sub-race of humans. The word "dwarf" can be replaced with an ethnic name or altered to fit the role (such as *dvergar* or *wicht*). The benefits of this role are the humanizing of dwarves allowing them to be easily related to and fit into a human-centric world. The downside is that dwarves are no longer special and separate. One may as well play a human with a high Constitution and small size and call himself a dwarf.

## Quoth the Raven

The second option is to play the dwarfs as they are presented, an entirely separate demihuman race. This requires the least amount of changes to the setting but if not carefully easily degenerates into the fantastic. Dwarves should still be used sparingly as many of the common folk still believe them to be myths.

The final option is to emphasize the legends and tales that feature dwarves and modify the race accordingly. Dwarves become much rarer and fantastic but also more unearthly and alien. Dungeon Masters are encouraged to research and read old faerie stories featuring dwarves, goblins and the like. This also requires adjusting the setting because the dwarven communities would not exist, at least not as presented.

## Running Dwarves

When running a game featuring inhuman beings it often comes down to frequency and familiarity. If a group encounters many dwarves over a short period of time they become less special and remarkable, when they lose their inhuman abilities they become nothing more than game statistics and the typical fantasy people.

Dungeon Masters are encouraged to use the same techniques with dwarves as they do with other monsters. Game information should never be used and the 'monster' should never be readily identified by name. A dwarf should never just be "*a dwarf*", instead they should be "*a short ugly man with black beady eyes buried under a bushy mass of eyebrows*" or "*an aged and wizened figure half as tall as a man with heavy hands thick and calloused from years of labour.*" They should be as much individuals and unique as any other character or creature.

Dwarves should convey a sense of age; they are older than the longest-lived human and an ancient race. Likewise, they should be unknowable and mysterious. This does not mean dwarves should float about swishing black capes, it simply means they should be enigmatic and secretive. Dwarves do not reveal their thoughts or emotions

easily, they think differently than men and do not always react as one might expect.

Folklore and stories should be liberally used in adventures featuring dwarves. Players should never be entirely sure what legends are true and which are old wives' tales. The common man in the Dread Realms never knowingly encounters magic and, likewise, has probably never see a dwarf and realized it. People's perceptions of dwarves should be skewered, if not downright inaccurate. The abilities of individual dwarves should be modified as DMs see fit, players who assume they know what a dwarf can or cannot do should be in for a surprise.

Players running dwarves have a much harder task. It is hard –if not impossible– to maintain a mysterious presence when the dwarf is a constant figure. Players can work with the Dungeon Master to establish an appropriate mood, perhaps through private rituals or speech, or possibly just through a detached attitude. Alternatively, players can focus more on the aged perception of dwarves demonstrating a world-weary attitude and sense things have been done before.

As Dungeon Masters avoid naming monsters so should players, a dwarf would never refer to themselves as such. They are not dwarves, they are a perfectly acceptable height thank-you very much. Instead, they should refer to themselves by name and clan. Besides, how many people refer to themselves as 'humans' in regular conversation?

An over-reliance on humour and stereotypes is also a bad idea. As amusing as it is to portray every dwarf as a drunkard, surly crank or oath-spewing warrior it should be avoided when possible. Dwarves, like all characters, should be treated with respect.

Those wishing to do some research into portrayals of dwarves can focus on faerie and folk tales as well as Norse mythology. Epic poems such as *Grettir's Saga* and *Beowulf* are also good sources of inspiration. Norse Mythology is also populated with the occasional dwarf.



## Variants

In the Land of the Mists there are no dwarven common subraces, all variants of dwarves race are based on training and skill instead of racial tendencies. This is not to say there are no mountain dwarves or Duergar anywhere in the Dread Realms, simply that they are rare enough to almost be considered unique.

The following are three of the more common dwarf groups.

### Black-beards

Those few dwarves that have abandoned the traditional life of mining metal and forging items in favour of a place in the modern world are fit into the broad category that are the black-beards. Also known as *blacklungs* or *sooties* these dwarves eke out a living unearthing coal, lamp oil and pockets of natural gas along the Western Core. Some operate small independent businesses supplying homes while others work for human task masters.

**Personality:** The sullen black-beards are typically world-weary and tired; they seem to live without happiness or joy and often seethe with a repressed rage and bitterness. Black-beards lean heavily towards cynicism although this is not always voiced, some even demonstrate an un-dwarven flair for sarcasm.

**Racial Traits:** Blacklungs possess all of the racial traits described in the *Player's Handbook* with the following exceptions:

**Weapon Familiarity:** Dwarves treat gunpowder weapons such as pistols and muskets as martial weapons rather than exotic. However, they are no longer skilled with standard dwarven weaponry.

+2 racial bonus on saving throws against gasses, smoke and other pollutants. This bonus also applies to holding one's breath to avoid suffocation or drowning. Black-beards are used to toxic mines and have sturdy lungs (this replaces the racial bonus against poison).

+1 racial bonus on attack rolls against broken ones, calibans, goblins, mongrel men

and other humanoids mutated by dark magic. This list can include some Monstrous Humanoids at the DM's discretion, such as the derro, hags, minotaur and yuan-ti (this replaces the attack bonus on orcs and goblinoids as Dread Dwarves have funneled their rage and combat skills from orcs to these new foes).

+2 dodge bonus to Armour Class against magically altered humanoids (see above list). Against humanoids of at least large-size, this bonus increases to +4. This bonus represents years of training and combat teachings passed down along generations of dwarves. However, when a dwarf loses his dexterity bonus, such as when flat-footed or surprised, he also loses this dodge bonus (this replaces the dodge bonus to AC against giants).

### Delvers

Also known as *Aberration Banes* or *Cavers*, these dwarves come from families that have spent much of their time in the mines or below the surface. They are taught from an early age to fear and respect the dark, for strange ungodly things lurk below. They are not simply told of these horrors but also taught how best to combat them. The Delvers are a minority among dwarves. While all Delvers are miners not all miners are Delvers.

**Personality:** Delvers are often serious and quiet, even for dwarves. They have spent their lives listening to stories of horrors beyond description and monsters that cannot be defeated, only held at bay. They are introspective and cautious. While other dwarves may have heated tempers, Cavers seem the most controlled and emotionally guarded of all dwarves. This mental discipline is both a result of their outlook and their defensive training.

**Racial Traits:** Delvers possess all of the racial traits described in the *Player's Handbook* with the following exceptions:

**Darkvision:** Delvers can see up to 75 feet in lightless conditions. As they have spent more time underground than even other dwarves, they learned to hone their sight, a technique taught to the young who show

## Quoth the Raven

potential in mining or belong to predominantly Delver families.

+1 racial bonus on attack rolls against aberrations (such as Mind Flayers, aboleths, etc). The Delvers have learned much on how to combat bizarre, unnatural or abnormal creatures (this replaces the attack bonus on orcs and goblinoids).

+3 racial bonus on Madness saves. Years spent underground close to the minds of inhuman, alien creatures have gifted Delvers with strong wills and dominant minds (this replaces the dodge bonus to AC against giants).

## Hill Dwarves

Hill dwarves differ from the standard dwarves found in the PHB in that there are fewer giants and orcs in the Dread Realms. Thusly, the combat skills used against those enemies have largely been forgotten. Some traditionalist dwarves still cling to the 'old ways' teaching their children the tricks of giant-slaying and orc-crushing.

**Personality:** Hill dwarves are dwarves and have the same personality traits as any member of the race.

**Racial Traits:** Hill dwarves possess all of the racial traits described in the *Player's Handbook* with the following exceptions:

+1 racial bonus on attack rolls against broken ones, calibans, goblins, mongrel men and other humanoid mutated by dark magic. This list can include some Monstrous Humanoids at the DM's discretion, such as the derro, hags, minotaur and yuan-ti (this replaces the attack bonus on orcs and goblinoids as Dread Dwarves have funneled their rage and combat skills from orcs to these new foes).

+2 dodge bonus to Armour Class against magically altered humanoids (see above list). Against humanoids of at least large-size, this bonus increases to +4. This bonus represents years of training and combat teachings passed down along generations of dwarves. However, when a dwarf loses his dexterity bonus, such as when flat-footed or surprised, he also loses this dodge bonus (this replaces the dodge bonus to AC against giants).

## Pale Dwarves

The gloomy pale dwarves are another subgroup of the standard dwarves; these folk are concerned (some would say overly concerned) with death and the departed. They are also known as the *Warders* or (as they are referred to by other dwarves) morbid bastards. Pale dwarves often find their calling through religion, a brush with death or a close encounter with the undead; they have trained themselves in the combating of walking dead. Warders are predominantly Darkonian and concerned that the world may soon end as the dead rise. A significant number of dwarves in Corvia trained themselves in these arts after the Requiem.

**Personality:** Pale dwarves concern themselves more with the threat posed by the dead. They have a tendency towards morbidity and preoccupation with death. For the most part this seldom interferes with their daily tasks; for most it is little more than a hobby, but for others it borders on an obsession. While dwarves are seldom a happy people there is something noticeably more pessimistic and depressing about the Warders.

**Racial Traits:** Pale dwarves possess all of the racial traits described in the *Player's Handbook* with the following exceptions:

+1 racial bonus on attack rolls against the undead. Pale dwarves are well versed in laying the dead to rest (this replaces the attack bonus on orcs and goblinoids).

+1 racial bonus on all Fortitude and Will saving throws against the special abilities of the undead. This includes both natural abilities and salient powers. Pale dwarves have trained their bodies to resist the pull of the grave (this replaces the dodge bonus to AC against giants).

+3 racial bonus to Knowledge (Religion). Pale dwarves have spent more time learning about the faiths of the Core and rites of death than a typical dwarf (this replaces the bonus to *either* Appraise checks or the Craft checks, the player must choose which at character creation).



## Folkloric Dwarves

These dwarves are not those of the fantasy genre and instead resemble the legendary subterranean creatures of stories and fables. They are optional creatures that can replace the dwarves of *Ravenloft* (with the folk of such places as Corvia and Tempe Falls being simply short humans and not a fantasy people). Dwarves live solitary lives under the ground where they often hoard treasure and magical items or, more often, mine common metals which they forge into whatever strikes their fancy. Dwarves also live on a diet of metals and precious stones. They mine not only to find raw materials to craft with but to scavenge food.

**Physical Description:** These dwarves are short, stocky creatures about the size of a large child; they are usually around four feet tall, but occasionally as small as three feet. Dwarves have dark brown skin that is heavily lined with wrinkles giving them an aged appearance similar to an very old man. Their legs are unusually bowed and their feet are flatter than a human's often having an unusual number of toes. This characteristic is often exaggerated in stories to resemble duck's feet. Facial hair and beards are common amongst dwarves; it is rare to find a dwarf without one. Dwarves are all male, there are no females and it is unknown how more dwarves are created. Some say they simply spring into being while other claim dwarves carve new dwarves out of stone.

**Personality:** Dwarves are broody, dour, grumpy and secretive keeping to themselves in their underground lairs. They remain along, seldom coming into contact with other dwarves, and spend their time mining and digging holes. Dwarves live alone in the dark having no use for any sources of light.

**Racial Traits:** Dwarves possess the following racial traits:

+3 Constitution, +2 Dexterity, -4 Charisma: Dwarves are sturdy and strong but extremely antisocial.

**Medium:** Despite their tiny stature, dwarves are medium-sized creatures and receive no special bonus or penalties based on size.

Dwarf base speed is 20 feet. Their legs are awkwardly designed for crouching in low quarters and not designed for speed. However, as they are used to exhaustive physical labour dwarves suffer no speed penalty from medium or heavy loads.

**Darkvision:** Dwarves see perfectly in the dark up to 120 feet, although this vision is in black and white.

**Light Sensitivity:** Dwarves, unused to bright lights (or lights of any kind) suffer a -2 circumstance penalty in bright lights, such as the effects of a *daylight* spell.

**Tough skin:** The rocklike exterior of a dwarf is sturdy and able to resist blows giving dwarves a +3 bonus to their natural Armour Class.

+2 racial bonus on Appraise checks that are related to stone or metal items.

+2 racial bonus on Craft checks that relate to items made of metal or stone.

**Poison Immunity:** due to their unique diet, dwarves are completely immune to all poisons.

**Spell-like Abilities:** 1/day – *Invisibility* and *Passwall* as Sorcerer of the dwarf's level.

**Immunities:** Dwarves are immune to weapons made of stone and any damage inflicted by rocks or stone. Dwarves are also immune to natural and magical fires. Even magical weapons made of stone inflict no damage.

**Damage Resistance:** 5/ Cold Iron.

**Sunlight Vulnerability:** A dwarf exposed to the light of the sun takes 2d6 damage per round as their body hardens and becomes solid rock.

**CR:** 2

**Level Adjustment:** +3

## Skills and Feats

### Clanless [Racial]

You are a dwarf exiled from your clan or born without one.

**Prerequisite:** Dwarven blood, no clan.

## Quoth the Raven

**Benefit:** A dwarf cast from his clan or born of an exile is inherently awkward and ill at ease amongst other dwarves. They are treated by other dwarves as if they have an Outcast Rating of 2. However, due to their isolated lives they receive a +2 bonus to Disguise, Sense Motive and Survival checks.

### Dwarven Stubbornness [Racial (Dwarven)]

You do not change your mind easily.

**Prerequisite:** Dwarven blood.

**Benefit:** Dwarves are renowned for their mule-headedness. Those with this feat excel and remaining unphased by the opinions of others. They receive a +2 bonus to oppose Bluff, Diplomacy and Intimidate checks designed to sway their mind.

### Golden Obsession [Racial (Dwarven)]

You are swayed and captivated by the sight of gold.

**Prerequisite:** Dwarven blood.

**Benefit:** Any dwarf with this feat is enthralled by gold whether it is raw ore or refined and minted gold pieces. A dwarf must make a Will Saving Throw (DC 15) to leave behind any discarded or forgotten gold objects. They must also make a Will Saving Throw (DC 10) to avoid being mesmerized by golden objects for a period of 1d4 rounds.

These dwarves also receive a +3 to Appraise, Craft and Forgery checks involving gold and a +2 bonus to any saving throws against attempts to part them from gold considered to be theirs.

### Improved Foe [Racial]

You have greater training at fighting a specific racial enemy.

**Prerequisite:** Non-human blood.

**Benefit:** Certain races have an inborn dislike for other races, dwarves are renowned for their hatred of such species as orcs, giants and calibans. This feat grants a +2 racial bonus on all damage inflicted

against a specific enemy type (as specified in the racial traits above).

**Special:** A demihumans fighter may select Improved Foe as one of their bonus feats (see the Player's Handbook).

### Improved Item Modification [Racial (Dwarven)]

You are able to greatly improve upon or modify items.

**Prerequisite:** 10 or more ranks in a Craft skill, Methodical Crafting, Item Modification.

**Benefit:** With this feat a craftsman is able to make even greater modifications to items. A dwarf with this feat can modify an item up to three times the original base DC of the item. For example, a longsword with a base craft DC of 15 can be modified up to a DC of 45.

### Item Modification [Racial (Dwarven)]

You are able to improve upon or modify items you craft.

**Prerequisite:** 8 or more ranks in a Craft skill, Methodical Crafting.

**Benefit:** A dwarf with this feat can modify items as per Dwarven Crafting below. A dwarf with this feat can alter an item as they see fit, as long as the new craft DC is no more than two times the original base DC.

### Magical Aversion [Racial (Dwarven)]

You are less subject to the effects of magic.

**Prerequisite:** Dwarven blood, non-arcane spellcaster.

**Benefit:** Dwarves are inherently non-magical beings and seldom become arcane spellcasters such as wizards or sorcerers. This feat enhances the natural spell resistance of 5 + class levels against all arcane spells and spell-like abilities. For example, a level four dwarven fighter has a SR of 9. This feat prevents the dwarf from ever taking levels in a class that grants arcane spells.



## Methodical Crating [Racial (Dwarven)]

You are skilled at crafting superior goods at the cost of greater time.

**Prerequisite:** 6 or more ranks in a Craft skill.

**Benefit:** This feat improves a dwarf's ability to take their time while crafting and constructing something. For every additional week between craft checks the dwarf spends working on an item she receives a +2 bonus to their craft check. This time must be spent working on a single item pausing only for such needs as food and sleep; no other actions can be taken during this time. The bonus granted from this feat cannot be higher than the total number of ranks the dwarf possesses in a skill. There are limits to even what dwarves can do.

This is seldom used with simple items as the extra time is unwarranted and is most commonly used to craft items otherwise beyond the skill of the individual. These are typically masterwork or improved items.

## Runic Magic [Item Creation, Racial (Dwarven)]

You can create magical runes which can cast a single spell.

**Prerequisite:** Caster Level 6th.

**Benefit:** This feat allows Divine spell-caster to etch runic letters and enchant them as if they were a scroll or wondrous item. See Runic Magic below for full details.

## Unshakable Worldview [Racial (Dwarven)]

Your opinions of the world are hard to change.

**Prerequisite:** Dwarven blood.

**Benefit:** Dwarves with this feat are stubborn and determined; their concept of the world is firm regardless of any evidence to the contrary. Thus, madness is easier to resist and overcome, the dwarf simply rejects the alien idea. The character does not add their wisdom score to the DC of any Madness checks.

**Normal:** Without this feat, Wisdom bonuses are added to the DC of madness checks as heroes fight their own common sense.

## Dwarven Crafting

Years of skill and refinement have made dwarves master artisans; dwarven guilds and clans guards their special techniques and methods and pass them along from master to apprentice. If a master dies before he can pass along his teachings then his knowledge is lost, thus many of the secrets of dwarven goods have been lost.

Even still, dwarves can build goods superior to that of other races, often by laboring for extended periods on a single item. This dedication and techniques allows dwarven craftsmen to make improvements on items beyond the skill of most other artisans.

Below is a sample table listing a few of the possible modifications a master craftsmen can make to an item. To modify and item the dwarf must have the *Item Modification* or *Improved Item Modification* feat (see above). Dungeon Masters and Players may feel free to come up with their own item customizations.

**Table 1: Improvements**

Improvement	Craft DC
Add Hidden Compartment <sup>1</sup>	+3
Increase Attack Bonus	+10/ point
Increase Break/ Burst DC	+5/ point
Increase Damage	+7/ point
Increase Maximum Dex Bonus	+9/ point
Increase Hardness	+8/ Point
Increase Item Hitpoints	+5/ point
Increase Threat Range	+12/ point
Reduce Armour Check Penalty	+10/ point
Reduce Weight <sup>2</sup>	+6

<sup>1</sup> Must be two size-categories smaller than the item

<sup>2</sup> Reduces the overall weight of item by 10%

## Quoth the Raven

For example, a skilled dwarven blacksmith is forging a breastplate (DC 15) and decides to increase the maximum Dexterity bonus and the Armour Check penalty. The new Craft DC is 34 (15+9+10=34). The breastplate now has a Max Dex bonus of +4 and an Armour Check penalty of -3.

Modifying items in this manner also increase the base cost of the item (and the related cost of materials) by 6% per increase in DC (this is doubled in the case of weapons). Thus, the above breastplate would have a market price of 428 gold pieces.

## Dwarven Runestones

This magical item appears to be little more than a grey cloth bag of smoothed pebbles but is much more. Each of the small, flat stones has a mark etched and stained onto one side, a dwarven rune.

In skilled hands this is a powerful magical tool able to discern the future and is the primary means of dwarven fortunetelling, this is known as Rune Casting. The dwarf conducting the reading has the subject draw out five runes from the bag and lay them facedown on a flat surface. The typical pattern is a line of four stones with a fifth above the middle of the line. These stones refer to the distant and recent pasts, near and distant futures and the present.

In the hands of a skilled user, one fluent in the dwarven tongue, a runestone bag can cast *augury* four times a day and *divination* twice a day. A typically reading takes as little as a minute, but sometimes it can take as long five or ten.

Moderate divination; CL 8; Craft Wondrous Item; *augury*, *divination*; Price 51,200gp; weight 1 lb.

## Runic Magic

Dwarven clerics have been known to practice a special form of scroll scribing known as runic magic. Divine spells are carved and inscribed into metal or stone and enchanted with spells. These can be single-use magical items or powerful objects that continually radiate their spell effect.

To create runes a dwarf must have the *Runic Magic* feat and have access to both the desired spells and any required material components. Runes may be carved into any inorganic material that is not currently enchanted. A dwarf could not carve runes into an active golem or magical sword for example.

To activate a rune a user must simply touch it -usually with a hand- and speak the word associated with the rune. Special runes can be designed to activate with just a touch or word. The activation word for a rune must always be the literal meaning of the word or phrase, the command word cannot be something else.

Typical runes involve healing effects and other spells a cleric may wish to bestow upon someone else. Others use them ritually to aid non-spellcasting priests. Another more sinister use of runes is as a simple trap.

Crafting a rune takes one day for every 1000 gold pieces of the base price and requires half the base price in materials (oils and pigments to stain the rune, incense and the like). The crafter must also pay 1/25th the base price in XP.

**Table 2: Rune Costs**

Effect	Base Price
Single Use	Spell level x caster level x 50 gp
Charges	Spell level x caster level x charges x 50 gp
Charges per day	Spell level x caster level x charges x 200 gp
Permanent	Spell level x caster level x 1800 gp
Permanent, always on	Spell level x caster level x 2000 gp
Activated by touch	Base Cost x 1.5
Activated by word	Base Cost x 2

## The Imbuing

There is a rare occurrence among dwarven craftsmen, a moment when they have put so much effort and time into something they pour a piece of their soul into the item. Their dedication, their unrelenting obsession on perfecting the item, empowers and enchants it.



The dwarves call this the Harshod, roughly translated as the Imbuing. It is likened to a state of divine frenzy; the religious believe it occurs when a god (typically the Soul Forger) works through mortal hands.

A dwarf cannot choose for the Imbuing to enchant an item with magical properties, it is beyond an individual's control. The Imbuing is an accident, occurring only when the creation and completion of an item becomes the single most important thing in a dwarf's life. He forgoes food and sleep toiling over it day and night. It is constructed out of only the best parts with even the smallest pieces agonized over. A dwarf typically spends months, if not years, working on the single item.

When a dwarf is on the cusp of the Imbuing they fall into a trance when they near completion. For twenty-four hours they remain in this condition where they work continuously. In this heightened state they move and work undistracted by any outside concerns or stimuli. If the dwarf is interrupted, such as by someone interfering in his work, then the dwarf awakes and the Imbuing is lost. If he finishes his task the Imbuing unlocks the potential magic in the item and the inherent abilities are increased dramatically. A dwarf cannot consciously decide what the powers of an item will be, although the choice of parts and supplies greatly influences the abilities of the item. A careful dwarf can influence the type abilities but the exact powers will always remain random and beyond mortal control.

There are no hard rules for when -or even if- the Imbuing takes place. It occurs strictly at the DM's discretion. In game terms, the dwarf must at least have the Methodical Crafting feat and have spent over six months designing, preparing and constructing the

item. This may be substantially more if the parts of the item must be specially harvested or gathered. The artisan must spare no expense in the construction; the price should be at least twenty times the base cost of the item.

When the item is almost done the dwarf automatically enters the trance. At the end of this frenzy of activity the dwarf makes one final craft check, if this succeeds the item is finished. For the purposes of determining the strength of the item the crafter is treated as a sorcerer of equal level with all the appropriate feats and spells.

There is an experience cost with the Imbuing, as there is with the regular creating of magical items. However, the XP cost of Imbuing an item is substantially more as the magical power is ignited with the crafter's life force. The item requires that 1/10th the price of the magical item be paid in experience points! Unlike traditional magical item construction, this loss of XP can lower the crafter's level.

Additionally, when the crafter's life force is removed he must immediately make a Fortitude saving throw (DC 20) or suffer 2d6 points of Constitution damage! This damage heals normally with time but the sudden loss has been known to kill weaker artisans, they are found slumped over their newly enchanted constructions.

In the Mists of Ravenloft the Imbuing can take a darker turn. The frenzy and unrelenting obsession required to forge a spontaneous magical item often draws the attention of the Dark Powers. If they are attracted to the scene, it is they who have the ultimate authority over the abilities of the item. The dedication and desire of the artisan gives birth to something dark and corrupted.

Quoth the Raven

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# Fear and Frostbites

## Frostburn Supplement in Ravenloft

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### Frostburn Climates

In all of the Demiplane of Dread, the majestic beauty of winter disguises hidden horrors. All manner of frozen fiends stalk the icy realms of Ravenloft; fell things whisper on winter winds, while frozen corpses sleep fitfully beneath the blanket of snow. Read now of the denizens of these icy lands, and the heroes who brave the wrath of the Frostburn.

### High Altitudes

True to their name, the Frozen Reaches are buried in a shroud of snow all year round. The Barovian mountains Baratak, Ghakis, and Sawtooth have snow and ice on them nine months of the year. In summer, they are mostly free of snow, though it is common for Baratak and Sawtooth to still have ice caps in the height of summer.

Mount Gries, in Borca, is snow-bound in winter, as are Darkon's Mountains of Misery

The peaks of Arawn and Mathonwym in Forlorn are capped with snow during the

winter months, as are the Hazlani peaks Soren, Urkoth Sor, and Veduradeth.

Mount Lament, in the blasted land of Keening is covered in snow during the winter months, but during the summer it is usually bare. The icy peaks of Lamordia are always covered in a blanket of frost, even in the summer months.

### Magical Terrain

At times, magical effects impose themselves upon the lands of Ravenloft. Razor snow can be found in the mountains of Barovia and Keening, while all lands in proximity to the Shadow Rift may experience Faerie Frost. The arcane soils of Darkon and Hazlan have yielded Blood Snow, Ebony Ice, Negation Snow, and Rustsnow, and Forlorn's wet winters have produced both Acid Slush and even Rustsnow around the Lake of Red Tears.

Finally, the Frozen Reaches cluster produces all manner of winter phenomena, including Blood Snow, Ebony Ice, Lightning Pillars, Razor Snow, Rustsnow, and even Snow Geysers.

## Quoth the Raven

# Frostburn Characters

## Races

Demihumans are mostly absent from the frozen areas of Ravenloft. Glacier Dwarves, Snow Elves, Ice Gnomes, or Tundra Halflings are limited to small families or isolated enclaves within the Frozen Reaches cluster.

Neanderthals are rare in the extreme, and confined to Frozen Reaches cluster. The Uldra fey are present in the Frozen Reaches and cold regions of the Shadow Rift.

## Feats

### Chosen of the Frost (Chosen of Iborighu)

A character choosing this feat must take an oath to promote chaos, coldness, death, and war, rather than a vow to a specific deity.

### Mark of Rimefire (Mark of Hleid)

A character choosing this feat may take an oath to the concepts of goodness, nature and winter, rather than a vow to a specific deity.

## Prestige Classes

### Cloud Anchorite

The reclusive Cloud Anchorites come from the land of Sanguinia, where their original monasteries still stand. Some of these monasteries are still active, housing many ascetics in quiet contemplation.

### Cryokineticist

Psions who follow the ways of cold are rare in the Demiplane. Cryokineticists may be found among reclusive Thaani in the Barovian Mountains or in Yogis in Sri Raji.

### Disciple of Thrym

In Ravenloft the deity Thrym is unknown, though there are abandoned temples to Thrym in a remote region of Falkovnia,

Invidia and the Frozen Reaches. A few outcasts have found these edifices and revived the worship of this ancient frozen god. Most of these cultists are humans or calibans.

## Frost Mage

In the Dread Realms, Frost Mages come from those lands that sponsor the study of wizardry; Darkon and Hazlan. Darkonian Frost Mages often live high in the Mountains of Misery, practicing their craft in the chill winds.

## Frostrager

The Frostragers of Ravenloft originated in the Frozen reaches, though from there they have branched out into Falkovnia, Invidia, Nidalaand Sithicus.

Many of the Frostragers are in fact, Cold Ones. Their encounters with the frozen dead in the Demiplane steel their resolve and feed their icy fury.

## Knight of the Iron Glacier

Though the deity Aengrist has no followers in Ravenloft, Knights of the Iron Glacier have emerged in Hazlan and Tepest. In Tepest the Knights often follow Brigantia, Diancecht, or most commonly, Manannan mac Lir. In Hazlan these knights follow the Lawgiver.

## Alterations

**Warmount:** Knights of the Iron Glacier does not gain a Megaloceros as a mount. Instead, these knights receive the Paladin's special mount ability. If the Knight is a Paladin already, then his or her levels in the Knight class stack with their Paladin levels for the purposes of his mount's abilities.

**Frostfell Awareness (Ex):** This ability extends to any snowy terrain, not merely Frostfell regions.

**Rally the Troops (Su):** This ability does not grant immunity only to magical fear effects. The ability grants a +4 bonus to Fear checks.



## Primeval

The Primeval in Ravenloft are often confused with lycanthropes. Indeed, there are those who believe that only those with lycanthropic blood in their family line may manifest the powers of the Primeval.

Most Primeval originate from Forlorn and Nova Vassa. In Forlorn they choose the Dire Wolf as their totem animal, while in Nova Vassa Primeval often adopt Dire Badgers or Dire Bats.

Primeval are also found in Barovia, often linked with Dire Bats, Dire Rats, and Dire Wolves. As well, Lamordia is home to a number of Primeval created by mad science.

### Alterations

**Primeval Form (Su):** Those witnessing the Primeval change shape must make a DC 15 Horror save.

## Rimefire Witch

This prestige class is suitable for any divine spell-caster devoted to the frozen wilderness.

While the deity Hleid is unknown in Ravenloft, a Rimefire Eidolon radiates its eldritch power through the demiplane. Centuries ago the Eidolon crashed into the Nocturnal Sea, birthing a massive glacier in the waters off of the coast of Todestein. This glacier calls out to souls sensitive to its powers.

These witches are drawn to mystical glacier, wherein they undergo an amazing transformation. Though their memories of the glacier are erased, they are bound to Rimefire Eidolon and gain a portion of its power. Of the Rimefire Witches, none know the true nature of their patron. At the DM's discretion, the Eidolon may be good, evil, or even insane.

### Alterations

**Requirements:** Characters require the feats Iron Will and Mark of Rimefire (see Feats, above).

The worship of the deity Hleid is not a requirement; instead the character must be of good alignment. As well, if the character has levels in a class with domains, he or she must

have access to the domains Animal, Good, Healing, or Winter.

**Rimefire Bond (Su):** Although unaware of the bond, the Rimefire Witch is telepathically connected to the Rimefire Eidolon in the glacier. The Eidolon is aware of the Witch, though the Witch is only aware of the status of the glacier as a whole. The effects of this bond are otherwise unchanged.

**Detect Minion of Iborighu (Sp):** This ability functions as the spell Detect Chaos.

**Rimefire Bolt (Su):** This ability functions within a normal winter environment, as well as a Frostfell environment.

**Word of Recall (Sp):** This ability transports the Witch to the glacier of the Eidolon, not to the Eidolon itself. Otherwise, this ability is affected as the spell Word of Recall, as described in the Ravenloft Player's Handbook.

## Stormsinger

The Stormsingers of Ravenloft are found, paradoxically, in a land where there is no winter. The Shadow Rift plays host to Shadow fey Stormsingers, as well as mortal Singers brought or raised in the Rift.

Stormsingers are also found among the elves in Sithicus, and in the mountains of Hazlan. Both of these domains encourage the practice of the arcane arts, which helps to accommodate these bards.

Finally, a small branch of Stormsingers has taken a hold in Souragne. Their music usually takes the form of chanting, and the arcane syllables ringing through the marshlands in the dead of night are especially haunting. These Stormsingers are not aware that their abilities might be slightly more potent in a colder climate.

## Winterhaunt of Iborighu

The Winterhaunts of Ravenloft are dedicated to bringing a permanent Frostfell to the Demiplane. Any who embrace the ideals of chaos, cold, death, and war are ideal for this prestige class. They may or may not be aware of the existence of the deity Iborighu.

## Quoth the Raven

Hazlan boasts the greatest number of Winterhaunts. These beings were often members of the church of the Lawgiver who have turned their backs on his strict doctrines. They find solace in the temples in the high mountains of Hazlan, where they work to bring doom to the land below.

Other Winterhaunts may be found in Darkon, Necropolis, and Sri Raji. In Darkon and Necropolis, the Winterhaunts are ex-members of the Eternal Order. In Sri Raji they are often members of the church of Kali, and practice their arts high above the tropical floor in the mountains where the snows reach.

### Alterations

**Summon the Entombed (Sp):** This ability only functions if there is an Entombed in the current domain, as per a normal Summon Monster spell. They are usually only found in Cold Mountains. The Entombed receives a Will save with a -2 penalty to escape the control of the Winterhaunt.

**Wintry Apotheosis (Su):** The Winterhaunt gains the evil subtype. The winterhaunt does not gain a reality wrinkle.

## Frostfell Items

Below are listed the cultural levels of items introduced in Frostburn.

Exotic Weapon	CL
<b>One Handed Weapons</b>	
Ice Axe	2+
Iuak	2+
Tigerskull Club	1+
<b>Two handed Weapons</b>	
Goad	2+
Ritik	2+
Suglin	1+
<b>Ranged Weapons</b>	
Bone Bow	2+
Glott	1+
Harpoon	2+
Icechucker	5+
Razor Skipdisk	2+

### Adventuring Gear

Crampons	3+
Fur Clothing	1+
Hut, Portable	3+
Skates	4+
Skis & Poles	4+
Snow Goggles	7+
Snowshoes	2+
Winter Fullcloth	1+

### Alchemical Items

Armor Insulation	4+
Freeze Powder	4+
Frostbite Salve	4+
Ice Chalk	4+
Melt Powder	4+
Polar Skin	4+
Razor Ice Powder	4+
Whale Grease	4+

### Vehicles Augmentations

Coldfire Keel	7+
Coldfire Engine	9+
Ice Keel	7+
Runners of Speed	7+

## Frostfell Magic

### Cleric Domains

Two new domains are presented in Frostburn; Cold and Winter. Belenus may give access to the Cold domain to his clerics, and Math Mathonwy may give clerics access to the Winter domain.

### Frostburn Spells

Many of the spells presented in Frostburn require a Frostfell component; they may only be cast in areas that are true Frostfell. Such areas are rare in the Demiplane. The DM may allow players to cast these spells in normal winter conditions. For all of these spells, refer to the section titled "Altered Magic" in the Ravenloft Player's Handbook.

**Blood Snow:** Casting this spell requires a Powers Check. Anyone who loses 1/2 their



original Constitution to this spell is automatically Fatigued. Those slain by this spell may rise as Frostfell Ghosts (see Frostburn).

**Conjure Ice Beast I-IX:** Only creatures native to the domain may be conjured by this spell. As well, the Ice Beast receives a Will save with a -2 penalty to escape your control when summoned.

**Death Hail:** Casting this spell requires a Powers Check. Those slain by this spell often rise as Arayashka (Snow Wraiths).

**Defile Ice & Snow:** Casting this spell requires a Powers Check. When casting this spell, the caster receives a +1 bonus to his or her effective caster level.

**Entomb:** Those killed by this spell may, at the DM's option, rise as Entombed (see Frostburn for more info).

**Flesh to Ice:** See Transmutation.

**Frostburn:** Casting this spell requires a Powers Check. Those that fail their saves are also Shaken for a number of rounds equal to the caster's level.

**Frostburn, Lesser:** See Frostburn.

**Frostburn, Mass:** See Frostburn.

**Frostfell:** See Transmutation.

**Frostfell Slide:** See Teleportation.

**Gelid Blood:** Casting this spell requires a Powers Check. A creature affected by this spell also suffers a -4 (or -2 if a successful save is made) penalty to all Wisdom-related checks as their wits are frozen.

**Heartfreeze:** Casting this spell requires a Powers Check. The target is Fatigued even if he or she succeeds in the saving throw.

**Heat Leech:** Casting this spell requires a Powers Check. This spell causes 1d10 cold damage in Ravenloft.

**Hibernate:** Casting this spell requires a Powers Check.

**Ice Assassin:** The ice assassin's Disguise check is 20% more effective. The damage done by the assassin's icy shrapnel is increased by 20%. The Locate Creature ability of the Ice Assassin is affected as the spells Locate Creature and Locate Object, as

described in the Ravenloft Player's Handbook. If the Ice Assassin is killed, it may become a number of true Shadows (see the Monster Manual) as described under "Illusion, Shadow" in the Ravenloft Player's Handbook.

**Mindfrost:** Casting this spell requires a Powers Check. This spell inflicts 1d4+1 Intelligence damage.

**Shivering Touch:** Casting this spell requires a Powers Check. If the victim loses ½ or more of their Dexterity from this spell, then they become Fatigued.

**Shivering Touch, Lesser:** See Shivering Touch.

**Summon Giants:** See Conjuraton, Summoning.

**Thin Air:** Casting this spell requires a Powers Check. The area of effect of this spell is increased to 40 ft.

**Waves of Cold:** Casting this spell requires a Powers Check. Any creature who fails it's save against this spell is shaken (regardless of what subtype they may or may not have).

## Frostfell Magic Items

**Ring of the White Wyrn:** The transformation power of this ring causes those who view it to make a DC 15 Horror save.

**Simulacrum Elixir:** If the Simulacrum created by this elixir is killed, it may become a number of true Shadows (see the Monster Manual). See Illusion, Shadow in the Ravenloft Player's Handbook.

## Frostfell Monsters

There are numerous monsters presented in Frostburn. If a monster from Frostburn is not listed, then it does not have a domain that would be hospitable to it. Such creatures may still be encountered in the Demiplane, but they are very likely unique beings. Any changes to the monsters abilities are noted:

## Quoth the Raven

Creature	Notes
Branta	Found in the domains of Sanguinia and Vorostokov
Caribou	Found in the domain of Vorostokov
Chilblain	Found in the domain of Vorostokov
Dire Polar Bear	Found in the domain of Vorostokov
Domovoi	Found in the domain of Vorostokov
Dwarf, Glacier	Found in the domains of Sanguinia and Vorostokov
Dwarf, Midgard	Found in the domains of Sanguinia and Vorostokov
Entombed	Found in the domains of Sanguinia and Vorostokov
Fox, Arctic	Found in the domain of Vorostokov
Frost Folk	Found in the domains of Sanguinia and Vorostokov
Frost Giant, Mauler	Found in the domains of Sanguinia and Vorostokov
Frost Giant, Spiritspeaker	Found in the domains of Sanguinia and Vorostokov
Frost Giant, Scout	Found in the domains of Sanguinia and Vorostokov
Frostfell Ghost	Found in the domains of Sanguinia and Vorostokov
Glyptodon	Found in the domain of Vorostokov
Goblin, snow	Found in the domains of Sanguinia and Vorostokov
Golem, Ice	Found in the domains of Sanguinia and Vorostokov
Ice Weird	The Elemental Command ability of the Ice Weird does not function on any elemental with the Mists descriptor. The Summon Elementals ability of the Ice Weird does not function unless an elemental of that type is already present in the domain. In Ravenloft, an Ice Weird may appear in its traditional form, or that of a frozen corpse.
Icegaunt	Found in the domains of Sanguinia and Vorostokov
Marzanna	Found in the domains of Vorostokov
Neanderthal	Found in the domains of Sanguinia and Vorostokov
Raven, giant	Found in the domains of Sanguinia and Vorostokov
Rusalka	Found in the domains of Sanguinia and Vorostokov
Shivhad	Found in the domains of Sanguinia and Vorostokov
Smilodon	Found in the domains of Sanguinia and Vorostokov
Snow Weird	The Elemental Command ability of the Snow Weird does not function on any elemental with the Mists descriptor. The Summon Elementals ability of the Snow Weird doesn't function unless an elemental of that type is already present in the domain. In Ravenloft, the Snow Weird may appear in its traditional form or that of a ravaged blue-white corpse.
Snowcloak	Found in the domains of Sanguinia and Vorostokov
Tlalusk	Found in the domain of Vorostokov
Uldra	Found in the domain of Vorostokov
Urskan	Found in the domains of Sanguinia and Vorostokov
Vodyanoi	Found in the domains of Sanguinia and Vorostokov
Winterspawn	Found in the domain of Vorostokov
Wooly Mammoth	Found in the domain of Vorostokov
Yeti, Abominable	Found in the domains of Sanguinia and Vorostokov
Yeti	Found in the domains of Sanguinia and Vorostokov
Yuki-on-na	Found in the domain of Vorostokov



# War of the Mace

## A quick contest on the WotC boards

In September 2005, the moderators of the WotC message boards launched a contest, throwing all known D&D worlds against the others. One mace designed by fans would represent a setting, and these ten maces were thrown one against the other.

These are the guidelines given:

*Design a mace. Not just any mace, but one that represents this world. We need to see the back story of the mace, the powers of the mace, the material it's made of, and it's current location / owner. Be as creative and descriptive as possible. The challenge is to present the mace as part of your chosen game world, but be clearly explained to folks who may or may not know anything about the world. Folks will be voting on your entry based on coolness factor and adaptability to any game world, even with the rich history. What this means is we don't need a detailed description of every war in the game world, or all the details of the game world. But enough of the flavour of the game world should be apparent in the mace's description.*

In the final poll, the one from Ravenloft won! Congrats to Malus Black, the author of the mace that represented Ravenloft in this War of the Worlds contest.

There were three Ravenloft maces that were submitted for the first round. We think all three were interesting so here they are...

## Mace of the Inquisitor

**By Paul Corrish aka RevIron**

This Masterwork Cold Iron Mace is typical of those used by the Tepestani inquisition in their crusade against the fey. It has no additional special abilities or powers over its Cold Iron status.

There is much dispute about what Cold Iron actually is - the consensus is that it is meteoric iron which has never seen the heat of the forge yet has been reshaped through other methods.

This mace has been handed down from Preacher to Preacher in the village of Brigadow for generations, Cold Iron being rarer than an elven wizard - which are pretty rare, thanks to the efforts of the inquisition and which tend to be the inquisitions second choice of target after elf sorcerers. The Priest at that Temple of Belenus tend to be one of the two types of Inquisitors: Elf-Slayer or Fey-Slayer.

## Quoth the Raven

Brigadow is generally considered the capital of Tepest by outsiders, although nothing so formal exists. It is also the location of the head of the Inquisition. The church of Belanus is run from the impossibly distant land of Nidalia and edicts rarely reach the Tepestani branch, the inquisition fill that role in the interim and their rules aren't subject to overruling. The current Preacher at the Brigadow church of Belanus is Conner O'Cormack, an Elf-Slayer inquisitor. The mace was originally crafted 200 years ago by the then preacher Cormack O'Donahan who used a "Polymorph Any Object" spell to achieve the desired effect.

## Schneekugel

By Stephen "ScS" Sutton

Though known as a simple footman's weapon, the mace has long been used as a symbol for rule. Kings and Emperors have long used ornate sceptres to demonstrate their supremacy. Gilded in gold and jewels, the humble cudgel becomes a symbol of power. And for power, men would sacrifice their very souls.

The mace Schneekugel is a two-foot-long cudgel made of black steel and tarnished silver. The grip is bound in ancient leather, highlighted by frayed golden trim and capped at each end by silver. The pommel of the grip is shaped like the parapet of a castle. The shaft of the mace is inscribed with a spiral carving, not unlike a ribbon or a road, wrapped around the haft of the weapon.

The head of the mace is a glass globe stronger than tempered steel. To the casual observer, this globe appears to be white, like a massive pearl. However, those who look closely see that the globe is in fact filled with a clear liquid, with millions of tiny white particles suspended within. As the mace is moved, these particles ebb and flow, like a raging blizzard within the mace head.

Those who gaze within the depths of the mace will see beyond the tiny blizzard, into the black depths within. Indeed, it is said that there is more space within the head than such a small globe should hold. Some say that if

one stares far enough into the black, one can even see the silhouette of a tower inside of the globe.

The grim legend of Schneekugel begins in a land far away, in a kingdom obscured by the mists. In that land the mace was the royal sceptre of an ancient king. As the king aged, his two sons competed to be named his heir. The older brother, Ymir was the stronger and braver of the two, yet the younger Amar was cleverer and more charming. While Ymir rode out into the world, waging war for his father's nation, the younger Amar stayed with the dying monarch and comforted him in his time of need. So it was that Ymir was far away when the king appointed the younger Amar his heir, and died.

Furious with losing the throne, Ymir began immediately to plot. He raised a force of brigands and bandits and fell upon his homeland. The war was horrible; fields were scourged, villages razed, and thousands were killed. Plague and starvation scoured the kingdom of life, and eventually Ymir laid siege to the castle his own father had built. The siege was long and hard on both sides, but in the first days of winter, Ymir's men penetrated the castle. In the ferocious melee, Ymir found and slew his own brother and pried the sceptre from his lifeless hands.

In the aftermath of the battle. Ymir surveyed his kingdom. From the tower of the castle, he saw the carnage and ruination he had visited on his homeland. The once prosperous nation was a blighted, burnt corpse of its former glory. Disgusted with what he saw, he wished for snowstorm to hide the hideous landscape. Little did he know that some dark thing would heed his call. Great grey clouds rolled across the sky, and a gentle snow began to fall. The wind became cold, and still the snow fell, for days, weeks and months. One by one, Ymir's men died, until only he was left, alone in the freezing ruins of his castle.

Alone and dying of frost, the usurper dragged himself to the highest tower. There he cursed his fate and swore that he would sooner die than rule such a benighted realm. As his life ebbed out of his frost-bitten body, he cast his sceptre towards the sky, where it



was carried by the winds into the world beyond.

Little did he realize that it was too late.

Bound to the land by his act of evil, he could neither escape his throne, nor could he die. He rose from death as a hideous wight, trapped within his own the frozen carcass. Just as he was risen as a parody of life, so too were his subjects. From the gutted ruins of his castle, Ymir rules a land of eternal winter, where the walking dead labour without end and hideous spectres torment their dark lord.

The sceptre, for its part, was carried into the world beyond. The mace fantastic power to whomsoever holds it, yet all who gaze upon the mace covet it. Should someone die while holding the mace, he or she is drained of their soul. This spectre is drawn into the frozen kingdom of Schneekugel, where they are made slave to the wight-lord Ymir. There they labour to unbury the dark lord's domain, even as the snow continues to fall.

## The Heartblood Mace

### Winning entry in the War of the Worlds

By **Thomas R. Ramussen aka Malus Black**

The infamous Heartblood Mace is unassuming in its appearance. While longer and slimmer than an ordinary mace, it is made from simple steel, now darkened with more nefarious things than mere age. Its grip is bound in leather, replaced many times throughout its grim history, and its pommel is engraved with the now faded symbol of the goddess Ezra - a longsword superimposed on a shield and adorned with a sprig of belladonna. Its head, however, gives most viewers a start. Not because of its design, which is a simple and modest as the rest of the mace - a mere six steel leaves welded to a heavy steel barrel - but the old stains of dried blood which cover it. The curious ask why a weapon of a good faith is so desecrated, and they are told the story of the Heartblood Mace.

It begun in the year 690 of the Barovian Calendar, years before the religion's Great Schism, and the faithful were united and optimistic. One of these was Daniele Santo, an erstwhile farmer who had a divine revelation and chose to join the church as a knight of his newfound goddess. He and the other knights were given armour, and shields, and weapons, and Daniele chose as his weapon a mace. The mace. At the time it was merely a well-crafted weapon, with no eerie powers. This would soon change.

In 692, Daniele was sent to a faraway hamlet after the church received a cry for help from the local anchorite - a priest of Ezra. The tale of how, through much hardship and at great cost, Daniele uncovered a dark and sinister web of conspiracy and lies, is a story for another time. But at this web's heart was that most terrible of the children of the night, a vampire, and Daniele would have to face him sooner or later. And he was filled with gnawing doubt.

As he sat alone in the church as the sun peeked over the horizon, heralding his inevitable confrontation with the monster, something spoke to him. Afterwards, Daniele could never quite explain what it was, saying only it was as though the shadows of the room had joined together to form a shape made from darkness itself. And it spoke to the doubtful knight in sly, silken tones. "You fear to face the vampire," it said. "And you do right in that, for it is an opponent beyond you. But I can give you victory, or at least the means with which to achieve it." Suspicious, for Daniele had heard tales of fiends, those foul beings of shadow and dark spirits who bargained with the souls of mortals, he asked how this could be done. "'Tis easy, little knight. Look upon your mace. Can you face the vampire with naught but steel? No. But soak the mace's head in heartblood, and it shall be the vampire's undoing." "And what, pray," answered Daniele, "will be the payment for such a favour?" "Naught but what you would freely give me," answered the shadow-being, and faded away.

## Quoth the Raven

Daniele emerged unscathed from his battle with the vampire, although his innocent soul had been deeply marred. He never spoke of how he had won, and never of the shadow-being's deal, until his dying day, which, alas, came far too swiftly. Slowly, Daniele lost trust in himself and his goddess. Slowly, all he trusted in was the mace. The mace, and the heartblood that gave him victory again and again. But pride is a deadly thing, and so is fear, and more and more blood was spilled to ensure certain victory. And in the end there was little left but the fear, and the hate, and the dried blood which marred the once-fair mace. Falling to madness, Daniele killed two of the most devout priests of the church in the belief that their blood would cleanse the world of evil forever. When the other knights found him, they had no choice but to strike the wretch down, and with his dying words, bubbling with blood, he told his killers the truth of what happened that night in the church. And so passed Daniele Santo, corrupted and lost to the darkness.

The mace did not, however, and it has passed through many hands in the passing of time. Some have withstood the lure of its power, some have not, and the mace itself remains, now and forever, a weapon for good, or for evil, depending on the heart of its wielder.

## Game Mechanics

The Heartblood Mace is for all purposes treated as a masterwork mace, though magic inspection reveals a faint necromantic aura. The mace's true powers are first unlocked by soaking the head in the fresh heartblood of a

living creature, which takes 1 full round per Hit Dice of the creature sacrificed. The creature cannot simply be bled, it must die for the powers to be unlocked.

If the creature sacrificed has less than 5 Hit Dice, the mace is treated as a +1 mace for the duration of the effect. For each 5 Hit Dice of the creature, the mace gains another +1 enhancement bonus. If the heartblood of an ettin, a 10 Hit Dice creature, were poured over the head, the mace would gain a +2 enhancement bonus.

The character performing this ritual may instead opt to add special qualities to the mace. By forgoing the additional bonuses, the mace can gain either the vicious or the bane(creature type sacrificed) special qualities. These abilities stack. For example, by sacrificing a 20 Hit Dice purple worm, the mace might become a +2 vicious bane (magical beast) weapon, or a simple +4 weapon.

The effects wear off at -1 per hour after the ritual is performed, and in the order the effects were added. In the above example, if the effects were added as they are written, it would be a +2 vicious mace after 1 hour, a +2 mace after 2 hours, a +1 mace after 3 hours, and a normal masterwork mace again after 4 hours. Only then can the ritual again be undertaken. The effects, though not the bloodstains, can also be removed by submerging it in holy water for 1 minute per effect. Creature with 2 or less Intelligence count for only half of their Hit Dice (so a Roc, an 18 Hit Dice creature) would count as a 9 Hit Dice creature for the purposes of the ritual).






# Evening by the Fire

## An Unexpected Visitor

Andrew "alhoon" Pavlides  
Concept by Eeve Beiderbecke



*"I could not come on time for work in the morning Sir, I had to be awake all night. Why? I had a visitor that could not be ignored."*

-Lessande, Plantation worker in Souragne

"In Souragne it is believed that some nights there is a powerful sorcerer knocking at doors randomly. He can be recognized by his long black beard and red cloak. He doesn't say a word and you should not say anything to him either. You let him enter your house and sleep in your own bed. You have to watch the fire all night during his sleep to keep your guest warm and make sure he has enough water for his thirst.

When morning comes, you should feed him with the best your house can offer. After that, he leaves and never comes back. If you do not welcome him in your house and close the door on him, he will summon a huge pack of fire zombies who will destroy your house and eat its inhabitant."

[From the Undead Sea scrolls 2001, Eeve Beiderbecke (Marie K.L.)]

## The Red-Robed Visitor

Medium Undead (Restless Dead); HD 8d12 (56 hp); Init +1; Spd 30 ft. (6 squares); AC 13 (+2 natural armour), touch 11, flat-footed 12; Base Attack/Grapple +5/+5; Attack: slam +5 melee (1d4+1 +1d6 fire); Full Attack: slam +5 melee (1d4+1 +1d6 fire); SA Spells, Summon Fire zombies; SQ Damage reduction 5/ cold iron, SR 17, Fire resistance 30, Undying; Saves Fort +4, Ref +5, Will +9; AL NE; Str 13, Dex 12, Con -, Int 17, Wis 13, Cha 14.

*Skills & Feats:* Concentration +8/12, Knowledge (Arcana) +9, Knowledge (Religion) +9, Knowledge (Souragne) +10, Spellcraft +9, Spot +7, listen +7, bluff +8, sense motive +7. Combat casting, spell mastery x3 (fire shield, Black tentacles, fireball, dispel magic, web, scorching ray, arcane lock, burning hands, magic missile), eschew materials

*Equipment:* Scorched Rags (+2 resistance to all saves), 2 fire rubies, ring of cold resistance 5.

## Quoth the Raven

*Spells:* The Red-robed Visitor memorizes and casts spells as an 8th level wizard. Since he has no spell book, he uses the spells he knows with the Spell mastery feats.

The visitor appears to be a man in a red cloak and dark brown robe. Beneath his hood, he wears a long black beard and a mane of grey hair. Though he carries the scent of charcoal about him, he appears unremarkable.

The stranger's benign appearance is, in fact, illusionary. Beneath his illusions lies the thin, charred body of a corpse covered in rags.

As part of his curse, the stranger's disguise is removed should someone greet him with a word of welcoming.

### Background

The legend of the Red Robed stranger began with a wizard, whose name has been lost to the ages. The mysterious outlander traveled the lands of Ravenloft, searching for a means of returning to his home.

After a few fruitless years, he began to search the swamps of Souragne. There his group had a very unfortunate encounter with a mob of flesh-eating zombies. Unwilling to retreat before the lifeless horde, the wizard forbade his men to withdraw, even threatening to burn any man that fled.

The battle was long and fierce. Even the wizard realized the futility of the struggle as the shambling cannibals overwhelmed the party. Within an hour's time, the once mighty band fled, followed closely after by the lifeless mob.

Dogged by the horde, the ragged party searched for a safe haven, eventually stumbling upon the hovel of a widow and her children. Fearing the wrath of the zombie horde, and their dreadful master, the widow refused the wizard's entry. Nonetheless, the haughty mage forced his way into the house and imprisoned the family in the root cellar.

That night the mage ordered his hirelings to stand guard outside of the house, while he availed himself to whatever comforts he could find. Drowsy from food and drink, the wizard was soon asleep.

Outside, however, the surviving mercenaries decided they had suffered enough from their cruel master. While the wizard slept, the mercenaries barricaded the exits and set the house on fire.

Unbeknownst to the murderous henchmen, the fire they set would be a beacon to the lifeless horde of the swamp. As the hut burned, the shambling ghouls struck from the shadows. Surrounded by the walking dead, many of the mercenaries chose to throw themselves into the blaze, rather than let the ghouls eat them alive.

The wizard perished quickly in his sleep, though the widow and her children slowly suffocated in their basement prison. With her last breath, the widow cursed the wizard and his mercenaries to roam the swamps for eternity, until they could find someone who would welcome such vile creatures as they.

Since that night, the cursed wizard has walked the swamps as one of the Restless Dead. His skin still smolders with the fire that took his life. His only reprieve from the agony is the embrace of a bed and a welcoming hearth.

### Current Sketch

Neither alive nor dead, the Wizard craves for hospitality to dull his eternal agony. He craves fresh drink to douse his burning flesh, and fine bedding in which he can rest in peace. Only the best of a host's hospitality can satisfy the wizard, though to the stranger's lifeless senses, a rich man's mattress is no different than a beggar's rags.

Should his host refuse the Visitor hospitality, the red robed stranger becomes enraged. The deathless mage summons his treacherous hirelings to lay waste to the home, just as they did so many years ago.

### Combat

Though no longer a true wizard, the Visitor remains an intelligent undead. Though he is without his spell book, the stranger may cast the spells he memorized using spell mastery.

When denied hospitality, the mage uses spells like Arcane lock and Web to trap his enemies before using Fireball and Burning Hands to ignite combustibles.



**Summon fire Zombies (Su):** Once each night, the Red-robed visitor may summon his former hirelings as a standard action that provokes attacks of opportunity.

Once summoned, 2D4 fire zombies emerge within 15' of the Red Robed Visitor, using their exhumation ability to escape their earthen graves.

**Undying:** If the Red-robed Visitor falls to 0 HP or less, he crumbles in to ash. The next night, however, he will emerge from the swamp-gas, though he will never again prey on the host who slew him.

## Fire Zombies

Medium Undead (Fire subtype, Obedient Dead); HD 6d12 +6 (45 hp); Init -1; Spd 30 ft. (Can't run) (6 squares); AC 15 (+6 natural armour), touch 9, flat-footed 15; Base Attack/Grapple +5/+5; Attack: slam +7 melee (1d6+4 +1d6 fire); Full Attack: slam +7 melee (1d6+4 +1d6 fire); SA Exhumation, Fearsome speed, Self Destruct; SQ Bending the land (150'), damage reduction 10/cold iron; SW Allergen; Saves Fort +2, Ref +1, Will +5; AL NE; Str 18, Dex 8, Con -, Int 3, Wis 10, Cha 1. CR 5.

*Skills & Feats:* climb +10, Listen +8, Spot +8; Alertness, Toughness;

Fire Zombies are the reanimated corpses of the Red-robed Visitor's treacherous mercenaries. These obedient dead are the remains of those hirelings who chose to throw themselves on the fire in order to escape the ghoulish horde. These undead appear to be horribly burned corpses. They

radiate an aura of intense heat, as if they are still burning.

## Combat

**Fearsome Speed (Ex):** Once every 1d4 rounds, the fire zombies may move with incredible speed. For one round, the fire zombie may make an extra attack and gains a bonus of +20 ft. to their base speed.

**Exhumation (Ex):** The creature can exhume itself instantly from the ground if order so, as a move equivalent action. This power gives a +12 bonus to all hide checks.

**Self Destruct (Su):** When a Fire zombie reaches 0 hp or less, it explodes dealing 6d4 fire damage to all those within 5' or 2d4 to those within 10' of itself. A successful reflex save with DC 16 (10 +HD) halves the damage dealt.

**Bending the land (Su):** Fire zombies always remain within 150 feet of their target, no matter how fast that target may travel. Every time the target looks back, the fire zombies will appear to be 150' away. If monitored, they disappear into the distance, only to appear again in front of the target or to the sides, still at 150' away.

**Allergen (Ex):** On a direct hit, a vial of water deals 1d6 damage and 1 point of damage in a splash. Holy water adds this damage to the normal damage done to undead.

A bucket of water, or a similarly large quantity of water, deals 4d6 damage to the Fire zombie. A character may make an area attack with a bucket by targeting a 5 by 5 foot square, to deal 2d8 damage to a Zombie. A successful reflex save (DC 15) halves this damage.

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# Grim Tales

## The Wolf

By Stephen "ScS" Sutton

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*Once upon a time, in a far away place, there was a shepherd boy. The boy watched over his flock very carefully, for a terrible wolf prowled the forest. Yet, the Sheppard boy was not afraid, for he carried a magical stone that could slay anything it was thrown at.*

*And so the boy watched his flock, and eventually grew very tired. One day, the wolf came to him and said;*

*"You look very tired, my boy. Perhaps you and I should make a deal? If you can hit the sun with your stone, I will agree never to prey on any sheep you guard."*

*The boy thought for a moment. He had been told never to trust a wolf, but he was very bored of watching sheep, so he agreed. The boy pulled out his magical stone, took careful aim, and tossed the rock with all his might. The enchanted stone streaked through the sky like a thunderbolt and struck the sun in the center. The mighty orb fell to earth like a stricken bird, and the land turned to night.*

*The boy turned to gloat to the wolf, and saw in the star light the wolf's gleaming fangs.*

*"A deal is a deal," said the wolf, "I won't prey on any sheep you guard. But how can*

*you guard your flock from inside of my stomach?"*

*Sure enough, without his magical stone, the boy was devoured. And true to his word, the wolf ate the entire flock.*

- Barovian bedtime story

Since the dawn of time, man has feared the wolf. Known for its cunning and ferocity, the wolf is a common villain in children's stories. In Ravenloft, these fables have taken life of their own, spawning a creature of mythical power. The Wolf is a being born of fear; it is the incarnation of man's fear of all things lupine. The creature lives to prey on man, so that it might spread its

## The Wolf

Male Fey (folkloric): CR 6; SZ M (fey, folkloric); HD 5D8+10; HP 30; Init +2, Spd 50 ft.; AC 14, touch 12, flatfooted 12 (+2 Dex, +2 natural); Atk +6 melee (1D6+1 bite); Fas 5ft. by 5ft./5ft.; SA Spell-like abilities, Swallow whole, trip; SQ damage reduction 5/cold iron, low light vision, scent, skin shifting; AL CE; SV Fort +6, Ref +8, Will +3; Str 13, Dex 16, Con 15, Int 16, Wiz 15, Cha 15.

## Quoth the Raven

*Skills and Feats:* Bluff +11, Disguise +10, Escape Artist +10, Hide +11, Listen +14, Move Silently +12, Spot +9, Wilderness Lore +2\*; Weapon Finesse (bite), Persuasive.

The Wolf is a slender lupine hunter with yellow eyes. The creature changes appearance with the seasons; in winter the creature's pelt is a pure white, while in spring its coat is jet black with a silver grey belly, and in late summer and fall the creature appears a reddish brown and may be mistaken as a massive fox.

### Combat

Despite its fearsome appearance, the wolf is a cowardly hunter. It preys upon children, elderly people, and anyone who cannot defend themselves. An inveterate trickster, the wolf uses deception to rob its enemies of their defenses. So obsessed is the creature that it will flee from an easy kill if it cannot outwit the victim.

Though craven, the wolf is a persistent foe. If confronted, the wolf will shadow its enemies, striking again when they are most vulnerable. The wolf may attack the families and friends of its enemies, perhaps even disguising itself as a relative, so that it might lure its enemies into a trap.

**Spell-like Abilities (Su):** 1/day - charm person, silent image. These abilities are as cast by a 6th level sorcerer (save DC 10 + spell level).

**Swallow Whole (Su):** The wolf may attempt to swallow a grappled opponent of medium size or smaller by making a successful grapple check. Once inside its stomach, the victim emerges in an extra-dimensional space. The imprisoned character suffers 1D6 constitution damage for each day that he or she remains trapped in the wolf's stomach. Any attempt to cut through the walls of the stomach results in a spray of acid from the wound, causing the character, and anyone else in the stomach, to suffer 1D6 constitution damage. If the wolf dies, its corpse vomits out any imprisoned characters.

**Trip (Ex):** If the wolf hits an opponent with its bite attack, it may attempt a trip as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent may not attempt to trip the wolf.

**Low Light Vision:** The wolf can see twice as far as a human in moon light, star light, torch light, ect.

**Scent (Ex):** The wolf receives a +4 racial bonus to Wilderness Lore checks while tracking by scent.

**Skin Shifting (Su):** The wolf may take on the appearance of any living creature trapped within its stomach. This effect is similar to the spell alter self. The wolf makes a disguise check, with a +10 bonus, to impersonate the character.



# Growls in the Night

## A Collection of Creatures

Andrew "alhoon" Pavlides  
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### Border Zombie

#### Medium Undead (Obedient)

<b>Hit Dice:</b>	8d12+8 (60 hp)
<b>Initiative:</b>	+3
<b>Speed:</b>	30 ft
<b>Armor Class:</b>	15 (-1 dex, + 6 natural), touch 9, flat-footed 15
<b>B.Attack/Grapple:</b>	+7/+7
<b>Attack:</b>	slam +8 (1d6+4) melee
<b>Full Attack:</b>	2 slam +8 (1d6+4) melee
<b>Space/Reach:</b>	5 ft. (special) /5 ft.
<b>Special Attacks:</b>	push
<b>Special Qualities:</b>	Undead traits, damage reduction 5/slashing, turn resistance +2, partial actions only, undying, horde
<b>Saves:</b>	Fort +4, Ref +3, Will +6
<b>Abilities:</b>	Str 18, Dex 8, Con -, Int -, Wis 10, Cha 1
<b>Skills:</b>	-
<b>Feats:</b>	Great fortitude, lightning reflexes, improved toughness
<b>Environment:</b>	Any
<b>Challenge Rating:</b>	4
<b>Treasure:</b>	None
<b>Alignment:</b>	None
<b>Advancement:</b>	-

When Azalin closes Darkon's borders, Border Zombies arise to block exit or entrance. They resemble normal zombies with the exception that their rotten eyes glitter with a dim light.

As usual Azalin can see from their eyes and speak through them, but this is his ability, not theirs.



## Quoth the Raven

### Combat

Border zombies just slam their opponents with their powerful fists until they stop moving. Then they attack the next closest target. unwittingly using their horde ability, more than one occupy a 5'x5' square. They do not use cover or flanking, they do not avoid threatened areas, they do not use any kind of tactic except move, attack.

**Horde (ex):** 2 Border zombies can (and usually do) occupy the same square without any penalty. This helps them make advantageous frontal assaults as many can horde up on a single target.

**Push (Ex):** If both slam attacks of a Border zombie hit its target, the hammer zombie can make a bull rush maneuver as a free action with a +4 bonus without provoking an attack of opportunity (and without moving to the target's space).

**Undying (su):** If a border zombie is brought below 0 hp it is destroyed, falling to the ground. 1d4 rounds later (or after 3 rounds) it raises again with full hit points even if it has been completely destroyed. If it has been disintegrated its ashes reform; if it has been slashed to pieces, they quickly gather together etc.

This ability, although supernatural, cannot be stopped by any mortal act or magic, even a miracle.

**Partial actions only (ex):** As normal zombies, these zombies can take only partial actions. However, if they don't use a partial charge action, they can make a full attack even if this is normally impossible.

### Creation

Azalin creates these obedient by closing the Borders of Darkon. Even if they are somehow recreated, Border zombies won't have the undying quality.

### Eater

#### Medium Undead (hungry)

<b>Hit Dice:</b>	6d12 +6 (45 hp)
<b>Initiative:</b>	+7
<b>Speed:</b>	30 ft / climb 15 ft
<b>Armor Class:</b>	19 (+3 dex, + 6 natural), touch 13, flat-footed 16
<b>B.Attack/Grapple:</b>	+6/+6
<b>Attack:</b>	bite +10 melee (1d12+4)
<b>Full Attack:</b>	Bite +10 (1d12 +4), 2 claws +4 (1d4 +3)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	Wounding bite, Disease
<b>Special Qualities:</b>	Undead traits, turn resistance +2, mirror bane, cold/acid resistance 10, gain power.
<b>Saves:</b>	Fort +2, Ref +5, Will +6
<b>Abilities:</b>	Str 16, Dex 16, Con -, Int 8, Wis 12, Cha 8
<b>Skills:</b>	Move silently +6, hide +6, climb +13, spot +4, listen +4, balance +4
<b>Feats:</b>	Improved toughness, improved initiative, multiattack, dodge.
<b>Environment:</b>	Any, most often in Darkon and Tepest.
<b>Challenge Rating:</b>	5
<b>Treasure:</b>	None
<b>Alignment:</b>	Usually C. Evil
<b>Advancement:</b>	7-9 HD (Medium)

The eater looks like a bloated human with an oversized head. The lower half of this already large head is taken by an extremely vicious looking mouth filled with sharp, yellowish black teeth. The creature's tongue seems purple and is as large as a dog's but it is swollen. The creature constantly licks its lips with this tongue or lets it hang out of its mouth except when it is fighting.

Nobody knows how these creatures appeared or how far from Tepest (where their existence was first reported) they have spread, but they are found in Darkon and Nova Vaasa. Many believe they originate from a cursed individual who created them as spawns or that they are the fruits of a necromancer's studies.



They usually travel alone or in packs of 2 - 5 members. They claim a territory near a small community and hunt there. Once the community threatens them enough (or is depopulated) they relocate.

The Eaters are careful to not create many of their kind in order to not increase opposition and competition.

They need about 20 lbs of fresh flesh from a creature. They prefer humans and sentient creatures but even animals can sustain them. A "starving" Eater will attack as a rabid animal, without regard for its own cursed existence.

Their Craving is not only to fulfill their hunger, but also maim and violate the living. If there is plenty of prey around, they curse other humanoids to their existence making them spawn. The created Eaters have no memory of their previous lives or any hint of their personality.

While the Eaters are under control of their creator and they can't harm him directly they are by no means loyal. However to disobey a direct command from their creator, they have to make a will save with DC 20 (+2 bonus vs. suicidal commands).

An Eater can command as many spawns as a cleric of its level. In case he creates any more spawn, they become free willed.

## Combat

While the Eaters aren't particularly smart they like to set ambushes and are quick to flee a losing battle. In combat they rush savagely on the enemy trying to cause pain and kill.

**Bite focus (Ex):** The Eater gets a +4 competence bonus to hit rolls with its bite attack.

**Eater Disease (Su):** The bite of the Eater carries the dreadful curse. A human, calliban or half - elf bit by an Eater must make a Fortitude save with a DC 16 or suffer a wasting disease called the Blotting Gluttony.

While afflicted, the bitten character must eat far more than normal (twice more increasing to five times more as the disease progresses). The victim's head and jaw increase in size in a painful transformation.



Once the creature is dead, the transformation doesn't stop, but even speeds up. New teeth grow and become sharper. Within 48 hours from the creature's death, the transformation is complete and the victim rises as an Eater under the control of its creator.

**Blotting Gluttony:** Supernatural disease, Fortitude DC 16, 1d3 strength damage and 1d4 constitution damage each day. The disease needs three successive saves to heal naturally. Every 3 points of constitution damage increase the OR of the creature by +1 (up to +3) as the head and jaws of the victim changes.

A spellcaster casting a cure disease spell, must succeed at a caster level check with a DC of 15 to heal the affliction.

**Wounding Bite (Ex):** The bite of the Eater laeaves a vicious wound, dealing 2 hp/ round for 10 rounds or until the wound is treated with either magic healing or with a successful heal check (DC 18). Successive wounds deal more damage.

**Gain Power (Ex):** The Eater gains a HD if it eats ten creatures with more HD than it has. It cannot exceed 9 HD in this fashion.

**Mirror Bane (Ex):** The sight of its own distorted body provokes a kind of remembrance in Eaters. Upon being confronted with a mirror, the Eater attempts a Will saving throw against a DC 20. On a failed check, the creature cowers for 2d4 rounds, and fights only to defend itself.

## Quoth the Raven

On a successful check, the creature becomes freewilled. A free-willed eater regains the charisma and wisdom scores it possessed before its infection. Enraged by its hideous visage, a free-willed eater seeks its former master; so that it might take its revenge.

Eaters instinctively avoid mirrors; all such creatures with a clear line of sight of a character brandishing a mirror, are allowed a reflex save of DC of 14, to avoid looking into the surface. A character must be within 30 feet of an eater, for his or her mirror to be effective.

### Hammer Zombie (or smasher)

#### Medium Undead (obedient)

<b>Hit Dice:</b>	3d12 +3 (22 hp)
<b>Initiative:</b>	-1
<b>Speed:</b>	20 ft. (can't run)
<b>Armor Class:</b>	14 (-1 Dex, +5 natural), touch 9, flat-footed 14
<b>B.Attack/Grapple:</b>	+1/+5
<b>Attack:</b>	Slam +5 melee (1d8+4)
<b>Full Attack:</b>	2 Slams +5 (1d8+4)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	Crushing Blow, smashing fists
<b>Special Qualities:</b>	Undead traits, slow, DR 5/slaying
<b>Saves:</b>	Fort +1, Ref +0, Will +3
<b>Abilities:</b>	Str 18, Dex 8, Con -, Int -, Wis 10, Cha 1
<b>Skills:</b>	Move silently +7, hide +9
<b>Feats:</b>	Toughness, Improved Sunder
<b>Environment:</b>	Any
<b>Challenge Rating:</b>	3
<b>Treasure:</b>	None
<b>Alignment:</b>	None
<b>Advancement:</b>	4-6 HD (Medium)

Hammer Zombies look like normal, decayed zombies except that their hands are large replicas of normal fists made from stone. The fists of a hammer zombie are usually between 6" - 9" tall.

## Combat

In combat, hammer zombies move towards the nearest opponent and try to crush him with their powerful fists. They are mindless, have not the least interest in self preservation so they walk through threatened areas if they have to, and ignore flanking opportunities.

**Slow (Ex):** Hammer zombies can only take partial actions in combat like normal zombies. If they are adjustment to an opponent however, they can use the full attack action.

**Crushing Blow (Ex):** The fists of the Hammer zombie are preternaturally hard. If the Hammer zombie succeeds on both the slam attacks against a single opponent, it has delivered a very powerful blow, dealing an extra 1d6+6 damage. Also a medium sized or smaller target must make a strength check with a DC equal to 10 + the damage dealt by the crushing blow or be pushed 10' back in a straight line and fall prone. A small creature takes a -4 penalty to this save and a tiny or smaller creature takes a -8 penalty. Dwarves gain a +4 bonus through their stability power.

For example if a character with 14 strength was subject to a crushing blow that dealt him 8 hit points of damage, he must make a successful save with a DC of 18 or be pushed 10' back and fall prone.

**Smashing Fists (Su):** the fists of the Hammer zombie are able to bypass the first 5 points of hardness of items they hit or damage reduction of creatures they hit.

**Stealthy (Ex):** Hammer zombies get a +8 bonus to Move silently and hide checks.

## Creation

Hammer Zombies are created using the spells knock, bull strength and magic weapon on a corpse whose hands have been replaced with hands carved from stone.



## Leaping Zombie (Or Jumper)

### Medium Undead (obedient)

<b>Hit Dice:</b>	4d12 +3 (29 hp)
<b>Initiative:</b>	-
<b>Speed:</b>	30 ft. (can't ran)
<b>Armor Class:</b>	16 (+6 natural), touch 10, flat-footed 16
<b>B.Attack/Grapple:</b>	+2/+5
<b>Attack:</b>	Slam +5 melee (1d6+3)
<b>Full Attack:</b>	2 Slams +5 (1d6+3)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	Life sense
<b>Special Qualities:</b>	Undead traits, slow, DR 5/slash- ing, exhumation, Leaping
<b>Saves:</b>	Fort +1, Ref +0, Will +4
<b>Abilities:</b>	Str 16, Dex 10, Con -, Int -, Wis 10, Cha 1
<b>Skills:</b>	Move silently +5, hide +5, jump +37
<b>Feats:</b>	Toughness
<b>Environment:</b>	Any
<b>Challenge Rating:</b>	3
<b>Treasure:</b>	None
<b>Alignment:</b>	None
<b>Advancement:</b>	5-6 HD (Medium)

Leaping Zombies look like normal, decayed zombies except that their legs do not seem as decayed and are a bit longer and more athletic. For a character to notice this, a zombie must have torn clothes that show its legs and the character must succeed at a spot check with a DC 18.

### Combat

If the zombies are buried in the ground before the combat starts, they use their exhumation ability along with the Leaping ability.

This has the effect of the ground suddenly exploding as a decayed corpse makes a fantastic leap out from a shallow grave to land near a target and attack. Creatures subject to this tactic may need to make a fear check at the DM's discretion.

On all other respects, Leaping zombies fight as normal zombies.



**Exhumation (Ex):** The creature can exhume itself instantly from the ground if ordered to do so, as a move equivalent action. This power gives a +12 bonus to all hide checks. This ability can be used in conjunction with the Leaping ability and can be considered a part of a partial charge action.

**Leaping (Su):** This power gives the leaping zombie the ability to make fantastic leaps. The leaping zombie gains a +30 bonus to all jump checks, with jumping distances doubled. If the zombie leaps next to a target it can attack in the same round, as if it has used a partial charge.

**Life sense (Sp):** The Leaping Zombie can sense life forms in a way similar to a detect undead spell, but keyed to living creatures. By concentrating the undead can sense the aura of living creatures. The HD of the creature determines the strength of the life force.

This power can be fooled by nondetection and similar spells that mask auras and protect against divination. Also living creatures with 8 HD or more (twice as many as the Jumper) are entitled a will save with a DC 11. Each round they pass that save, they are undetected from the zombie. If they fail a save they are not entitled another save unless they live the area of effect and return again.

## Quoth the Raven



The living creatures do not recognize that they are spied upon, even if they are entitled to a will save.

**Slow (Ex):** Leaping zombies can only take partial actions in combat like normal zombies. If they are adjustment to an opponent however, they can use the full attack action.

### Creation

Leaping Zombies are created using the spells jump and expeditious retreat on the corpse of an athlete that died and didn't receive a proper burial.

### Miser

#### Medium Undead (restless)

<b>Hit Dice:</b>	6d12 (39 hp)
<b>Initiative:</b>	+6
<b>Speed:</b>	30 ft
<b>Armor Class:</b>	16 (+2 dex, + 4 natural), touch 12, flat-footed 14
<b>B.Attack/Grapple:</b>	+4/+4
<b>Attack:</b>	Touch+4 (1d8+5) melee touch or weapon +4
<b>Full Attack:</b>	Touch+4 (1d8+5) melee touch or weapon +4
<b>Space/Reach:</b>	5 ft./5 ft.

<b>Special Attacks:</b>	Whispering, silvering touch
<b>Special Qualities:</b>	Undead traits, turn resistance +2, damage red 10/gold, SR 19, disguise
<b>Saves:</b>	Fort +4, Ref +4, Will +5
<b>Abilities:</b>	Str 12, Dex 14, Con -, Int 12, Wis 12, Cha 14
<b>Skills:</b>	Appraise +6, bluff +6, disguise +6, gather info +6, hide +10, intimidate +6, listen +6, move silently +10, spot +6
<b>Feats:</b>	improved initiative, alertness, great fortitude
<b>Environment:</b>	Any
<b>Challenge Rating:</b>	4
<b>Treasure:</b>	Twice standard
<b>Alignment:</b>	Usually N. Evil
<b>Advancement:</b>	7-12 HD (Medium)

The Miser looks like a corpse in the state of decomposition it was when the spirit of the creature reanimated it. Some are just a week old while others are almost skeletons.

A Miser is created from the corpse of a miserly person that used to care only for its savings and fortune. If the inheritors (legal or not) of the niggard's fortune waste the money the miser was so fond of keeping and has sacrificed so many pleasures to stash away, the man may come back to claim his fortune back.

The Miser's Craving is naturally to hoard money. Usually the Miser tries also to punish those that squandered his money. When the Miser has stashed away enough money (at least as much as it used to have, perhaps more) and dealt enough punishment he goes back to rest.

The creature keeps its memories and some part of its old personality but not its skills or mindset. It remembers vaguely the time he spent as living but doesn't bother with such memories; it remembers all too well the glittering treasures it used to keep in a locked, hidden box.

If the Miser is presented with an immediate chance to acquire money, it must make a will save with a DC 13 to stop itself from immediately going for it. A successful save means it has mastered the compulsion for 1 minute. Each additional minute, the DC



increases by 2. At the DM's prerogative the creature may get some bonuses or penalties depending on the value of the treasure.

For example if the Miser is hunting a party of adventurers and one of them throws a valuable bag of coins down a 30' deep cliff, the Miser has to make the save or jump. Even if the save is successful, knowing that in the bottom of the cliff lays a bag of silver and gold, forces the Miser to make a will save each minute with increasing DC or abandon everything and run back.

The Miser is an unusual undead in another way; it can be bribed. So if it turns up to revenge a relative for wasting its money, he or she can drive off the Miser for some time by recompensating. Keep in mind though that the Miser is also envious, greedy and evil. While it will endanger itself to grab a bag of silver or gold pieces and even negotiate to get it, a few hours later it will think "How many more they have?" The Craving then will kick in and put a burning desire to the creature to take more.

## Combat

The unusual substance needed to harm the Miser and its high spell resistance makes it a dangerous opponent for unprepared parties, even if they have magic to employ. Yet even low level parties can destroy a Miser by playing upon its Craving.

A Miser that has to fight usually attacks from ambush and keeps whispering in the whole fight.

If it has to engage in combat to acquire treasure, for example if it faces an opponent wearing a ruby necklace, the creature gains a +2 to hit rolls, damage rolls (with weapons) and saves, fights until it reaches -10 hit points and it suffers a -2 penalty to AC.

It keeps its weapon and armor proficiencies from its life.

**Disguise (Sp):** 2/day the Miser can take the appearance of another creature as if using the spell Disguise self, with a caster level 12. It uses this spell to infiltrate human communities and learn where it can find its relatives, its money or treasure in general. This illusion breaks immediately if the Miser makes a touch attack or attacks by

whispering, but not if it attacks using a weapon.

**Silvering touch (Su):** A Miser may make a touch attack that deals 1d8 +5 points of negative energy damage. The touch leaves behind a silver colored branding that fades away about a week later. The Miser heals 2 hit points for each successful attack.

**Skill affinities (Ex):** The Miser gets a +6 racial bonus to move silently and hide skills and a +2 to bluff and disguise skills.

**Whispering (Su):** The Miser whispers to itself its need to hoard money, the joys of looking at a stack of coins, the sorrow of having to spend a copper piece etc. All nearby that listen to it find their common sense and willpower lessening.

This is a sonic, language-dependended, mind-affecting power that the Miser may use at will as a free action while fighting. Everyone within 30' of the Miser that can understand him must make a Will save with a DC of 15 or take 1d3 wisdom damage. Anyone actively trying to listen what the undead whispers takes a -2 circumstance penalty. The Miser can't reduce the same person's wisdom score by more than 8 points and cannot drop it below 5. That means that a calliban barbarian with 8 wisdom cannot lose more than 3 points of wisdom in this fashion while a cleric with 16 wisdom cannot drop below 8 wisdom.

The Miser doesn't heal any hit points from this attack and lost wisdom points return at the rate of 1 point per hour.

## Scython

### Large Undead (obedient)

<b>Hit Dice:</b>	9d12 (58 hp)
<b>Initiative:</b>	+6
<b>Speed:</b>	30 ft (run x3)
<b>Armor Class:</b>	22 (+2 dex, -1 size, +11 natural), touch 11, flat-footed 20
<b>B.Attack/Grapple:</b>	+8/+12
<b>Attack:</b>	Claw +11 (1d10+5, critical 19-20/ x3) melee
<b>Full Attack:</b>	2 claws +11 (1d10+5, critical 19-20/ x3) melee
<b>Space/Reach:</b>	5 ft./10 ft.

## Quoth the Raven

<b>Special Attacks:</b>	Blood suck
<b>Special Qualities:</b>	Undead traits, accuracy, damage reduction 5/bludgeoning
<b>Saves:</b>	Fort +3, Ref +5, Will +6
<b>Abilities:</b>	Str 20, Dex 14, Con -, Int 2, Wis 10, Cha 1
<b>Skills:</b>	Listen +5, spot +5
<b>Feats:</b>	Cleave, improved initiative, weapon focus (claw), power attack.
<b>Environment:</b>	Any
<b>Challenge Rating:</b>	5
<b>Treasure:</b>	None
<b>Alignment:</b>	Often N. Evil
<b>Advancement:</b>	10 - 16 HD (Large)

The Scython is a skeleton about 9 feet tall. It has a 3' long, bony, serrated scythe blade in the place of each hand attached at the wrist. Its bones have a slight gray hue and are unnaturally tough.

### Combat

The Scython is an effective guard but nothing else. It enters the fight using its powerful scythes and concentrate on one target. Its natural weapons are more deadly than most manufactured weapons.

It's not smart enough to avoid threatened areas and will provoke attacks of opportunity or use cover. However, it is intelligent enough to flank opponents with those it perceives as allies.

**Accuracy (Ex):** The Scython is unnaturally talented with the use of its blades, taking a +2 competence bonus to hit rolls with them (Already calculated).

**Blood Suck (Ex):** The interior of the Scython's scythe-shaped claws is hollow. If a claw hits an opponent, the opponent must succeed on a Fortitude save (DC 16, dexterity based) or the Scython deals 1d3 points of con damage by draining some of the victims blood. The Scython doesn't heal any damage from this attack.

### Creation

To create a Scython, a necromancer must find a large bodied human or calliban corpse, at least 6' 4" tall. The skeleton of the body

must be (mostly) intact. Bodyguards, soldiers or even strongly built servants are good candidates.

The marrow must be emptied from the large bones before the ritual of animation starts. A common practice is to strip the body of its flesh, cut the bones in half with a thin saw and then gluing them together (or using magic).

The corpse must have its hands replaced with masterwork scythe blades. Then the following spells must be cast right before animation: magic circle against evil, keen edge, enlarge, magic weapon, bull's strength, vampiric touch and finally animate dead.

## Sharptalon (or slasher)

### Medium Undead (obedient)

<b>Hit Dice:</b>	6d12 (39 hp)
<b>Initiative:</b>	+5
<b>Speed:</b>	30 ft.
<b>Armor Class:</b>	17 (+6 natural, +1 dex), touch 11, flat-footed 16
<b>B.Attack/Grapple:</b>	+3/+6
<b>Attack:</b>	bonesword +7 melee (1d8+3, crit 19-20/x2)
<b>Full Attack:</b>	2 boneswords +7 (1d8+3, crit 19-20/x2)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	Wounding, self destruct
<b>Special Qualities:</b>	Undead traits, DR 5/bludgeoning, resist cold 40
<b>Saves:</b>	Fort +2, Ref +2, Will +5
<b>Abilities:</b>	Str 16, Dex 12, Con -, Int 2, Wis 10, Cha 1
<b>Skills:</b>	Spot +5, listen +5
<b>Feats:</b>	Improved initiative, Weapon Focus
<b>Environment:</b>	Any
<b>Challenge Rating:</b>	5
<b>Treasure:</b>	None
<b>Alignment:</b>	None
<b>Advancement:</b>	7-9 HD (Medium)

Sharptalons are skeletons with extraordinary sharp blades where their hands should be. These are powerful obedients, made all the deadlier with their ability to self destruct.



## Combat

The Sharptalons are gifted with a glimmer of intelligence and creativity, although nothing of the original creature's personality remains. Being obedient dead however, separates them from animal behavior. Sharptalons have no instinct of self-preservation or ambitions, they crave nothing than obey their creator.

They are intelligent enough to flank opponents, but will not avoid provoking attacks of opportunity. They will often single out a specific target to take down first. If there are many Sharptalons, every two or three will choose a single target. They will hunt down opponents and will retreat from a losing battle (if they have been told not to fight to destruction) or self-destruct (if they are told to protect a place and not retreat).

**Wounding (Su):** The wounds from the Sharptalon blades do not close, but continue to bleed for 1 hp/ round until they are treated with a successful heal check with DC 15 or with at least 1 hit point of healing magic. The damage from multiple wounds stack, and each wound must be treated separately.

**Self Destruct (Su):** If a Sharptalon reaches 0 hp or less, it explodes violently. The explosion deals 2d6 bludgeoning damage and 2d6 points of slashing damage from fragments within 5' radius. Creatures within 10' of the explosion suffer half this damage. A successful reflex save DC 14 (10 +HD/2 +Dex modifier) halves the damage.

Other Sharptalons within the radius are subject to this damage as well, although their damage reduction to slashing damage lessens the danger.

A Sharptalon may cause itself to self-destruct spontaneously. Doing so, requires a full-round action in which the creature shakes and quivers with magical energy.

## Creation

Sharptalon Skeletons are created from the intact skeleton of a unrepentant criminal, who was decapitated. The head must be present and attached to the body. The keen weapon spell must be applied on the body before the animate dead spell.

## Sneak

### Tiny Fey (Shadow)

<b>Hit Dice:</b>	4d6 -4 (10 hp)
<b>Initiative:</b>	+8
<b>Speed:</b>	15 ft/ fly 40' (good)
<b>Armor Class:</b>	19 (+4 dex, + 1 natural, +2 deflection, +2 size), touch 18, flat-footed 13
<b>B.Attack/Grapple:</b>	-1/ -9
<b>Attack:</b>	Blowgun +8 (1+ poison)
<b>Full Attack:</b>	Bblowgun +8 (1+ poison)
<b>Space/Reach:</b>	2,5 ft / -
<b>Special Attacks:</b>	spell-like abilities, sneak +1d6, Dust of hover 3/d
<b>Special Qualities:</b>	Damage reduction 5/cold iron, low-light vision, darkvision 120', hide in plain sight, immunity to electricity and wood, sunlight vulnerability (1d4), alternative form.
<b>Saves:</b>	Fort +1, Ref +8, Will +4
<b>Abilities:</b>	Str 5, Dex 19, Con 8, Int 13, Wis 10, Cha 15
<b>Skills:</b>	Bluff+ 5, diplomacy +5, hide +16, spot +6, listen +6, move silently +13, knowledge (nature) +6, search +5, sense motive +4, sleight of hand + 11
<b>Feats:</b>	Improved initiative, fly-by attack, blowgun proficiency.
<b>Environment:</b>	Woods, forests
<b>Challenge Rating:</b>	4
<b>Treasure:</b>	Standard
<b>Alignment:</b>	C. Neutral
<b>Advancement:</b>	By class

Sneaks resemble pretty teenagers (boys or girls) with butterfly wings about 2" taller than 1 foot. Their skin is pale as the moonlight and their hair have a silverish color. Their ears are pointed like an elves and their faces have sharp, angular features.

Sneaks are curious by nature and like to have fun, some times in the expense of mortals. They like playing pranks upon them, more or less harmless. They may even help a mortal they like sometimes.

## Quoth the Raven



Although they meddle with humans constantly they avoid meddling in human affairs. While a merchant may find that his business is harmed by the sneaks, they don't do it to help an antagonist or out of vengeance or malice. They just do it for fun.

Sneaks tend to steal things and hide them around or causing embarrassment to haughty mortals (like suddenly turning a nobleman's pants invisible). They particularly like silver and sometimes steal trinkets. They lose their interest in them in a few months however and either drop them away to free up space or give them to mortals (usually by dropping them to a mortal's head from height).

In the Arak community they usually serve as scouts and spies. Most Sneaks are unaffiliated with the Seelie or Unseelie courts.

If a mortal seems to have an interesting streak of humor and an affinity for pranks, and is interesting for a decade or so, the sneaks may turn him to a changeling although this is very rare.

## Combat

Sneaks avoid combat if at all possible, preferring to flee in case of danger. If pressed to fight, they use their fly-by attack and hiding abilities.

**Alternative form (Su):** The Sneak's alternate form is usually a small bird like a sparrow.

**Dust of Hover (Sp):** 3 times per day, a sneak can produce a kind of silvery dust from her wings to sprinkle on a target directly below her. The target must make a successful reflex save (DC 16) or become almost weightless and hover about a foot above ground for 3d4 rounds. The target receives a -2 penalty to AC and if he/she/it is unable to fly or levitate, it cannot move by itself. To turn 90 degrees in any direction, a non-flying creature that has no solid surface to push, needs a full round action. If more than one Sneak sprinkle hovering dust on the target, the duration of both the effects stacks.

Since the floating target weighs about 2% of its actual weight, it is easy for the Sneaks to move him around without effort.

More than one sleeping wives have wakened by shouts to find their husband floating a foot below the roof for a minute or two before he suddenly came crashing down.

**By-pass armor (Ex):** A sneak attacking with her blowgun can by-pass the armor bonus of the target creature by taking a -4 to hit rolls. She cannot ignore natural armor, shield bonus, deflection etc. She can effectively target the tiny bolt (small as a needle) through armor openings.

**Hide in plain sight (Ex):** A sneak can take 10 in the hide check in any circumstances and also make a hide check without penalty even if it is watched at the time.

**Laughing Poison:** Sneaks cover their needles with a poison they make from moonlight, flowers and their saliva.

**Injury - fortitude DC 17, initial damage:** as Tasha's hideous laughter for 1d3 +2 rounds, secondary damage: none. Spell resistance and effects that block 2nd level enchantment effects blocks the effect.



The poison is in effect a method to deliver a spell-like ability and loses its potency if taken from the sneak's quiver for more than 10 minutes.

**Sneak Attack (Ex):** as a 1st level rogue

**Spell-like abilities (Sp):** Glitter dust 1/day, invisibility 2/day, object glamour 3/day, deep slumber 1/day. Cast as a 4th level caster with a DC 12+spell level.

As with all shadow fey, her illusion effects have an extra +2 DC.

## Swordwight

### Medium Undead (restless)

<b>Hit Dice:</b>	4d12 +4 (30 hp)
<b>Initiative:</b>	+2
<b>Speed:</b>	30 ft
<b>Armor Class:</b>	20 (+2 dex, + 2 natural, +4 armor, +2 shield), touch 12, flat-footed 18
<b>B.Attack/Grapple:</b>	+5/+5
<b>Attack:</b>	Long sword +7 (1d8+3)
<b>Full Attack:</b>	Longsword +7 (1d8+3)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	Gaze of hate, Blade of wrath
<b>Special Qualities:</b>	Undead traits, turn resistance +2, Sustain equipment, damage reduction 5/magic
<b>Saves:</b>	Fort +1, Ref +3, Will +5
<b>Abilities:</b>	Str 16, Dex 14, Con -, Int 12, Wis 12, Cha 14
<b>Skills:</b>	Hide +5, listen +5, move silently +4, spot +5
<b>Feats:</b>	Improved toughness, weapon Focus (Longsword)
<b>Environment:</b>	Any (near Battlefields)
<b>Challenge Rating:</b>	4
<b>Treasure:</b>	Standard
<b>Alignment:</b>	Always C. Evil
<b>Advancement:</b>	5-12 HD (Medium)

The swordwight is a withered corpse of a soldier or officer. Its eyes burn with a hateful red light. The body of the corpse shows the wound that took its life in a gruesome manner. Black, putrid liquid may ooze out of a slashing wound; maggots may cover and move around a bluish bruise in the cracked head etc.

A swordwight is created when a soldier with a powerful personality (or perhaps a minor officer) and an evil streak, dies filled with envy for others that got to live.

A swordwight doesn't hate and blame just the soldier that killed it and its enemies, but also its own commanders that put it there, the politicians behind the war, its allies that failed to protect them, and even fate that played them such an evil trick.

Common examples are soldiers that believed they were destined for something greater than going down on a muddy battlefield, or soldiers that thought the battle they died in was meaningless.

The restless dead that raises from the grave is full of hate and quickly forsakes the oaths of obedience it may have made and that (by its opinion) lead to its death. Its Craving is to revenge the living for its death. It retains some of its memories but they are distorted by hate. Loving wives are remembered as cheating, parents are remembered as unfair, distant and cold that led the swordwight to army and death, siblings are remembered as jealous etc. Nothing that binds a creature to another remains in the Swordwight's new personality.



## Quoth the Raven

However the swordwight doesn't bother itself to revenge those that he used to care for or even hate. That would also be a form of binding relationship. In fact, the swordwight wouldn't spend more than a few minutes pondering how bad his wife was; it is too occupied pondering how unjust life was and by its burning need to revenge the living just for being alive.

Once the swordwight has killed or driven off every sentient being near its place of death, it is destroyed. What a swordwight perceives as "near" is different from undead to undead. Usually it is an area within 2 - 4 miles from its place of death.

A swordwight may return to unlife however if the area becomes heavily populated again with joyful people.

### Combat

The swordwight hates joy. If it sees sentient creatures having a good time, it must make a will save DC 12 (that increases by 2 each minute) or attack. Also it is intelligent enough to devise plans to disrupt the happiness of those near its lair, like creeping into farmhouse, killing just a child and then go out, leaving its parents and siblings despaired and sad by the meaningless loss.

A swordwight attacks poorly armed opponents it believes it can overcome if it has the chance. It makes use of its gaze attack to weaken foes before getting close for the kill.

While it is evil, luckily it isn't particularly sadistic.

**Sustain equipment (su):** Even though its equipment may seem rusty and fragile, the swordwight's hate sustains its equipment as well as itself.

While and only when the swordwight uses it, it functions as if its weapon is of masterwork quality and all its other equipment as if of normal quality. This salient ability also adds a +2 unholy bonus to saves its equipment makes, to its hardness and doubles the equipment's hit points.

**Blade of wrath (Su):** When attacking a creature belonging to its previous race, the swordwight adds a +1d6 bonus to damage

rolls and a +1 bonus to hit rolls (as if using a lesser bane weapon). Half-elves are treated as both humans and elves for the purpose of this ability.

If it successfully damages an opponent with the Blade of wrath ability, the swordwight heals damage equal to the result of the 1d6 bonus damage dice.

**Gaze of Hate (Su):** Humanoids that look upon the hateful eyes of the swordwight may be frozen with fear, disgust, hate, sympathy or a combination of the four depending on the character.

The swordwight has a gaze attack with a range of 30'. A humanoid within range meeting the creature's eyes must make a will save (DC 14, charisma based) or be paralyzed for 1d4+1 rounds. An attack to the creature breaks the effect immediately.

This is a mind-affecting fear effect. A creature that makes the save (successful or not) is immune to the swordwight's gaze attack for the day. A good character takes a -1 penalty to the save while an evil character takes a +1 bonus.

In the rare case a character is subject to more than one swordwight's gaze attack simultaneously, it makes a single save with a +2 DC for each additional swordwight.

## Swordwight warlord

### Medium Undead (Restless)

<b>Hit Dice:</b>	8d12 +8 (60 hp)
<b>Initiative:</b>	+3
<b>Speed:</b>	30 ft
<b>Armor Class:</b>	23 (+3 dex, +4 natural, +4 armor, +2 shield), touch 13, flat-footed 20
<b>B.Attack/Grapple:</b>	+9/+9
<b>Attack:</b>	Long sword +10 (1d8+5)
<b>Full Attack:</b>	Longsword +10 (1d8+5)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	Gaze of hate, Blade of wrath, command swordwights, animate swordwights
<b>Special Qualities:</b>	Undead traits, turn resistance +2, Sustain equipment, damage reduction 10/magic
<b>Saves:</b>	Fort +2, Ref +5, Will +7



<b>Abilities:</b>	Str 20, Dex 16, Con -, Int 14, Wis 12, Cha 16
<b>Skills:</b>	Hide +10, listen +10, move silently +10, spot +10, knowledge (War) +10
<b>Feats:</b>	Improved toughness, weapon Focus (Longsword), ability focus (gaze of hate)
<b>Environment:</b>	Any (near Battlefields)
<b>Challenge Rating:</b>	7
<b>Treasure:</b>	Standard
<b>Alignment:</b>	Always C. Evil
<b>Advancement:</b>	9-12 HD (Medium)

In a rare occasion a more important officer (a captain or even general) may die nurturing almost the same feelings as the swordwights. While most of the time such an important and charismatic personality becomes a ghost, sometimes he becomes a restless dead.

The Warlord also hates his subordinates for failing him and letting him die; that distinguishes a swordwight warlord from a common swordwight (except the powers).

A swordwight warlord usually needs to "clear out" a larger area than a swordwight to be able to rest. The area must be at least 5 miles from its place of death and often more than 10 miles.

## Combat

The swordwight warlord uses his enslaved swordwights without regard for their safety in his quest to punish the living. The combined force of these undead horrors, motivated by a powerful and hateful mind are sure to wreak havoc.

Thankfully the swordwights are a chaotic, so the warlord will be happy to just set up ambushes and prepare a battlefield to use when the living send their answer to the marauders instead of making complicate long-term plans.

However few hamlets have the power to resist even an uncoordinated attack by the swordwight army.

**Blade of wrath (Su):** Same as swordwight but, the weapon gains a +2 bonus and deals 2d6 extra damage (as a normal bane weapon).



**Sustain equipment (Su):** same as swordwight.

**Gaze of Hate (Su):** Same as swordwight but the DC is 19 and the duration is 2d4 rounds.

**Command swordwights (Su):** The warlord may attempt to command a free willed swordwight that is within 30' of it with a standard action. The Swordwight must make a will save with a DC 17 or instantly fall under the influence of the warlord. If the save is successful the swordwight is immune to the warlords command for 24 hours.

Swordwights resent deeply this kind of control. While they are forced to obey the warlord's direct commands (even if they are suicidal) they may make a will save (DC 20) to ignore a command. Remember however that if the warlord orders them to kill, they will do so happily.

A swordwight warlord may command a number of HD of swordwights equal to 4 x its HD (so usually 8 swordwights), regardless if he animated them or conscripted them.

**Animate swordwights (sp):** Up to twice per day, a swordwight warlord can try to animate a swordwight from the corpse of a non-good soldier or guard that didn't receive a proper burial.

## Quoth the Raven

The swordwight warlord takes a full-round action and if there is a suitable corpse within 10', it absorbs the negative energy and the curse and 24 hours later wakes up as swordwight unless it makes a will save (DC 17). Since the save is done by the spirit, bonuses from magic equipment don't count. The warlord knows immediately if the process succeeded or not.

A swordwight warlord may command a number of HD of swordwights equal to 4 x its HD (so usually 8 swordwights), regardless if he animated them or conscripted them. A warlord may animate more swordwights than he can control and they become free willed. However it usually doesn't do it, so it can savor each kill by itself, not sharing with competitors.

The process of animation is usually simple for the swordwight warlord; it kills guards whenever it encounters them. Then it collects the bodies and uses the power. If none seems to be absorbing the curse, it kills more guards.

### Teri (tree spirit)

#### Large Fey

<b>Hit Dice:</b>	9d6 +18 (49 hp)
<b>Initiative:</b>	+8
<b>Speed:</b>	40 ft
<b>Armor Class:</b>	25 (+4 dex, +9 natural, +3 luck, -1 size), touch 13, flat-footed 21
<b>B.Attack/Grapple:</b>	+7/+11
<b>Attack:</b>	Club +10 (1d8+7)
<b>Full Attack:</b>	Club +10 (1d8+7), slam +8 (1d8+4)
<b>Space/Reach:</b>	5 ft./10 ft.
<b>Special Attacks:</b>	Twisting, spell-like abilities
<b>Special Qualities:</b>	Luck, wood walk, fire bane, damage reduction 10/special, disguise self, SR 16, woodland stride
<b>Saves:</b>	Fort +5, Ref +10, Will +7
<b>Abilities:</b>	Str 18, Dex 18, Con 14, Int 11, Wis 12, Cha 14
<b>Skills:</b>	Concentration +14, move silently +16, hide +12/16, spot +13, listen +13, survival +7/11, knowledge (local) +6
<b>Feats:</b>	Improved initiative, multiattack, dodge, mobility, power attack, track

<b>Environment:</b>	Woods, forests, jungles
<b>Challenge Rating:</b>	7
<b>Treasure:</b>	Standard
<b>Alignment:</b>	C. Neutral or C. Evil
<b>Advancement:</b>	10-15 HD (large)

A Teri is a creature resembling a tree-woman. It is 8 to 9' tall, with skin resembling the brown tone that leaves in autumn have. Instead of hair and clothes she has vines, green, yellow and brown leaves growing on her. Over her chest, the vines are thick, strong and small thorns produce aggressively. She usually wears a mildly angry expression and very easily turns hostile against humanoids trespassing on the forest she spawned to protect.

Verbek and Forlorn have their share of Teri, as has Valachan and Sithicus. Curiously in Tepest very few Teri are reported to exist.

Teri are not shadow fey, but sylvan fey. They are spirits of the forests, angered by the intrusion of mankind and the defilement of virgin forests, woodcutting, etc. In essence, when the humans hurt nature, nature strikes back and Teri are its answer.

A chaotic evil fey may attack a human or humanoid on sight if they carry with them even a slight hint of civilization (that is if they carry anything besides clothes). Even in the case the humanoids are elven druids dressed only with rugs, taking care of the forest, the Teri will not tolerate them for long. It will try to scare them away and make their lives as miserable as it can.

A chaotic neutral Teri will watch trespasser with a bit more tolerance. But it will attack a party that is "aggressive" against nature. That is, a party that so much as lights a fire in the wood to cook, or someone using an axe to cut down even a dead tree.

#### Combat

If Teri decide to attack, they may do so immediately but generally prefer using hit-and-run tactics against their opponents and sometimes they just stalk them with the purpose to hinder them so that another



predator of nature may have an easier time finishing them off. For example if a Teri's targets were fighting a large werewolf in the forest, the Teri may cast a Bane spell against them or a haste spell on the werewolf and then vanish in the forest.

**Damage Reduction (Ex):** The Teri retains its damage reduction against everything that's not an alloy or amalgam. Since alloys and amalgams are creations of civilization the natural side of the Teri cannot block them.

The term amalgam or alloy here isn't taken by the scientific term but covers every mix of metal with metal in substantial amounts. So a silver weapon containing 7% copper or lead (a usual silver weapon) is not considered an alloy for the purpose of this ability!

For example bronze, electrum, mithril (steel-silver alloy), etc. bypass the Teri's damage reduction.

**Disguise self (Sp):** A Teri can use this ability 2/day as a 12th level caster. It can take the appearance of any tree native to the forest the Teri is in. The duration is 8 hours.

**Fire Bane (Ex):** Fire is much more dangerous for this fey than for other creatures. Every damaging source does an extra point of damage per dice and the Teri has a -2 penalty to saves against fire. For example a flask of greek fire does 2d6 +2 hit points of damage in a direct hit against a Teri and it takes a -2 to the reflex save to avoid catching on fire.

**Luck (Ex):** Nature's wrath seem to give supernatural luck to these fey. A Teri gains a +3 luck bonus to AC and hit rolls (already calculated). Also it can reroll a failed save once per day.

**Spell-like abilities (Sp):** As a 9th level caster, DC 12 + spell level.

1/day - Bane, command plants.

2/day - entangle, haste.

**Twisting (Su):** A hit by the Teri's slam attack twists and weakens the muscles of a living creature. Unless the creature makes a successful Fortitude save with a DC of 16 (constitution based) the muscles seem to contort and twitch. The creature takes 2

points of strength and 2 points of dexterity damage, that return at a rate of 1 point each hour.

Successive hits increase the ability damage (up to 6 points). However the creature's abilities cannot be lowered beyond 5 with this ability.

**Enchanted club (Su):** Any club the Teri uses is treated as a magic weapon and does +3 damage to living creatures (already calculated). This effect ceases the moment the Teri releases the weapon.

Note that undead and constructs are immune to this extra damage as they are unnatural creatures. Other creatures that the DM feels are so out of nature that it can't harm them (perhaps some hags, aberrations or Darklords) are also immune to this ability.

**Wood walking (Su):** Teri can walk on wood and plants as if they have the spider walk spell.

**Woodland stride (Ex):** As the 7th level ranger ability.

**Skill affinities (Ex):** The Teri gains a +4 bonus to hide and survival checks in forests and jungles.

## Tombskin (or Unearthed one)

### Medium Undead (obedient)

<b>Hit Dice:</b>	16d12 +16 (160 hp)
<b>Initiative:</b>	+7
<b>Speed:</b>	30 ft.
<b>Armor Class:</b>	24 (+11 natural, +3 dex), touch 21, flat-footed 13
<b>B.Attack/Grapple:</b>	+14/+14
<b>Attack:</b>	slam +14 melee (1d6+10)
<b>Full Attack:</b>	2 slams +14 (1d6+10)
<b>Space/Reach:</b>	5 ft./5 ft.
<b>Special Attacks:</b>	Stomp, exhalation of the stony doom, crushing blows
<b>Special Qualities:</b>	Accuracy, damage reduction 10/stone, fire/cold/electricity resistance 10, spell resistance 20, spider climb, stitching, meld into stone.
<b>Saves:</b>	Fort +7, Ref +8, Will +10
<b>Abilities:</b>	Str 22, Dex 16, Con -, Int 3, Wis 10, Cha 14

## Quoth the Raven

<b>Skills:</b>	Spot +8, listen +8, move silently +5, hide +5
<b>Feats:</b>	Improved initiative, improved toughness, alertness, improved bull rush, dodge, mobility, spring attack
<b>Environment:</b>	Any
<b>Challenge Rating:</b>	12
<b>Treasure:</b>	None
<b>Alignment:</b>	Often Neutral Evil

The dreadful Tombskin appears as a desiccated, hairless human. It's skin has the texture and color of the stone in which the living victim was buried. Necromancers value these creatures as bodyguards.

### Combat

The intelligence of an unearthed one make them deadly foes. They are smart enough to flank targets, to avoid attacks of opportunity, and even to set ambushes.

Tombskins begin combat with their stomp attack, then trade blows to lure enemy fighters in close before using their exhalation attack.

**Stomp (Su):** By taking a standard action, the Tombskin can make a powerful stomp. Everything within 15' radius must make a reflex save DC 24 or take 3d10 bludgeoning damage and fall prone.

**Exhalation of the stony doom (Su):** Twice each day, a Tombskin may breath a poisonous cloud in a 10' cube. Anyone in the cloud must attempt fortitude save against a of DC 20 or contract Stony Doom.

Each round, a character afflicted with the Doom takes 2 points of Dex damage (no save) as he or she is slowly turned to stone. Once he or she reaches 0 dex, the character dies and is completely petrified. The spells Remove Curse or Cure Disease spell stops the process, while a Stone to Flesh spell halts the progress and also reverses the effects.

A character turned to stone reverts to normal with all the magical means that restore petrified characters. The save is charisma based (since Undead don't have constitution scores).

**Crushing blows (Ex):** If both slam attacks hit the same target in a single round, the character takes an extra 2d6 +9 hit points of damage and the Tombskin can make a free bull rush attempt against him without provoking attacks of opportunity.

**Accuracy (Ex):** The Tombskin gets a +4 competence bonus with each slam attack. It uses it's power attack feat to use this +4 to deal more damage (already calculated). However if it realizes (after a few missed blows) that it is difficult to hit, it stops using the power attack.

**Spider climb (Sp):** The Unearthed one can walk on any stone surface as if it is constantly under the effect of a spider walk spell of a 16th level caster. The effect can be dispelled, but it immediately resumes in the obedient's turn.

**Meld into stone (sp):** 3/day as a 16th level caster. The Unearthed one can stay in the stone until the next dawn.

**Stiching (Ex):** The undead may repair damaging done to it by scavenging body parts. For each mostly intact dead body the Tombskin uses, it may restore up to half of its original hit points. The process takes 4 hours to complete for each dead body used.

### Creation

To create one of the Unearthed, a powerfully built individual must be melded into a block of stone and left to die.

After three days, the cadaver is released from the rock and enchanted with the following spells: flesh to stone, stonesskin, fox cunning, bull's strength, meld into stone, cloudkill, true strike, geas, bestow curse and finally animate dead or create undead.





# Misty Divine

## The Complete Divine in Ravenloft

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## Classes

### Favored Soul

Because the Favored Soul must always dedicate themselves to a deity, there are no Favored Souls dedicated to the Divinity of Mankind.

**Spells:** Some spells function differently in Ravenloft. See Altered Magic in Chapter Three of the Ravenloft Player's Handbook.

### Shugenja

Some spells function differently in Ravenloft. See Altered Magic in Chapter Three of the Ravenloft Player's Handbook.

### Spirit Shaman

**Spells:** Some spells function differently in Ravenloft. See Altered Magic in Chapter Three of the Ravenloft Player's Handbook.

### Spirit Guide

The Spirit Guide is a Dread Companion, as described in Classes in Chapter Two of the Ravenloft Player's Handbook.

**Chastise Spirits:** Incorporeal undead targeted by this ability gain a +1 bonus to their Will saving throws to resist the effects.

**Detect Spirits:** This ability is affected as the spell Detect Undead as described in Altered Magic in Chapter Three of the Ravenloft Player's Handbook.

**Spirit Form:** Using this ability is dangerous. If the Spirit Shaman is killed while in this form, he or she will be doomed to rise as a ghost and may not find rest until he or she finishes whatever quest he or she was on at the time of her death.

**Recall Spirit:** This ability is affected as the spell Raise Dead as described in Altered Magic in Chapter Three of the Ravenloft Player's Handbook.

**Weaken Spirits:** Like the ability Chastise Spirits, Incorporeal undead targeted by this ability gain a +1 bonus to their Will saves to resist this ability.

**Spirit Journey:** This ability is affected as the spell Shadow Walk, described in Altered Magic in Chapter Three of the Ravenloft Player's Handbook.

## Prestige Classes

### Black Flame Zealot

The Black Flame Zealots are a small secret society that originated in the domain of G'Henna. The society began as a sect of clerics that wanted to create an order of assassins in the Devourer's name. Since then, the Zealots have small sects in other domains that keep in communication with G'Henna only sporadically. The domains that held the largest cells are the city of Necropolis and the land of Richemulot; both having Clerics as the main members.

Still, there are small cells in Barovia, Falkovnia, Hazlan, and Nova Vassa. Barovia and Falkovnia often have Rangers in addition to Clerics in their ranks.

**Spells:** Some spells function differently in Ravenloft. See Altered Magic in Chapter Three of the Ravenloft Player's Handbook.

**Zealous Heart:** This ability still confers complete immunity to magical fear, but not to natural Fear. The Zealot instead gains the Courage feat.

**Fateful Stride:** This ability is affected as the spell Dimension Door as described in Altered Magic in Chapter Three of the Ravenloft Player's Handbook.

**Unholy Immolation:** Although not a hard-and-fast rule, those killed by this ability are prime candidates to rise as Rushlights.

### Serguei

Male G'Hennan Human Cleric5/Rogue5/Black Flame Zealot1: CR 11; Medium Humanoid (Human); HD 5d8+6d6+14 (61 hp); Init +2; Spd 30 ft. (6 squares); AC 19, touch 12, flat-footed 19; BA/G +6/+6; S/R 5 ft./5 ft.; Atk Kukri +7 melee (1d4+1, 18-20 x2) or Composite Shortbow +9 ranged (1d6+1, x3); FA Kukri +7/+2 melee (1d4+1, 18-20 x2) or Composite Shortbow +9/+4 ranged (1d6+1, x3); SA Death Attack (DC 12), Rebuke Undead 2/day, Sneak Attack +3d6, Spells; SQ Aura of Evil & Law, Evasion, Trapfinding, Trap Sense +1, Uncanny Dodge, Zealous Heart; AL LE; SV

Fort +7, Ref +10, Will +13; Str 10, Dex 15, Con 13, Int 12, Wis 16, Cha 8.

**Skills and Feats:** Craft (Stonemasonry) +15, Diplomacy +12, Hide +16, Knowledge (Religion) +11, Move Silently +16, Profession (Miner) +17, Sense Motive +12; Courage, Endurance, Iron Will, Jaded, Martial Weapon Proficiency (Kukri), Toughness

**Possessions:** Studded Leather +1, Light Steel Shield +2, Kukri +1, Composite Shortbow +1, Arrows +1 (x10), Divine Scroll of Cure Light Wounds x5, Potions (Blur, Cure Serious Wounds, Darkvision, Fly, Haste, Levitate, Neutralize Poison x2), Cloak of Resistance +1, Silk Rope x 50', MW Thieves' Tools

**Deity:** Zhakata; **Domains:** Destruction (Smite 1/day, +4 to hit, +5 to damage) Fire (Turn Water creatures or Rebuke Fire creatures 2/day)

**Cleric Spells:** (5/5/4/3; save DC 13 + spell level): Cure Minor Wounds, Detect Magic, Guidance, Read Magic, Resistance; Burning Hands, Cause Fear, Cure Light Wounds, Doom, Obscuring Mist; Cure Moderate Wounds, Hold Person, Produce Flame, Silence; Contagion, Deeper Darkness, Dispel Magic

### Blighter

Blighters come from any land that has Druids. There are no other requirements for this prestige class other than the Druid turning away from nature and her oaths. Many Blighters come from the Southern Core, as those wild lands harbor many who follow the ways of nature.

**Spells:** Some spells function differently in Ravenloft. See Altered Magic in Chapter Three of the Ravenloft Player's Handbook.

**Deforestation:** This ability is affected as the Blight spell as described in Altered Magic in Chapter Three of the Ravenloft Player's Handbook with one exception. The Powers check for this ability is only 1% due to the lesser effect this power has when compared with the actual Blight spell.



**Undead Wild Shape:** This ability is affected as Transmutation as described in *Altered Magic* in Chapter Three of the *Ravenloft Player's Handbook*.

**Speak with Dead Animal:** Using this ability requires a Powers Check.

**Contagious Touch:** Using this ability requires a Powers Check.

**Animate Dead Animal:** This ability is affected as the spell *Animate Dead* as described in *Altered Magic* in Chapter Three of the *Ravenloft Player's Handbook*.

**Unbond:** When this ability is used successfully on Dread Companions they become own masters. Their intellect and personalities remain, though they have no desire to please their masters as some Dread Companions do.

**Plague:** Using this ability requires a Powers Check with a 10% chance of failure.

## Cansoke

Female Sebuian Human Druid6/Blighter2: CR 8; Medium Humanoid (Human); HD 8d8+8 (47 hp); Init +2; Spd 30 ft. (6 squares); AC 19 (20 vs. one opponent), touch 13, flat-footed 17; BA/G +5/+5; S/R 5 ft./5 ft.; Atk Shortspear +7 melee (1d6) or Sling +8 ranged (1d4); FA Shortspear +7 melee (1d6) or Sling +8 ranged (1d4); SA Blightfire, Spells; SQ Deforestation, Sustenance; AL CE; SV Fort +8, Ref +2 Will +8; Str 10, Dex 14, Con 13, Int 12, Wis 17, Cha 8.

*Skills and Feats:* Craft (Basketweaving) +12, Heal +14, Hide +3, Knowledge (Nature) +12, Move Silently +3, Survival +14; Dodge, Endurance, Track, Weapon Focus (Shortspear)

*Possessions:* Hide armor +1, Heavy Wooden Shield, MW Shortspear, Sling, MW Bullets (x10), Wand of Cure Light Wounds (8 charges), Bag of Tricks (Gray), Potions of Darkvision x2, Ring of Protection +1

*Blighter Spells:* (5/4/1; save DC 13 + spell level): Detect Magic, Detect Poison, Flare, Inflict Minor Wounds, Touch of Fatigue; Burning Hands, Doom, Inflict Light Wounds, Ray of Enfeeblement; Flaming Sphere

## Church Inquisitor

The Church Inquisitors in Ravenloft come from only three small religious groups: those in the service of Brigantia, the Overseer, and Ra. Even with these three small churches, most Inquisitors come from either Darkon (if the DM allows the Overseer to grant spells) or Har'Akir.

Ezra has her own Inquisitors in the form of the Anchorite Inquisitor (see *Heroes of Light*). As she is actually a Lawful Neutral deity, she is not eligible to have members of this prestige class anyways. Likewise, Belenus also has his own Inquisitors, in the form of the Tepestani Inquisitors (see *Gazetteer* volume V).

**Alterations:** Detect Evil: This ability is changed in Ravenloft to Detect Chaos.

**Spells:** Some spells function differently in Ravenloft. See *Altered Magic* in Chapter Three of the *Ravenloft Player's Handbook*.

## Donkor

Male Akiri Human Cleric3/Church Inquisitor5: CR 8; Medium Humanoid (Human); HD 8d8+16 (55 hp); Init -1; Spd 30 ft. (6 squares); AC 13, touch 9, flat-footed 13; BA/G +5/+6; S/R 5 ft./5 ft.; Atk Falchion +7 melee (2d4+1, 18-20 x2) or Sling +4 ranged (1d4+1); FA Falchion +7 melee (2d4+1, 18-20 x2) or Sling +4 ranged (1d4+1); SA Spells, Turn Undead 4/day; SQ Aura of Good & Law, Detect Chaos, Immune to Charms & Compulsions, Pierce Disguise & Illusions; AL LG; SV Fort +7, Ref +2, Will +11; Str 13, Dex 8, Con 14, Int 10, Wis 17, Cha 12.

*Skills and Feats:* Knowledge (Arcana) +11, Knowledge (Religion) +11, Sense Motive +13, Spellcraft +11; Endurance, Martial Weapon Proficiency (Falchion), Spell Focus (Necromancy), Voice of Wrath

*Possessions:* Studded Leather +1, MW Falchion, Sling, Bullets (x10), Divine Scroll of Raise Dead, Potions (Fly, Spider Climb), Cloak of Resistance +1, Wand of Cure Light Wounds (15 charges)

## Quoth the Raven

*Deity:* Ra; *Domains:* Good (Cast Good spells as Clr9), Inquisition (+4 to Dispel checks), Law (Cast Law spells as Clr9)

*Cleric Spells:* (6/6/5/5/3; save DC 13 + spell level; 14 + spell level for Necromancy): Create Water, Detect Magic, Guidance, Light, Read Magic, Resistance; Bless, Detect Undead, Hide from Undead, Magic Stone, Protection from Evil, Shield of Faith; Align Weapon, Consecrate, Owl's Wisdom, Sound Burst, Zone of Truth; Daylight, Detect Thoughts, Dispel Magic, Magic Vestment, Searing Light; Death Ward, Greater Magic Weapon, Order's Wrath

## Consecrated Harrier

The Consecrated Harriers of Ravenloft come primarily from the lands of Dementlieu, Richemulot, and Vorostokov. In the former two lands they are often in the service of Ezra, though a Harrier serving Hala is not out of the realm of possibility. Vorostokov has no native religions, and members of this class from that land are often travelers who have found a lawful religion with which to ally themselves.

**Spells:** Some spells function differently in Ravenloft. See Altered Magic in Chapter Three of the Ravenloft Player's Handbook.

**Implacable Hunt:** This ability only functions while the Harrier and her prey are in the same domain. If the prey leaves the domain and then re-enters (or the Harrier enters the domain the prey has fled to) then the link is reestablished for as long as the two are in the same domain.

**Faultless Hunt:** This ability functions across domain borders, but only as long as they remain open. When the borders are closed the connection is severed, but reestablishes upon the borders open again.

## Rankin

Male Dementlieuese Halfling Rogue4/Fighter2/Consecrated Harrier2: CR 8; Small Humanoid (Human); HD 4d6+4d10+8 (46 hp); Init +4; Spd 20 ft. (4 squares); AC 21, touch 15, flat-footed 21; BA/G +7/+4; S/R 5 ft./5 ft.; Atk Rapier +13 melee (1d4+2, 18-20

x2) or Pistol +13 ranged (1d10+1, x3); FA Rapier +13/+8 melee (1d4+2, 18-20 x2) or Pistol +13 ranged (1d10+1, x3); SA Sneak Attack +2d6; SQ Blessing of Scripture +2, Detect Chaos, Evasion, Sanctified Sight, Trapfinding, Trap Sense +1; AL LN; SV Fort +7, Ref +10, Will +6; Str 12, Dex 19, Con 12, Int 13, Wis 10, Cha 8.

*Skills and Feats:* Appraise +8, Bluff +8, Craft (Gunsmithing) +7, Decipher Script +8, Diplomacy +8, Disguise +8, Escape Artist +11, Gather Information +8, Knowledge (Local) +10, Sense Motive +7; Exotic Weapon Proficiency (Firearms), Logical Mind, Quick Draw, Track, Weapon Finesse

*Possessions:* Studded Leather +1, Buckler +1, Rapier +1, MW Pistol, Bullets +1 (x25), Potions (Bear's Endurance, Cure Moderate Wounds, Cure Serious Wounds, Darkvision, Haste, Neutralize Poison x2), Cloak of Resistance +1

## Contemplative

As written, this prestige class requires direct contact with a patron deity, a direct servant of that deity, or a being who embodies the highest principles of an alignment. In Ravenloft, such creatures are quite rare, thus the requirements for this prestige class are relaxed slightly. A Contemplative may substitute contact with the highest member of one's church as a direct servant of the deity.

Contemplatives may be found in many lands, serving many different deities. In Barovia they follow Erlin or the Morninglord. Darkonian Contemplatives follow the Eternal Order or the Overseer. In G'Henna they follow Zhakata. Har'Akir has Contemplatives of the entire Akiri pantheon, while Hazlan and Nova Vassa have Contemplatives of the Lawgiver. In Nidala and Tepest the Contemplatives follow Belenus. And finally Sri Raji has Contemplatives of the entire Rajian pantheon.

**Spells:** Some spells function differently in Ravenloft. See Altered Magic in Chapter Three of the Ravenloft Player's Handbook.



**Divine Health:** The Contemplative is not immune to diseases from either curses or Darklords.

**Mystic Union:** If the Contemplative has a good or evil moral alignment, she develops a reality wrinkle with an initial radius of 1000 feet per level. If the Contemplative fails any powers checks, consider them failed power rituals; each failed check adds 1d4 corruption points to the Contemplative's total and halves the wrinkle's radius. See Fiends in Chapter Five of the Ravenloft Player's Handbook for more details.

## Simona

Female Barovian Human Cleric10/Contemplative1: CR 11; Medium Humanoid (Human); HD 10d8+1d6+11 (63 hp); Init -1; Spd 20 ft. (4 squares); AC 21 (22 vs. one opponent), touch 10, flat-footed 21; BA/G +7/+8; S/R 5 ft./5 ft.; Atk Shortspear +9 melee (1d6+1) or Light Crossbow +6 ranged (1d8, 19-20 x2); FA Shortspear +9/+4 melee (1d6+1) or Light Crossbow +6 ranged (1d8, 19-20 x2); SA Spells, Turn Undead 8/day; SQ Aura of Chaos & Good, Divine Health; AL CG; SV Fort +12, Ref +3, Will +14; Str 13, Dex 8, Con 14, Int 10, Wis 19, Cha 12.

*Skills and Feats:* Craft (Carpentry) +14, Knowledge (Religion) +14, Profession (Lumberjack) +18; Dodge, Ethereal Empathy, Extra Turning, Great Fortitude, Spell Focus (Abjuration)

*Possessions:* Half-Plate +1, Heavy Steel Shield +1, MW Shortspear, Light Crossbow, Bolts (x10), Divine Scrolls (Ethereal Jaunt, Raise Dead, Wind Walk), Potions (Fly, Heroism), Cloak of Resistance +1, Ring of Protection +1, Wand of Hold Person (7 charges), Pearl of Wisdom +2, Wand of Searing Light (46 charges)

*Deity:* The Morninglord; Domains: Protection (+10 to next saving throw 1/day), Salvation (Take lethal wound for ally 1/day), Sun (Greater Turning 1/day)

*Cleric Spells:* (6/7/6/6/5/3/2; save DC 14 + spell level; 15 + spell level for Abjuration): Detect Magic, Detect Poison, Guidance, Light, Read Magic, Resistance; Bless, Detect Undead, Divine Favor, Hide from Undead, Protection from Evil, Remove Fear, Shield

of Faith; Align Weapon, Consecrate, Owl's Wisdom, Remove Paralysis, Silence, Sound Burst; Daylight, Dispel Magic, Magic Vestment, Prayer, Protection from Energy, Searing Light; Death Ward, Dimensional Anchor, Divine Power, Greater Magic Weapon, Neutralize Poison; Disrupting Weapon, Flame Strike, Hallow; Antimagic Field, Undeath to Death

## Divine Crusader

The Divine Crusaders in Ravenloft come mostly from two churches; Hala and the Lawgiver. The Crusaders of Hala are often found in Hazlan and Richemulot, while the Lawgiver's Crusaders are prominent in Hazlan and Nova Vassa. There are two other lands of note however; Barovia has a few Crusaders dedicated to Erlin and Har'Akir has Crusaders dedicated to Set.

**Spells:** Some spells function differently in Ravenloft. See Altered Magic in Chapter Three of the Ravenloft Player's Handbook.

**Perfect Self:** If the Crusader has a good or evil moral alignment, she develops a reality wrinkle with an initial radius of 1000 feet per level. If the Crusader fails any powers checks, consider them failed power rituals; each failed check adds 1d4 corruption points to the Crusader's total and halves the wrinkle's radius. See Fiends in Chapter Five of the Ravenloft Player's Handbook for more details.

## Gunay

Female Rashemani Human Fighter7/Divine Crusader1: CR 8; Medium Humanoid (Human); HD 7d10+1d8+19 (66 hp); Init +1; Spd 20 ft. (4 squares); AC 21, touch 10, flat-footed 21; BA/G +7/+10; S/R 5 ft./5 ft.; Atk Dagger +12 melee (1d4+4 19-20 x2) or Composite Shortbow +10 ranged (1d6+4, x3); FA Dagger +12/+7 melee (1d4+4, 19-20 x2) or Composite Shortbow +10/+5 ranged (1d6+4, x3); AL N; SV Fort +8, Ref +4, Will +6; Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

*Skills and Feats:* Intimidate +10, Knowledge (Religion) +6, Ride +12; Combat Casting, Iron Will, Jaded, Mounted

## Quoth the Raven

Combat, Ride-By-Attack, Spirited Charge, Toughness, Weapon Focus (Dagger)

*Possessions:* Half-Plate +1, Heavy Steel Shield +1, Dagger +1, MW Composite Shortbow (Str +3), Arrows +1 (x25), Potions (Bear's Endurance, Cure Moderate Wounds), Cloak of Resistance +1

## Divine Oracle

The mad prophets also known as Divine Oracles often come from G'Henna, Necropolis, or Nidala, worshipping Zhakata, the Eternal Order, or Belenus respectively. The different Oracles often speak of the Gods causing their anguish; those in G'Henna say that Zhakata has devoured their minds, the Eternal Order blames the forces of Death for giving them horrifying visions of fatality, and the Nidalans claim that Belenus' brightness burns their very sanity.

**Spells:** Some spells function differently in Ravenloft. See Altered Magic in Chapter Three of the Ravenloft Player's Handbook.

## Tullus

Male Necropolitan Zombie Human Cleric5/Divine Oracle3: CR 8; Medium Undead (Augmented Human); HD 8d12+3 (60 hp); Init -2; Spd 30 ft. (6 squares); AC 16, touch 8, flat-footed 16; BA/G +4/+6; S/R 5 ft./5 ft.; Atk Slam +6 melee (1d6+2) or Scythe +7 melee (2d4+3, x4) or Sling +2 ranged (1d4+2); FA Slam +6 melee (1d6+2) or Scythe +7 melee (2d4+3, x4) or Sling +2 ranged (1d4+2); SA Rebuke Undead 3/day, Spells; SQ Aura of Evil, Divination Enhancement, Partial Actions Only, Prescient Sense, Scry Bonus, Trap Sense +1, Undead Traits; AL NE; SV Fort +6, Ref +1, Will +11; Str 15, Dex 6, Con --, Int 10, Wis 17, Cha 10.

*Skills and Feats:* Diplomacy +8, Intimidate +3, Knowledge (Arcana) +11, Knowledge (Religion) +14; Ethereal Empathy, Ghostsight, Martial Weapon Proficiency (Scythe), Skill Focus (Religion), Toughness

*Possessions:* Breastplate +1, MW Scythe, Sling, Bullets (x10), Divine Scroll of Slay Living, Potions (Fly, Spider Climb), Cloak

of Resistance +1, Wand of Inflict Light Wounds (10 charges)

*Deity:* The Eternal Order; Domains: Death (Death Touch 1/day; 5d6 vs. target's current HP), Knowledge & Oracle (Cast Divination spells as Clr11)

*Cleric Spells:* (6/6/5/5/3; save DC 13 + spell level): Detect Magic (x2), Guidance, Read Magic, Resistance, Virtue; Doom, Entropic Shield, Identify, Obscuring Mist, Sanctuary, Shield of Faith; Augury, Desecrate, Owl's Wisdom, Silence, Sound Burst; Clairaudience/Clairvoyance, Dispel Magic, Locate Object, Magic Vestment, Protection from Energy; Greater Magic Weapon, Scrying, Spell Immunity

## Entropomancer

As with many magic-oriented prestige classes, the most common domain for Entropomancers is Hazlan, although an equal share come from Necropolis as well. In Hazlan, the Entropomancers are mostly clerics of the Lawgiver who are bent on studying the properties of entropy to try and harness them to their God's will. In Necropolis the Entropomancers are instead clerics of the Eternal Order and they see the forces of destruction as a direct correlation to their own undead state and the Gods they follow. Some few even view the entity of Death ruling Necropolis as some form of avatar for entropy, and treat it with a divine reverence.

**Spells:** Some spells function differently in Ravenloft. See Altered Magic in Chapter Three of the Ravenloft Player's Handbook.

## Zilla

Female Mulan Human Cleric7/Entropomancer1: CR 8; Medium Humanoid (Human); HD 8d8+16 (55 hp); Init -1; Spd 20 ft. (4 squares); AC 20, touch 9, flat-footed 20; BA/G +5/+6; S/R 5 ft./5 ft.; Atk Morningstar +7 melee (1d8+1) or Light Crossbow +4 ranged (1d8, 19-20 x2); FA Morningstar +7 melee (1d8+1) or Light Crossbow +4 ranged (1d8, 19-20 x2); SA Shard of Entropy 2/day, Rebuke Undead 4/day, Spells; SQ Aura of Evil & Law; AL LE;



SV Fort +12, Ref +2, Will +11; Str 13, Dex 8, Con 14, Int 10, Wis 17, Cha 12.

*Skills and Feats:* Concentration +13, Knowledge (Arcana) +11; Knowledge (Religion) +11; Combat Casting, Great Fortitude, Magical Aptitude, Spell Focus (Conjuration)

*Possessions:* Half-Plate +1, Heavy Steel Shield +1, MW Morningstar, Light Crossbow, Bolts (x10), Divine Scroll of Raise Dead, Potions (Fly, Spider Climb), Cloak of Resistance +1, Wand of Cure Light Wounds (42 charges)

*Deity:* The Lawgiver; *Domains:* Bindings (Cast Enchantment: Compulsion as Clr8), Death (Death Touch 1/day; 7d6 vs. target's current HP)

*Cleric Spells:* (6/6/5/4/2; save DC 13 + spell level): Cure Minor Wounds, Detect Magic, Detect Poison, Guidance, Light, Read Magic; Cause Fear, Command, Cure Light Wounds, Doom, Magic Weapon, Shield of Faith; Cure Moderate Wounds, Desecrate, Hold Person, Owl's Wisdom, Sound Burst; Animate Dead, Bestow Curse, Cure Serious Wounds, Dispel Magic; Cure Critical Wounds, Hold Monster

## Evangelist

The religions of Ravenloft are often quite zealous in their pursuit of followers, and the Evangelists are perfectly suited towards winning more followers for the deities. Although they are common throughout most of the Demiplane, they are most commonly found in the Slain City of Necropolis. The Eternal Order has suffered a large blow in the form of the Requiem, and the churches response in Necropolis has been to train more and more of the faithful undead in the ways of the Evangelist. These folk proselytize to the rest of the undead to try and win back followers from among the disenchanting.

Other notable lands that hold Evangelists are Barovia, Dementlieu, and Nidala. In Barovia they speak of the glories of the Morninglord, or even Erlin. Dementlieu has Evangelists, but they are not sanctioned by the churches of Ezra or Hala; instead they

work alone and without support, due to the Dementlieu sect of Ezra's withdrawn attitude. Finally, in Nidala, Belenus' will is spoken to the masses, and the divine right that Elena Faith-Hold serves in his name.

## Ragnol

Male Necropolitan Half-Elf Shadow Cleric1/Rogue5/Evangelist2: CR 9; Medium Undead (Augmented Elf, Incorporeal); HD 8d12 (57 hp); Init +5; Spd Fly 40 ft. (Good, 8 squares); AC 16 (17 vs. one opponent), touch 16, flat-footed 16; BA/G +4/+4; S/R 5 ft./5 ft.; Atk Incorporeal Touch +4 melee (1d6 Str damage) FA Incorporeal Touch +4 melee (1d6 Str damage); SA Create Spawn, Great Orator (Inspire Dread 2/day), Rebuke Undead 3/day, Sneak Attack +3d6, Spells; SQ Aura of Evil, Evasion, Fast Talk, Incorporeal, Trapfinding, Trap Sense +1, Turn Resistance +2, Uncanny Dodge, Undead Traits; AL NE; SV Fort +3, Ref +9, Will +11; Str --, Dex 21, Con --, Int 13, Wis 16, Cha 10.

*Skills and Feats:* Bluff +12, Diplomacy +11, Gather Information +8, Intimidate +12, Knowledge (Religion) +9, Listen +13, Perform (Oratory) +10, Search +9, Sense Motive +13; Dodge, Iron Will, Persuasive, Voice of Wrath

*Deity:* The Eternal Order; *Domains:* Death (Death Touch 1/day, 1d6 vs. target's current HP), Evil (Cast Evil spells as Clr2)

*Cleric Spells:* (3/3; save DC 13 + spell level): Detect Magic, Read Magic, Resistance; Magic Weapon, Protection from Good, Shield of Faith

## Geomancer

Geomancers in Ravenloft tread a very fine line; drawing power and corruption from the Demiplane.

Geomancers are common in Necropolis, the Shadow Rift, Souragne, and Vechor.

**Spells:** Some spells function differently in Ravenloft. See Altered Magic in Chapter Three of the Ravenloft Player's Handbook.

**Drift:** Each stage of Drift increases the character's OR by a number equal to the Drift level. Use only the highest stage of

## Quoth the Raven

Drift the character has reached for this purpose. Thus, a Geomancer who has a Stage 3 Drift has a +3 Outcast Rating. As well, in Ravenloft a Geomancer player may choose what stage of Drift they receive, but the DM chooses the exact change.

The Drifts that the Geomancer experiences should be related to the domain the character is from (i.e. Geomancers should not gain a small camel's hump unless they are from a domain that has camels as native animals). Finally, the Geomancer's Drifts should always reflect the corruption of the land. They may well provide a benefit to the Geomancer, but most normal people should react with horror as the Geomancer's body is warped further and further from normal.

### Rene

Male Souragnian Human Druid3/Sorcerer3/Geomancer2: CR 8; Medium Humanoid (Human); HD 3d8+3d4+2d6+8 (39 hp); Init +2; Spd 30 ft. (6 squares); AC 13, touch 13, flat-footed 11; BA/G +4/+3; S/R 5 ft./5 ft.; Atk Sickle +5 melee (1d6-1) or Sling +7 ranged (1d4-1); FA Sickle +5 melee (1d6-1) or Sling +7 ranged (1d4-1); SA Spells; SQ Drift (green & scaly skin, tangle of short vines for hair), Ley Lines +1 (Marsh), Spell Versatility 1, Trackless Step, Wild Empathy, Woodland Stride; AL N; SV Fort +8, Ref +4, Will +10; Str 8, Dex 14, Con 13, Int 10, Wis 13, Cha 16.

*Skills and Feats:* Craft (Basket weaving) +9, Knowledge (Arcana) +9, Knowledge (Nature) +10, Profession (Herbalist) +8, Survival +11, Swim +7; Ethereal Empathy, Ghostsight, Spell Focus (Necromancy), Weapon Focus (Sickle)

*Possessions:* MW Sickle, MW Sling, MW Bullets (x10), Divine Scrolls (Barkskin x2, Flaming Sphere x2, Heat Metal, Warp Wood), Potions (Blur, Cat's Grace, Cure Moderate Wounds), Wand of Cure Light Wounds (3 charges), Quaal's Feather Token - Tree x2, Phylactery of Faithfulness, Arcane Scroll of Invisibility, Bracers of Armor +1, Wand of Magic Missile (24 charges)

*Druid Spells:* (4/3/1; save DC 11 + spell level; 12 + spell level for Necromancy):

Cure Minor Wounds, Detect Poison, Flare, Light; Cure Light Wounds, Magic Stone, Produce Flame; Flaming Sphere

*Sorcerer Spells:* (6/6; save DC 13 + spell level; 14 + spell level for Necromancy): Detect Magic, Disrupt Undead, Ray of Frost, Read Magic, Touch of Fatigue; Cause Fear, Mage Armor, Ray of Enfeeblement

## Holy Liberator

As is normal for them, the Holy Liberators of Ravenloft are loners, and very often travelers. It is not uncommon for a Liberator to escape his homeland, see what other lands have to offer, and then return to free his people from the tyrannical rule of a Darklord or other evil being.

Holy Liberators are most common in the lands of Dementlieu, Hazlan, Necropolis and Richemulot. In Dementlieu they are often at odds with the criminal element of the city, in particular the notorious crime boss known only as the "Brain." Hazlan sees Rashemani Holy Liberators fighting guerrilla wars against the Mulan ruling class. Necropolis counts few Holy Liberators; most are members of the Eternal Order who are fighting back against Death and remember the original purpose of their religion (see Gazetteer Volume II for more info). Finally, the Richemuloise Liberators fight against the Wererats colonies that infest the cities.

The above are not the only domains that Holy Liberators may be found; merely the lands with those warriors most common. They are also found fighting tyranny in Borca, G'Henna, Odiare, Pharazia, and the Shadow Rift.

**Spells:** Some spells function differently in Ravenloft. See Altered Magic in Chapter Three of the Ravenloft Player's Handbook.

**Detect Evil:** In Ravenloft this ability is changed to mimic the spell Detect Law.

**Celestial Companion:** In Ravenloft the companion that the Holy Liberator calls is a Dread Companion, and a normal animal (not a Celestial creature). It still gains all the abilities such as Empathic Link, Improved Evasion and such however.



## Sicart

Male Richemuloise Half-Vistani (Naiat) Bard7/Holy Liberator1: CR 8; Medium Humanoid (Human); HD 7d6+1d10+8 (40 hp); Init +1; Spd 30 ft. (6 squares); AC 15, touch 11, flat-footed 14; BA/G +6/+6; S/R 5 ft./5 ft.; Atk Rapier +7 melee (1d6, 18-20 x2) or Musket +9 ranged (1d12, x3); FA Rapier +7/+2 melee (1d6, 18-20 x2) or Musket +9 ranged (1d12, x3); SA Bardic Music 7/day (Countersong, Fascinate, Inspire Competence, Inspire Courage +1, Suggestion), Detect Law, Smite Evil 1/day, Spells; SQ Aura of Good, Bardic Knowledge, Moon Madness, Remove Fatigue 5/day; AL CG; SV Fort +5, Ref +6, Will +7; Str 10, Dex 13, Con 12, Int 14, Wis 10, Cha 15.

*Skills and Feats:* Bluff +11, Diplomacy +11, Disguise +12, Gather Information +11, Hide +11, Listen +10, Move Silently +11, Perform (Oratory) +13, Sense Motive +10; Exotic Weapon Proficiency (Firearms), Iron Will, Weapon Focus (Musket)

*Possessions:* MW Studded Leather, MW Rapier, MW Musket, Bullets (x10), Potions (Cure Serious Wounds x3, Eagle's Splendor x2, Fly, Tongues x2), Wand of Summon Monster I (34 charges), Amulet of Natural Armor +1

*Bard Spells:* (3/4/3; save DC 12 + spell level): Detect Magic, Flare, Light, Lullaby, Read Magic, Resistance; Cure Light Wounds, Disguise Self, Expeditious Retreat, Sleep; Cure Moderate Wounds, Eagle's Splendor, Hold Person, Invisibility

## Hospitaler

Hospitalers come most naturally from the horse-riding cultures of Ravenloft. Thus, it's no surprise that the majority come from Nova Vassa. In that land they are servants of the Lawgiver, tending to those who are faithful to the doctrine of obedience.

Other lands that have Hospitalers are the southern land of Hazlan and distant Pharazia. Hazlan also has Hospitalers that serve the Lawgiver, while Pharazia's Hospitalers are often outlaw clerics serving the Akiri

pantheon in secret, defying Diamabel's edicts and living in secret.

**Spells:** Some spells function differently in Ravenloft. See Altered Magic in Chapter Three of the Ravenloft Player's Handbook.

## Sofie

Female Nova Vassan Human Cleric4/Fighter2/Hospitaler2: CR 8; Medium Humanoid (Human); HD 6d8+2d10+16 (55 hp); Init -1; Spd 20 ft. (4 squares); AC 17, touch 9, flat-footed 17; BA/G +7/+8; S/R 5 ft./5 ft.; Atk Heavy Flail +10 melee (1d10+2, 19-20 x2) or Composite Shortbow +7 ranged (1d6+2, x3); FA Heavy Flail +10/+5 melee (1d10+2, 19-20 x2) or Composite Shortbow +7/+2 ranged (1d6+2, x3); SA Rebuke Undead 4/day, Spells; SQ Aura of Evil & Law, Lay on Hands (2 hp/day); AL LE; SV Fort +15, Ref +1, Will +10; Str 13, Dex 8, Con 14, Int 10, Wis 17, Cha 12.

*Skills and Feats:* Handle Animal +9, Knowledge (Religion) +9, Ride +7; Great Fortitude, Iron Will, Mounted Archery, Mounted Combat, Quick Draw, Ride-By-Attack, Weapon Focus (Heavy Flail)

*Possessions:* Half-Plate +1, Heavy Flail +1, MW Composite Shortbow (Str+1), Arrows +1 (x25), Divine Scrolls (Bear's Endurance, Cure Light Wounds x5, Cure Moderate Wounds, Silence), Potions (Blur, Fly, Levitate), Cloak of Resistance +1

*Deity:* The Lawgiver; Domains: Evil (Cast Evil spells as Clr6), Law (Cast Law spells as Clr6)

*Cleric Spells:* (5/5/4/3; save DC 13 + spell level): Cure Minor Wounds x2, Detect Poison, Light, Resistance; Cure Light Wounds x2, Protection from Chaos, Sanctuary, Shield of Faith; Calm Emotions, Cure Moderate Wounds, Delay Poison, Lesser Restoration; Cure Serious Wounds, Magic Circle Against Chaos, Remove Blindness/Deafness

## Pious Templar

Only the most religious domains spawn Pious Templars, and thus they are most often found in Barovia, Har'Akir, Hazlan, or Nova Vassa. The Barovians are most often

## Quoth the Raven

Templars of Erlin or Ezra, while Har'Akir has Templars of Set. Hazlan and Nova Vassa both have Templars of the Lawgiver, and Hazlan also has Templars to Hala.

**Spells:** Some spells function differently in Ravenloft. See Altered Magic in Chapter Three of the Ravenloft Player's Handbook.

### Hathor-Sakmet

Female Akiri Caliban Cleric1/Fighter5/Pious Templar2: CR 8; Medium Humanoid (Caliban); HD 1d8+7d10+16 (62 hp); Init +1; Spd 20 ft. (4 squares); AC 18, touch 11, flat-footed 17; BA/G +7/+11; S/R 5 ft./5 ft.; Atk Short Sword +13 melee (1d6+7, 19-20 x2) or Composite Shortbow +9 ranged (1d6+5, x3); FA Short Sword +13/+8 melee (1d6+7, 19-20 x2) or Composite Shortbow +9/+4 ranged (1d6+5, x3); SA Smite 1/day, Spells; SQ Aura of Evil & Law, Dakrvision 60 ft., Mettle, Rebuke Undead 2/day; AL LE; SV Fort +14, Ref +3, Will +8; Str 19, Dex 12, Con 14, Int 8, Wis 13, Cha 8.

*Skills and Feats:* Knowledge (Religion) +5, Ride +6; Endurance, Great Fortitude, Jaded, True Believer, Weapon Focus (Short Sword), Weapon Specialization (Short Sword)

*Possessions:* Hide Armor +1, Heavy Wooden Shield +1, Short Sword +1, MW Composite Shortbow (Str +4), Arrows +1 (x25), Potions (Bear's Endurance, Cure Moderate Wounds), Cloak of Resistance +1, Divine Scroll of Protection from Energy

*Deity:* Set; Domains: Death (Death Touch 1/day; 1d6 vs. target's current HP), Evil (Cast Evil spells as Clr2)

*Cleric Spells:* (3/3; save DC 11 + spell level): Cure Minor Wounds, Guidance, Resistance; Cause Fear, Cure Light Wounds, Shield of Faith

*Templar Spells:* (2; save DC 11 + spell level): Corrupt Weapon, Doom

### Radiant Servant

In Ravenloft these characters often refer to themselves and each other simply as Radiant Servants, or Radiant Servants of their respective deities. They may come from three different deities, namely Belenus, the

Morninglord, and Ra. Despite this variation, there are fewer Radiant Servants of Ra than of Belenus and the Morninglord, meaning that most Servants come from Barovia and Tepest (Nidala also has few Servants).

Radiant Servants of the Morninglord are revered for their healing abilities and their prowess at hunting the undead that haunt Barovia's landscape. In Tepest the Radiant Servants are afforded respect for their healing, but their deviation of hunting the undead is viewed less positively. While they may be tolerated, Radiant Servants in Tepest are discouraged, and encouraged instead to return to hunting the fey.

**Spells:** Some spells function differently in Ravenloft. See Altered Magic in Chapter Three of the Ravenloft Player's Handbook.

**Divine Health:** The Radiant Servant is not immune to diseases spawned from curses or Darklords.

**Empower Healing, Maximize Healing, and Supreme Healing:** There are not deities in Ravenloft that grant both the Healing and the Sun domains. As such, these abilities extend to any spell that is listed in the Healing domain, but not necessarily cast as a domain spell. For example, in Ravenloft the Radiant Servant who casts a Cure Light Wounds spell gains the benefits of the Empower Healing, Maximize Healing, and Supreme Healing abilities if he is high enough level. The only restriction to this is the spell must be memorized and cast; spontaneously converted spells are not subject to this ability.

### Eamon

Male Tepestani Human Cleric6/Radiant Servant2: CR 8; Medium Humanoid (Human); HD 6d8+2d6+16 (53 hp); Init -1; Spd 20 ft. (4 squares); AC 19, touch 9, flat-footed 19; BA/G +5/+6; S/R 5 ft./5 ft.; Atk Sickle +7 melee (1d6+1) or Light Crossbow +4 ranged (1d8, 19-20 x2); FA Sickle +7 melee (1d6+1) or Light Crossbow +4 ranged (1d8, 19-20 x2); SA Spells, Turn Undead 7/day; SQ Aura of Good, Radiance; AL NG; SV Fort +13, Ref +2, Will +12; Str 13, Dex 8, Con 14, Int 10, Wis 17, Cha 12.



*Skills and Feats:* Heal +14, Knowledge (Religion) +11, Spot +8; Extra Turning, Ghostsight, Great Fortitude, Warding Gesture (Undead)

*Possessions:* Banded Mail +1, Heavy Steel Shield +1, MW Sickle, Light Crossbow, Bolts (x10), Divine Scroll of Raise Dead, Potions (Fly, Spider Climb), Cloak of Resistance +1, Wand of Cure Light Wounds (34 charges)

*Deity:* Belenus; *Domains:* Good (Cast Good spells as Clr9), Sun (Greater Turning 4/day)

*Cleric Spells:* (6/6/5/5/3; save DC 13 + spell level): Detect Magic, Detect Poison, Light (x2), Read Magic, Resistance; Bless, Bless Water, Detect Undead, Magic Weapon, Protection from Evil, Shield of Faith; Aid, Consecrate, Lesser Restoration, Owl's Wisdom, Remove Paralysis; Daylight, Invisibility Purge, Magic Vestment, Remove Disease, Searing Light; Death Ward, Holy Smite, Restoration

## Rainbow Servant

In the deep jungles of Sri Raji ancient secrets lie undisturbed by most. A few however, have found hidden ziggurats long abandoned, and in studying the ancient writings have discovered secrets long forgotten. The temples describe winged serpents of great wisdom, friendly to man and foes of evil. The Rainbow Serpents are those who have dedicated their lives to the pursuits of these winged serpents, and following the teachings they have left behind. In such a strict pursuit of the serpent's ideals, the Rainbow Servants have found wondrous changes affect them.

**Detect Evil:** In Ravenloft this ability is changed to the ability to detect the true nature of evil outsiders, as a Paladin.

**Spells:** Some spells function differently in Ravenloft. See Altered Magic in Chapter Three of the Ravenloft Player's Handbook.

**Detect Thoughts:** This ability is modified as the spell of the same name, as described in under Altered Magic in chapter three of the Ravenloft Player's Handbook.

## Ananta

Female Rajian Human Wizard5/Rainbow Servant3: CR 8; Medium Humanoid (Human); HD 8d4+8 (29 hp); Init +2; Spd 30 ft. (6 squares); AC 14, touch 13, flat-footed 12; BA/G +3/+3; S/R 5 ft./5 ft.; Atk Quarterstaff +3 melee (1d6); FA Quarterstaff +3 melee (1d6); SA Spells; SQ Detect Evil Outsiders; AL NG; SV Fort +4, Ref +5, Will +9; Str 10, Dex 14, Con 13, Int 17, Wis 12, Cha 8.

*Skills and Feats:* Craft (Gem cutting) +5, Diplomacy +10, Handle Animal +4, Knowledge (Arcana) +14, Knowledge (Nobility & Royalty) +11, Knowledge (Religion) +11, Sleight of Hand +13; Combat Expertise, Improved Disarm, Reincarnated (Sleight of Hand), Scribe Scroll, Voice of Wrath

*Possessions:* Quarterstaff, Arcane Scrolls (Charm Monster (x2), Fireball 7th-level Caster), Potion of Cure Serious Wounds, Bracers of Armor +1, Cloak of Resistance +1, Ring of Protection +1, Wand of Magic Missile (9th-level Caster, 30 charges)

*Domain:* Good (Cast Good spells as Wiz8)

*Wizard Spells:* (4/5/4/3/1; save DC 13 + spell level): Acid Splash, Daze, Disrupt Undead, Resistance; Color Spray, Magic Missile, Magic Weapon, Protection from Evil, Shield; Blur, Fox's Cunning, Hypnotic Pattern, Melf's Acid Arrow; Arcane Sight, Displacement, Lightning Bolt; Holy Smite

## Sacred Exorcist

Sacred Exorcists are very rare in Ravenloft, but very suited to the land and its trials. One must have extensive knowledge of other worlds to take this class, and no native to the Demiplane has such knowledge available easily.

However, it is still not impossible to become a Sacred Exorcist, and they are accepted by many churches across the lands. The religions of Belenus, Brigantia, Daghda, Diancecht, Ezra, Hala, Lugh, Manannam mac Lir, the Morninglord, Osiris, the Overseer, Ra, and Tvashtri all sponsor Exorcists. Even though this class is rare, they are most commonly found in Barovia,

## Quoth the Raven

Darkon, Har'Akir, Hazlan, Mordent, Nidala, Sri Raji, and Tepest.

**Spells:** Some spells function differently in Ravenloft. See Altered Magic in Chapter Three of the Ravenloft Player's Handbook.

**Exorcism:** Incorporeal undead gain a +1 bonus to the DC that the Exorcist must make to excise a spirit.

**Detect Evil:** This ability is changed to the ability to detect the true nature of Evil Outsiders, as a Paladin.

**Dispel Evil:** This ability is affected as the spell of the same name as described under Altered Magic in chapter three of the Ravenloft Player's Handbook.

**Consecrated Presence:** This ability is affected as the spell Consecrate as described under Altered Magic in chapter three of the Ravenloft Player's Handbook.

### Tabitha Thatcher

Female Mordentish Human Cleric 17/Sacred Exorcist 1: CR 18; Medium Humanoid (Human); HD 18d8+36 (120 hp); Init +0; Spd 20 ft. (4 squares); AC 23, touch 11, flat-footed 23; BA/G +12/+13; S/R 5 ft./5 ft.; Atk Longsword +14 melee (1d8+2, 19-20 x2) or Pistol +14 ranged (1d10+1, x3); FA Longsword +14/+9/+4 melee (1d8+2, 19-20 x2) or Pistol +14 ranged (1d10+1, x3); SA Exorcism, Spells, Turn Undead 7/day; SQ Aura of Good & Law; AL LG; SV Fort +17, Ref +8, Will +22; Str 13, Dex 10, Con 14, Int 10, Wis 25, Cha 12.

*Skills and Feats:* Heal +28, Knowledge (The Planes) +10, Knowledge (Religion) +21; Cold One, Ethereal Empathy, Exotic Weapon Proficiency (Firearms), Extra Turning, Ghostsight, Great Fortitude, Martial Weapon Proficiency (Longsword), Weapon Focus (Pistol)

*Possessions:* Breastplate +2, Heavy Steel Shield +2, Longsword +1, Pistol, Bullets +1 (x10), Divine Scrolls (Antilife Shell, Etherealness, Implosion, Mass Heal, Resurrection (x2), True Resurrection (x2)), Ring of Protection +1, Amulet of Natural Armor +1, Gloves of Dexterity +2, Wand of

Searing Light (10th-level Caster, 20 charges), Cloak of Resistance +3, Pearl of Wisdom +6, Ring of Blinking

*Deity:* Ezra; Domains: Healing (Cast Healing spells as Clr19), Mists (Shield of Ezra 1/day; DR 25/magic vs. metal)

*Cleric Spells:* (6/8/8/8/7/6/6/5/4/3; save DC 17 + spell level): Detect Magic, Detect Poison, Guidance, Light, Read Magic, Resistance; Bless, Detect Undead, Divine Favor, Doom, Obscuring Mist, Protection from Evil, Remove Fear, Shield of Faith; Aid, Align Weapon, Consecrate, Fog Cloud, Lesser Restoration, Owl's Wisdom, Silence, Sound Burst; Daylight, Dispel Magic, Gaseous Form, Invisibility Purge, Magic Vestment, Remove Curse, Remove Disease, Searing Light; Death Ward, Dimensional Anchor, Divine Power, Greater Magic Weapon, Neutralize Poison, Restoration, Solid Fog; Break Enchantment, Dispel Evil, Disrupting Weapon, Flame Strike, Hallow, Mind Fog; Blade Barrier, Find the Path, Greater Dispel Magic, Heal, Undeath to Death, Wind Walk; Dictum, Holy Word, Greater Restoration, Greater Teleport, Regenerate; Fire Storm, Holy Aura, Shield of Law, Vanish; Imprisonment, Mass Heal, Miracle

### Sacred Fist

Paridon was the origin domain for the Sacred Fists, with the first members coming from the church of the Divinity of Mankind. Since then however, it has spread to other religions, and now Sacred Fists are more commonly found in Sri Raji, following the lawful deities of the Rajian pantheon.

One other domain that has Sacred Fists is Hazlan, with a cabal working in concert with the church of the Lawgiver. As is the case with such a magical domain, these Sacred Fists blend their martial training with divine mysticism.

**Spells:** Some spells function differently in Ravenloft. See Altered Magic in Chapter Three of the Ravenloft Player's Handbook.



## Allard

Male Paridoner Human Cleric2/Monk4/  
Sacred Fist2: CR 8; Medium Humanoid  
(Human); HD 8d8+8 (47 hp); Init +1; Spd 30  
ft. (6 squares); AC 16, touch 15, flat-footed  
15; BA/G +6/+8; S/R 5 ft./5 ft.; Atk  
Unarmed +8 melee (1d8+2); FA Unarmed  
+8/+3 melee (1d8+2) or Flurry of Blows +6/  
+6/+1 melee (1d8+2); SA Ki Strike (Magic),  
Spells, Turn Undead 2/day; SQ Aura of Law,  
Evasion, Slow Fall 20 ft., Still Mind; AL  
LN; SV Fort +12, Ref +9, Will +11; Str 14,  
Dex 13, Con 13, Int 10, Wis 16, Cha 8.

*Skills and Feats:* Hide +3, Knowledge  
(Religion) +9, Move Silently +10,  
Profession (Scribe) +13, Sense Motive +12;  
Blind-Fight, Combat Casting, Combat  
Reflexes, Deflect Arrows, Improved  
Grapple, Improved Unarmed Strike,  
Stunning Fist

*Possessions:* Divine Scrolls (Cure Light  
Wounds (x3), Protection from Energy),  
Potions (Blur, Cure Moderate Wounds,  
Levitate), Bracers of Armor +1, Cloak of  
Resistance +1

*Deity:* The Divinity of Mankind; Domains:  
Knowledge (Cast Divination spells as Clr5),  
Strength (+2 Str 1/day for 1 round)

*Cleric Spells:* (5/5/4; save DC 13 + spell  
level): Detect Poison, Guidance, Light,  
Resistance, Virtue; Bless, Cause Fear, Detect  
Secret Doors, Protection from Evil, Shield of  
Faith; Aid, Bull's Strength, Owl's Wisdom,  
Sound Burst

## Seeker of the Misty Isle

As presented, this prestige class does not  
exist in Ravenloft, because of the lack of  
worship and myth about the deities Corellon  
Larethian, Gruumsh, and Kurtulmak.

Having said that, many Seekers of the  
Misty Isle have come to Ravenloft in their  
time, searching for their ancient hidden  
homeland. The connection that the  
Demiplane has with the Mists is not lost on  
the elves, and although some have known  
that to enter the domains means they can  
never come home, still they come, searching  
forever for their lost brethren.

**Spells:** Some spells function differently in  
Ravenloft. See Altered Magic in Chapter  
Three of the Ravenloft Player's Handbook.

**Find the Path:** This ability is affected as the  
spell of the same name as described under  
Altered Magic in chapter three of the  
Ravenloft Player's Handbook.

**Arcane Sight:** This ability is affected as  
the spell of the same name as described  
under Altered Magic in chapter three of the  
Ravenloft Player's Handbook.

**Discern Location:** This ability is affected  
as the spell of the same name as described  
under Altered Magic in chapter three of the  
Ravenloft Player's Handbook.

## Shining Weapons

In Ravenloft the Shining Weapons is the  
generic name of this prestige class, as its  
followers can be counted from many  
different religions, namely Belenus,  
Brigantia, Diancecht, Ezra, Manannan mac  
Lir, Osiris, the Overseer, Ra, and Yutow.  
Accordingly, its adherents may be found  
most commonly in the lands of Darkon,  
Har'Akir, Mordent, Nidala, and Tepest.

**Shock Blade:** In Ravenloft, the effect of  
this ability is changed to match the deity.

Deity	Weapon
Belenus	Frost slashing weapon
Brigantia	Defending bludgeoning weapon
Diancecht	Merciful piercing or slashing weapon
Ezra	Defending slashing weapon
Manannan mac Lir	Frost piercing weapon
Osiris	Ghost Touch bludgeoning weapon
Overseer	Defending slashing weapon
Ra	Flaming slashing weapon
Yutow	Defending slashing weapon

**Spells:** Some spells function differently in  
Ravenloft. See Altered Magic in Chapter  
Three of the Ravenloft Player's Handbook.

## Estran

Male Darkonian Human Cleric4/Fighter4/  
Shining Weapon1: CR 9; Medium Humanoid  
(Human); HD 4d8+5d10+18 (67 hp); Init +1;  
Spd 20 ft. (4 squares); AC 23, touch 11, flat-  
footed 22; BA/G +8/+10; S/R 5 ft./5 ft.; Atk

## Quoth the Raven

Longsword +11 melee (1d8+3, 19-20 x2) or Musket +11 ranged (1d12+1, x3); FA Longsword +11/+6 melee (1d8+3, 19-20 x2) or Musket +11 ranged (1d12+1, x3); SA Defending Blade 2/day, Spells, Turn Undead 2/day; SQ Aura of Good & Law; AL LG; SV Fort +12, Ref +4, Will +10; Str 14, Dex 12, Con 14, Int 10, Wis 16, Cha 8.

*Skills and Feats:* Bluff +0, Diplomacy +7, Gather Information +4, Knowledge (Arcana) +7, Knowledge (Religion) +9; Ancestral Legacy, Blind-Fight, Cold One, Exotic Weapon Proficiency (Firearms), Ghostsight, Haunted, Run, Weapon Focus (Musket)

*Possessions:* Full Plate +1, Heavy Steel Shield +1, Longsword +1, Musket +1, Bullets +1 (x25), Divine Scroll of Cure Light Wounds (x5), Potions (Bear's Endurance, Blur, Cure Moderate Wounds, Fly, Levitate), Cloak of Resistance +1

**Deity:** The Overseer; **Domains:** Good (Cast Good spells as Clr5), Protection (Protective Ward; +4 to next saving throw for 1 hour; 1/day)

**Cleric Spells:** (5/5/4; save DC 13 + spell level): Detect Magic, Detect Poison, Guidance, Light, Read Magic; Detect Undead, Divine Favor, Hide from Undead, Protection from Evil, Shield of Faith; Align Weapon, Hold Person, Owl's Wisdom, Shield Other

## Stormlord

The Stormlords of Ravenloft do not revere the god Talos, but instead revere either nature in general or Hala specifically. They are found in the greatest quantities in the small land of Forlorn, where a number of the Druids have taken up these powers in an effort to fight the Solleyder, their ancient enemy, as well as the Goblins.

Stormlords are found to a lesser extent in Barovia and Mordent (where they serve as clerics of Hala), Lamordia (where they are rangers), and Sebua, Sithicus, and Verbrek (where they are Druids).

**Spells:** Some spells function differently in Ravenloft. See Altered Magic in Chapter Three of the Ravenloft Player's Handbook.

## Kenneth

Male Forfarian Human Druid6/Stormlord2: CR 8; Medium Humanoid (Human); HD 8d8+8 (47 hp); Init +2; Spd 30 ft. (6 squares); AC 19, touch 13, flat-footed 17; BA/G +5/+5; S/R 5 ft./5 ft.; Atk Shortspear +7 melee (1d6+1d6 electricity) or Sling +8 ranged (1d4); FA Shortspear +7 melee (1d6+1d6 electricity) or Sling +8 ranged (1d4); SA Enhanced Javelins +1, Shock Weapon, Spells; SQ Electricity Resistance 5, Resist Nature's Lure, Trackless Step, Wild Empathy, Wild Shape 2/day, Woodland Stride; AL N; SV Fort +11, Ref +4, Will +11; Str 10, Dex 14, Con 13, Int 12, Wis 17, Cha 8.

*Skills and Feats:* Climb +5, Handle Animal +8, Jump +5, Knowledge (Nature) +14, Sense Motive +8, Survival +16; Endurance, Great Fortitude, Redhead (Endure Elements 1/day), Weapon Focus (Shortspear)

*Possessions:* Studded Leather +1, Heavy Wooden Shield, MW Shortspear, Sling, MW Bullets (x10), Divine Scrolls (Flame Strike (x2), Reincarnate (x2), Sleet Storm (x2)), Wand of Cure Light Wounds (7 charges), Quaal's Feather Token - Tree (x2), Phylactery of Faithfulness, Bag of Tricks - Gray, Potions of Darkvision (x2), Ring of Protection +1

*Druid Spells:* (6/5/4/4/2; save DC 13 + spell level): Cure Minor Wounds, Detect Magic, Detect Poison, Flare, Light, Resistance; Calm Animals, Cure Light Wounds, Faerie Fire, Magic Stone, Produce Flame; Fog Cloud, Gust of Wind, Owl's Wisdom, Resist Energy; Call Lightning, Cure Moderate Wounds, Protection from Energy, Sleet Storm; Cure Serious Wounds, Ice Storm

## Temple Raider

There are no deities in Ravenloft dedicated to rogues, thieves, or secret knowledge, so there are no native Temple Raiders.

**Spells:** Some spells function differently in Ravenloft. See Altered Magic in Chapter Three of the Ravenloft Player's Handbook.



## Ur-Priest

Ur-Priests in Ravenloft have an easier time of it than in other lands. In Ravenloft, direct deity intervention is almost nonexistent, and so the Ur-Priests are not afraid to gather together in small cults, dedicated to overthrowing the pretenders who revel in their worship by mortals.

Ur-Priests are most commonly found in Hazlan and Necropolis. In Hazlan they are often ex-clerics of Hala or the Lawgiver, or else they are often Wizards dedicated to ousting the church of the Lawgiver from the land. Such people must be careful not arouse Hazlik's suspicions, as the church as sanctioned in the domain. In Necropolis, The Ur-Priests are dedicated to defaming the Eternal Order, and instead believe the creature Death to be their only true ruler.

Ur-Priests may be found to a lesser extent in the Shadow Rift as well. They are very often strange, lonely Arak. Because they denounce the Gods, they must first acknowledge their existence, and most Arak do not contemplate matters of faith for any great length of time anyways.

**Spells:** Some spells function differently in Ravenloft. See Altered Magic in Chapter Three of the Ravenloft Player's Handbook.

**Steal Spell-Like Ability:** If the spell-like ability in question requires a Powers Check upon use, then the Ur-Priest must make a Powers Check whenever he uses the ability as normal.

## Marcus

Male Mulan Human Wizard9/Ur-Priest1: CR 10; Medium Humanoid (Human); HD 9d4+1d8+10 (38 hp); Init +2; Spd 30 ft. (6 squares); AC 15, touch 13, flat-footed 13; BA/G +4/+4; S/R 5 ft./5 ft.; Atk Quarterstaff +4 melee (1d6) or Light Crossbow +7 ranged (1d8, 19-20 x2); FA Quarterstaff +4 melee (1d6) or Light Crossbow +7 ranged (1d8, 19-20 x2); SA Spells; AL LE; SV Fort +5, Ref +6, Will +12; Str 10, Dex 14, Con 13, Int 17, Wis 12, Cha 8.

*Skills and Feats:* Bluff +6, Concentration +14, Knowledge (Arcana) +16, Knowledge (The Planes) +9, Knowledge (Religion) +16,

Spellcraft +16; Combat Casting, Iron Will, Jaded, Scribe Scroll, Spell Focus (Evil, Evocation), Voice of Wrath

**Possessions:** Quarterstaff, MW Light Crossbow, MW Bolts (x10), Arcane Scrolls (Fireball 10th-level Caster, Flesh to Stone, Teleport), Potion of Haste, Cloak of Resistance +1, Ring of Protection +1, Bracers of Armor +2, Wand of Lightning Bolt (6 charges)

*Wizard Spells:* (4/5/5/4/2/1; save DC 13 + spell level, 14 + spell level for Evil or Evocation): Detect Magic, Flare, Light, Ray of Frost; Burning Hands, Detect Undead, Magic Missile, Magic Weapon, Shield; Darkness, Fox's Cunning, Melf's Acid Arrow, Scorching Ray, See Invisibility; Arcane Sight, Haste, Lightning Bolt, Summon Monster III; Ice Storm, Rary's Mnemonic Enhancer; Cone of Cold

*Ur-Priest Spells:* (4/3; save DC 11 + spell level, 12 + spell level for Evil or Evocation; Caster level 5): Cure Minor Wounds, Detect Magic, Inflict Minor Wounds, Read Magic, Resistance; Command, Cure Light Wounds, Protection from Good

## Void Disciple

Only the lands where magical training is encouraged are there any Void Disciples. Originally, this prestige class came from Rokushima Taiyoo, where the Shugenja there practiced it from ancient times. Their teachings spread, and now Void Disciples are most commonly found in Hazlan, the Shadow Rift, and Sithicus.

The church of Hala has a unique perception of this class. They feel that the Void is in fact the Weave, and often call its adherents Weave Disciples.

**Spells:** Some spells function differently in Ravenloft. See Altered Magic in Chapter Three of the Ravenloft Player's Handbook.

**Sense Void:** This ability is affected as described under "Divination: Scrying" in Altered Magic in chapter three of the Ravenloft Player's Handbook. This ability cannot cross a domain border, whether it is open or closed. At 5th level, instead of Detect Evil, the Void Disciple gains the

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ability to detect evil outsiders, as a Paladin. The Detect Thoughts power is affected as the spell of the same name as described under Altered Magic in chapter three of the Ravenloft Player's Handbook.

**Void Strike:** Using this ability incurs a 4% Powers Check.

## Qillathe

Female Sithican Elf Wizard5/Void Disciple3: CR 8; Medium Humanoid (Elf); HD 5d4+3d6 (24 hp); Init +3; Spd 30 ft. (6 squares); AC 15 (16 vs. one opponent), touch 14, flat-footed 12; BA/G +3/+3; S/R 5 ft./5 ft.; Atk Longsword +3 melee (1d8, 19-20 x2) or Composite Longbow +7 (+8 within 30 ft.) ranged (1d8, x3); FA Longsword +3 melee (1d8, 19-20 x2) or Composite Longbow +7 (+8 within 30 ft.) ranged (1d8, x3); SA Spells; SQ Elf Traits, Sense Void (Physical Senses 2/day); AL NE; SV Fort +3, Ref +6, Will +9; Str 10, Dex 16, Con 11, Int 17, Wis 12, Cha 8.

*Skills and Feats:* Knowledge (Geography) +14, Knowledge (Local) +14, Knowledge (Nature) +14, Sense Motive +6, Spellcraft +14; Dodge, Heighten Spell, Point Blank Shot, Scribe Scroll, Spell Penetration

*Possessions:* Longsword, MW Composite Longbow, MW Arrows (x10), Arcane Scrolls (Charm Monster (x2), Fireball 7th-level Caster), Potion of Cure Serious Wounds, Bracers of Armor +1, Cloak of Resistance +1, Ring of Protection +1, Wand of Magic Missile (9th-level Caster, 6 charges)

*Wizard Spells:* (4/4/4/3; save DC 13 + spell level): Daze, Detect Magic, Disrupt Undead, Read Magic; Hypnotism, Magic Missile, Magic Weapon, Shield; Daze Monster, Fox's Cunning, Invisibility, Melf's Acid Arrow; Dispel Magic, Hold Person, Slow

## Warpriest

In theory, Warpriests can come from the clergy of many different deities, including Brigantia, the Divinity of Mankind, Ezra, Kali, the Lawgiver, the Morninglord, Morrigan, Osiris, the Overseer, the Wolf God, Yutow, and Zhakata. In practice

however, Warpriests are most commonly found in Hazlan, in the service of the Lawgiver and less commonly in Borca, Dementlieu, and Richemulot (all in the service of Ezra) and in G'Henna, following the ways of Zhakata.

In Hazlan the Warpriests are members of the church of the Lawgiver, and part of the so called "God-Chains" sect that is in charge of defense of the church and destruction of its enemies. In Borca, Dementlieu, and Richemulot, the Warpriests are all part of the church of Ezra, and are all involved with the Treaty of Four Towers defense pact against Falkovnia. Finally, the followers of Zhakata in G'Henna are sworn against the mongrelmen tribes and bandits of the wastes.

*Spells:* Some spells function differently in Ravenloft. See Altered Magic in Chapter Three of the Ravenloft Player's Handbook.

## Enevold

Male Mulan Human Cleric7/Warpriest1: CR 8; Medium Humanoid (Human); HD 7d8+1d10+16 (56 hp); Init -1; Spd 30 ft. (6 squares); AC 20, touch 9, flat-footed 20; BA/G +6/+7; S/R 5 ft./5 ft.; Atk Flail +9 melee (1d8+1) or Light Crossbow +5 ranged (1d8, 19-20 x2); FA Flail +9/+4 melee (1d8+1) or Light Crossbow +5 ranged (1d8, 19-20 x2); SA Rebuke Undead 4/day, Spells; SQ Aura of Evil and Law, Rally; AL LE; SV Fort +10, Ref +2, Will +9; Str 13, Dex 8, Con 14, Int 10, Wis 17, Cha 12.

*Skills and Feats:* Diplomacy +12, Knowledge (Religion) +10, Sense Motive +10; Combat Casting, Iron Will, Jaded, Martial Weapon Proficiency (Flail), Spell Focus (Enchantment, Evocation), Weapon Focus (Flail)

*Possessions:* Half-Plate +1, Heavy Steel Shield +1, MW Flail, Light Crossbow, Bolts (x10), Divine Scroll of Raise Dead, Potions (Fly, Spider Climb), Cloak of Resistance +1, Wand of Cure Light Wounds (11 charges)

*Deity:* The Lawgiver; *Domains:* Domination, Law (Cast Law spells as Clr8), War

*Cleric Spells:* (6/6/5/4/2; save DC 13 + spell level): Cure Minor Wounds, Detect Poison, Guidance (x2), Light, Resistance;



Bless, Cure Light Wounds, Divine Favor, Entropic Shield, Magic Weapon, Shield of Faith; Aid, Align Weapon, Bull's Strength, Cure Moderate Wounds, Spiritual Weapon; Cure Serious Wounds, Dispel Magic, Magic Circle Against Chaos, Prayer; Cure Critical Wounds, Divine Power

## Relics & Staffs

The Relics presented in Complete Divine do not natively exist in Ravenloft, due to the absence of the deities from the Player's Handbook. Relics are not artifacts, and they are still subject to the laws of the Demiplane if they are brought in. If a Relic can cast a spell that is normally altered by the laws of Ravenloft, then the Relic's ability is also altered accordingly.

The magic staves detailed in Complete Divine are treated in the exact same manner as Relics, when in Ravenloft.

## New Cleric Domains

If the DM wishes, there are some new domains that can be added to the lists that the Ravenloft deities offer, in addition to their standard domain selections.

Deity	Domain
The Ancestral Choir	Oracle
Belenus	Purification
Brigantia	Community, Creation
Diancech	Pestilence, Purification
Divinity of Mankind	Celerity
Erlin	Madness
Ezra	Inquisition
The Lawgiver	Domination, Inquisition
Math Mathonwy	Mind
The Morninglord	Glory, Liberation, Purification
The Overseer	Community, Inquisition
Ra	Community, Glory
Tvashtri	Creation
The Wolf God	Celerity
Yutow	Community, Liberation
Zhakata	Domination

## New Spells

**Awaken, Mass:** As Awaken.

**Beget Bogun:** The Bogun created is a Dread Companion.

**Bestow Curse, Greater:** This spell can be used to create curses of any kind, as described for Bestow Curse. The example curses are of lethal severity. Casting this spell requires a powers check with the chance of failure determined by the severity of the curse, not the effective spell level.

**Blink, Improved:** See *Ethereal*.

**Bolt of Glory:** In Ravenloft, undead (and only undead) get a Will saving throw against this spell for half damage.

**Bottle of Smoke:** The horse-like creature created with this spell has the Mists subtype.

**Brain Spider:** See Enchantment, Mind-Affecting.

**Chain of Eyes:** This spell does not function across a domain border.

**Cloudburst:** See *Weather*.

**Contagious Touch:** Casting this spell requires a powers check.

**Crown of Glory:** See Enchantment, Mind-Affecting.

**Curse of Ill Fortune:** Casting this spell requires a 4% powers check, as a troublesome curse.

**Curse of Lycanthropy:** Lycanthropy induced by this spell is just as hard to remove as normal lycanthropy. Casting this spell requires a powers check.

**Death Pact:** See *Teleportation*. As *Raise Dead*. Casting this spell requires a powers check.

**Decomposition:** Casting this spell requires a powers check.

**Dragon Breath:** Casting this spell and emulating a chromatic dragon gives you a +1 bonus to effective spell level, but requires a powers check.

**Dream Sight:** While this spell is active, the character is assumed to have the Ghostsight feat. Additionally, ghosts and other incorporeal undead can detect the character and can determine that they are not

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true undead. They are often angered by this, and may attack the character.

**Golden Barding:** The barding summoned by this spell is limited by what would be the best armor available in the domain in question, based on the domain's cultural level.

**Implacable Pursuer:** This spell functions normally while you and the target are in the same domain. If the target leaves the domain, then you are told which domain the target went to, but nothing more. Once you can the target are in the same domain again, the spell functions normally.

**Infestation of Maggots:** This spell requires a powers check.

**Last Breath:** As Raise Dead. Casting this spell requires a powers check.

**Maddening Scream:** See Enchantment, Mind-Affecting.

**Monstrous Thrall:** See Enchantment, Mind-Affecting.

**Pavilion of Grandeur:** See Nondimensional Spaces.

**Phantom Bear:** The creature summoned by this spell has the Mists descriptor and an evil alignment. The creature does not turn on the caster, but their alignment may color their actions.

**Phantom Stag:** See Phantom Bear.

**Phantom Wolf:** See Phantom Bear.

**Plague of Rats:** This spell only functions in domains with Full Ecologies. See Enchantment.

**Probe Thoughts:** See Mind-Affecting.

**Revenance:** As *Raise Dead*.

**Righteous Wrath of the Faithful:** See Enchantment, Mind-Affecting.

**Scourge:** Those killed by this spell often rise as ancient dead or other disease-related undead. Casting this spell requires a powers check.

**Shadow Landscape:** See Illusion (Shadow). At the end of the spell's duration the shadow landscape itself may coalesce into a 9 HD Shadow as described under the Illusion (Shadow) description. Any creatures designated as Shadow Guardians may also be transformed by this spell into true shadows with HD equal to their normal HD.

**Slime Wave:** This spell only functions in domains with Full or Sparse ecologies.

**Storm of Elemental Fury:** See *Weather*.

**Telepathic Bond, Lesser:** See Mind-Affecting.

**Touch of Madness:** See Enchantment, Mind-Affecting.

**True Domination:** See Enchantment, Mind-Affecting.

**Visage of the Deity:** Casting this spell as an evil spell gives you a +1 bonus to effective spell level, but the spell requires a powers check.

**Visage of the Deity, Greater:** Casting this spell as an evil spell gives you a +1 bonus to effective spell level, but the spell requires a powers check. As well, casting this spell gives the caster a reality wrinkle with an initial radius of 1,000 feet per level. If the caster fails any powers checks while under the effects of this spell, consider them failed power rituals; each failed check adds 1d4 corruption points to the caster's total and halves the wrinkle's radius. See Fiends in chapter five of the Ravenloft Player's Handbook for more details.

**Visage of the Deity, Lesser:** Casting this spell as an evil spell gives you a +1 bonus to effective spell level, but the spell requires a powers check.

**Wave of Grief:** See Enchantment, Mind-Affecting. You get a +1 bonus to effective spell level. Casting this spell requires a powers check.



**Weapon of the Deity:** The Dieties of Ravenloft possess the following favored weapons:

Diety	Weapon
The Ancestral Choir	+1 Defending Battleaxe
Arawn	+1 Ghost Touch Scythe
Belenus	+1 Frost Sickle
Brigantia	+1 Defending Warhammer
Daghda	+1 Frost Club
Diancecht	+1 Merciful Dagger
Divinity of Mankind	+1 Ki Focus Quarterstaff
Erlin	+1 Mighty Cleaving Battleaxe
The Eternal Order	+1 Ghost Touch Scythe
Ezra	+1 Defending Longsword
Hala	+1 Spell Storing Dagger
Kali	+1 Flaming Sap
The Lawgiver	+1 Shock Whip
Lugh	+1 Spell Storing Light Mace
Manannan mac Lir	+1 Frost Trident
Math Mathonwy	+1 Spell Storing Quarterstaff
The Morninglord	+1 Defending Shortspear
Morrigan	+1 Vicious Greatsword
Osiris	+1 Ghost Touch Flail
The Overseer	+1 Flaming Longsword
Ra	+1 Keen Falchion
Set	+1 Mighty Cleaving Short Sword
Tvashtri	+1 Shock Punching Dagger
The Wolf God	--
Yutow	+1 Defending Sickle
Zhakata	+1 Flaming Flail

**Wrack:** You get a +1 bonus to effective spell level. Casting this spell requires a powers check.

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# The Black Opal Guild

## A Sinister Guild of Necromancers

Andrew "alhoon" Pavlides  
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*"Take the mantle of the commander,  
lead the dead as well as the living,  
come to meet us behind the hanged man's  
tree at midnight."*

- Invitation to the Black Opal guild

A century ago, a vampiric wizard known as the Black Opal created this vile guild to promote his secret agenda.

The ultimate goal of the Black Opal remains a mystery for the guild members. Some believe he is under orders of Azalin Rex, Strahd Von Zarovich or the Red Wizard, Hazlik. Others believe the Opal sells his finding to any of those three major wizards in exchange of dark favors. Whatever its goal, the Black Opal guild is surely a power for evil, dedicated to perfecting the foul art of necromancy.

## The Guild

The guild's goals are to unearth arcane knowledge and promote the individual' agendas of its members.

The guild values its secrecy above all else, and so moves very slowly to obtain new members. Only 25 members have been recruited so far, though each one is wholly loyal to their dark fraternity.

Membership to the Black Opal guild comes only with invitation. The guild observes an initiate for a lengthy period, after which the guildmembers take a vote. In some rare cases, guild members take potential initiates as apprentices. While apprenticed to a guild member, the initiate knows nothing of the guild and must perform special quests to test his or her abilities. If at least three members sponsor the initiate, the guild offers membership to the candidate.

If the candidate agrees, he meets later with a circle of at least ten members and makes the necessary vows. While the initiate makes his vows of subservience, the other members place upon him a Geas to prevent him from divulging the secrets of the guild, even under torture.

If a candidate refuses membership, the guild may dispatch assassins, or leave him or her alone, depending on how dangerous the candidate is and how much he or she knows about the guild.

### Obligations

Members owe few obligations to the guild, though secrecy is paramount. The guild forbids members to share information with outsiders, on the penalty of death. The Geas placed upon the members at the initiation ceremony prevents them from talking about the guild, though even that powerful enchantment does not cover all possible leaks.

The guild forbids members to join other organizations, including the Kargat, and the Fraternity of Shadows. To ensure the exclusive loyalty of members, the Black Opal personally questions initiates under hypnosis, to determine their true affiliation. More than one member of the Kargat or the Fraternity has been discovered in this manor.

The Guild is a pyramid hierarchy, beneath the Black Opal. High-ranking members protect and train lower members, who in turn serve their masters. Members of the guild meet annually to explain their progress in arcane knowledge. Though not mandatory, frequent absence from these gatherings risks the wrath of the Opal.

### Hierarchy

There are four stages of advancement in the Black Opal Guild. A member begins as an Initiate and advances to Compeer, Necromancer and finally Black Necromancer. To advance in rank a member must perform various services for the guild and pass rigorous tests for arcane power.

#### Initiate

Since he or she is at the bottom of the hierarchy the initiate usually has many obligations to other members. An initiate cannot have apprentices, or even have a sizeable army of undead.

Most members look to initiates for menial tasks like fetching obscure arcane tomes or materials and resources for magical experiments and items, and pay them in return with knowledge and training.

#### Compeer

A compeer is a member that has some powerful magic in his service and has served the Guild for some time to prove his abilities and loyalty. Compeers can have many undead guards as long as they do not endanger the Guild's secrecy. Sometimes, Compeers are allowed to have apprentices but this is rare.

To become a Compeer a member must be 3rd level in the Black Opal mage prestige class. By the time the character reaches that level, he gains the title of the Compeer.

#### Necromancer

A Necromancer is a powerful member of the Guild. He or she commands powerful undead and can handle powerful spells. Necromancers of the guild are allowed to have up to three apprentices at a time if they want. They are also responsible to inspect candidates that other members propose for the Guild. They receive magical items as payment from the Black Opal if they serve him well. Necromancers know many members of the Guild.

Most of the members do not progress further in the hierarchy. By the time they reach this stage they have probably understand the dangers of using dark magic often.

To become a Necromancer a member must be at least 6th level in the Black Opal mage prestige class. NPC Necromancers are considered to have lost one or two Dark Power checks.

#### Black Necromancer

The elite of the Guild, only a handful of members have ever managed to reach that position. These members are allowed to study along with the Black Opal and lead the guild. They know all the other members of the Guild.

To become a Black Necromancer a member must be at least 9th level in the Black Opal mage prestige class. NPC Black Necromancers are considered to have lost two to four Dark Power checks.



## Spells

The Black Opal Guild has a wide knowledge of necromantic spells. A member of the Guild could easily gain any necromantic spell each time he or she advances a level or even buy them from a superior. Also the guild has access to many summoning spells to conjure dread elementals and mist outsiders and divination spells.

The guild has its share of evocation spells like magic missile, lightning bolt and cloudkill, the knowledge of the members in the evocation school is little, as it is with illusion spells and transmutation spells unless they are useful in the creation of undead. That doesn't mean that guild members don't have spells from these schools in their spellbooks; it only means they have few. However, most members have an invisibility spell in their spellbooks.

Most members have moderate knowledge in abjuration and enchantment.

## Black Opal Mage

**Hit Die:** d4.

### Requirements

To qualify to become a Black Opal mage the character must fulfill all the following criteria.

**Skills:** Spellcraft 7 ranks, Knowledge (Arcana) 6 ranks.

**Feats:** Spell focus (necromancy)

**Special:** ability to cast 3rd lvl arcane spells and at least two necromancy spells

### Class Skills:

The Black Opal mage class skills are: Bluff (cha) Concentration (Con), Craft (Int), Decipher Script (Int), Knowledge (all skills, taken individually) (Int), Profession (Wis), Spellcraft (Int), intimidate (cha), Reign Undead (cha),

**Skill Points at Each Level:** 2 + Int mod.

## Class Features

**Weapon and Armor Proficiency:** The Black Opal mage doesn't gain any weapon or armor proficiencies.

**Bonus feats:** At 5th and 10th level a Black Opal mage gains a bonus feat. This feat can be any Metamagic or Item Creation feat

**Spells:** At each new level, the character gains two new spells to add in his spellbook. These spells can be of any spell level that he or she can cast (based on her new spell casting level) for his or her spellbook, even at the levels he or she doesn't gain caster levels.

In case the character casts spells as a sorcerer, then the character learns spells as normal. In the levels that he doesn't gain a caster level, he or she gains a bonus known necromancy spell of a spell level she can cast.

**Spellcasting:** Each time the table shows a +1 caster level (+1 C. lvl) the character gains increased spellcasting abilities as if he or she has advanced a level in the arcane class they had before they gained the prestige class.

**Vow of secrecy (Ex):** Upon the initiation of a new member, powerful spells are cast on him or her to ensure that he or she will remain silent. First the initiate must declare thrice within a zone of truth effect (will DC 16) that he is not affiliated with any other organization. Then the new member must make a vow that he or she will not willingly and without permission share the secrets of the guild with non members.

In order to break this vow, the member must succeed at a will save DC 20. Even then, the member will suffer the effects of a Geas spell until he or she slays the person who learned of the guild.

If a member breaks the vow he cannot advance further to the Black Opal Mage prestige class. Also if he takes a level in another class except the Black Opal Mage class and the arcane class he studied before, he cannot advance in the Black Opal Mage class again but suffers no other effects.

**Animate Dead (Sp):** At first level the Black Opal Mage can use the spell Animate dead once per day as a caster with level

## Quoth the Raven

equal to 5 +Black Opal mage level or his caster level, whichever is greater. The normal limits of the spell apply.

**Control Undead (Ex):** The Black Opal Mage can rebuke and control undead as a cleric with a level equal to his Black Opal mage level +2. That means that a 2nd level Black Opal Mage can rebuke undead as a 4th level evil cleric.

Also the control limit for the undead a Black Opal mage can have controlled through the animate dead and similar spells is 5 +Black Opal mage level or his caster level, whichever is greater.

**Necromantic awareness (Ex):** At 2nd level the Black Opal Mage becomes so skilled in necromancy that he can choose to spontaneously cast necromantic spell.

A Black Opal Mage can choose to drop any prepared spell and use the magical energies of it to attempt to cast a necromantic spell. The necromantic spell can be of any level up to the spell level of the spell the Black Opal Mage chose to drop. It doesn't not have to be a spell the wizard has memorized or even be in his spellbook.

To do so, the Black Opal Mage must succeed to a spellcraft check with a DC equal to  $10 + 3 \times$  level of the necromantic spell to be cast. If the spell is one the Black Opal Mage has in his spellbooks, then he receives a +2 competence bonus on the roll. If the spellcraft check fails by 10 or more, then the spell backfires on the caster. If it

was a harmless or beneficent spell, then it does 1d6 damage/ spell level on the caster. To cast the necromantic spell, the wizard must have the necessary components.

For example, Serhia is a 5th level wizard, 3rd level Black Opal Mage. She can cast up to 4th level spell. In a fight she needs to use an enervation spell, but she has none prepared. So she chooses to drop the Summon monster IV spell she has prepared to spontaneously cast an enervation spell. To do so, she must succeed at a spellcraft check with a  $DC = 15 + 12 = 27$ . She has 10 ranks in spellcraft and a +4 bonus from intelligence. She doesn't have the enervation spell in her spellbook so she has a total +14 modifier. She rolls a 23, missing the spell. The energy of the spell she has prepared fizzles and the spell doesn't work. If she has rolled 17 or less she would be affected by her own enervation spell.

She escapes the fight injured and decides to use vampiric touch on a deer to heal herself. She also doesn't have this memorized but at least she has it in her spellbook. She chooses to drop her dispel magic spell to cast the vampiric touch. For the spell to succeed, the DC is  $15 + 9 = 24$ . This time her spellcraft modifier is +16 because she has this spell in her spellbook. She rolls a 28. A success, the vampiric touch heals her normaly as if she had this spell prepared instead of the Dispel magic spell.



**Table 1: Black Opal Mage (BOM)**

Level	Base Attack Bonus	Fort	Ref	Will	Special
1st	+0	+0	+0	+2	+1 C. lvl, Animate Dead 1/day, control undead, Vow of secrecy.
2nd	+1	+0	+0	+3	+1 C. lvl, Necromantic awareness
3rd	+1	+1	+1	+3	Bind Lesser Undead
4th	+2	+1	+1	+4	+1 C. lvl
5th	+2	+1	+1	+4	+1 C. lvl, Feat
6th	+3	+2	+2	+5	+1 C. lvl, Create undead 1/day
7th	+3	+2	+2	+5	Bind Greater Undead
8th	+4	+2	+2	+6	+1 C. lvl
9th	+4	+3	+3	+6	+1 C. lvl, Create Greater Undead 1/day
10th	+5	+3	+3	+7	+1 C. lvl, Feat



## Evarias Arathen

### Male Human (Wiz 5/ BOM 3)

Medium sized Human; HD 8d4+8 (39 hp); Init +1; Spd 30 ft. (6 squares); AC 15 (+4 mage armor), touch 11, flat-footed 14; Base Attack/Grapple +4/+4; Attack: dagger +4 melee (1d4) or ray +5 ranged; Saves Fort +4, Ref +4, Will +10; AL NE; Str 10, Dex 12, Con 13, Int 17, Wis 13, Cha 14.

*Skills & Feats:* Bluff +5, Concentration +11, Craft (Alchemy) +8, Decipher script +8, diplomacy +3, intimidate +6, Knowledge (arcana) +9, Knowledge (undead) +6, Listen +3, Reign undead +11, Speak Language (Draconic), Spellcraft +11, spot +3 ; Craft wands, craft wondrous items, Scribe scroll, Spell focus (necromancy), superior undead control.

*Spellcasting:* Evarias casts spells like a 7th level wizard (5/5/4/3/2)

*Languages:* Darkonese, Draconic Vaasi, Balok

*Signature possessions:* Cloak +1 resistance, necklace of blur (3rd level caster, use activated, 2/day, 16 charges), potion of cure serious wounds, wand of mage armor (2nd level caster, 22 charges), Van's Bracers (shield spell, 2nd level caster, use activated 3/day, 28 charges), onyx ring.

Scroll of dimension door, scroll of dispel magic (7th caster), scroll of enervation, scroll of phantom steed, scroll of obscuring mist, scroll of protection from arrows (5th level caster), scroll of protection from evil, scroll of resist elements, scroll of stinking cloud, scroll of summon swarm, scroll of web.

*Spellbook:* 0 - All; 1st - Alarm, Protection from evil/good/chaos/law, shield, Grease, mage armor, mount, obscuring mist, unseen servant, detect secret doors, identify, charm person, sleep, magic missile, Cause fear, ray of enfeeblement, Expeditious retreat, jump, magic weapon; 2nd - Arcane lock, protection from arrows, Resist energy, acid arrow, summon swarm, web, detect thoughts, locate object, Hideous Laughter, Touch of idiocy, Darkness, invisibility, Blindness/deafness, False life, ghoul touch, spectral hand, Bull's

**Bind Lesser Undead (Ex):** A 3rd level Black Opal Mage, usually a Compeer, may permanently bind obedient dead (Skeletons, zombies and their variations) to his or her will. Undead bound with the use of this ability no longer count against the HD limit of undead controlled. Each time the mage uses this feat, he may bind 5 +Black Opal Mage level worth of HD of undead to his will. Binding undead this way takes 1 day per 3 HD of the undead and costs 7 XP per HD bound. If the process is interrupted the mage can resume it later with the same undead.

Compeers with this power can have large number of Obedient dead under their command. However common sense urges them to use quality instead of quantity because large numbers of undead draw the attention of adventurers, the authorities or more sinister powers.

**Create Undead (Sp):** At 6th level the mage can use the Create undead spell as a spell-like ability at a caster level equal to 5 +Black Opal mage level or his caster level, whichever is greater. The normal limits of the spell apply.

**Bind Greater Undead (Ex):** A 7th level Black Opal Mage, may permanently bind more powerful dead (Ghouls, shadows, ghosts, wights or wraiths) to his or her will. Undead bound with the use of this ability no longer count against the HD limit of undead controlled. Each time the mage uses this feat, he may bind only one undead to his will. Binding undead this way takes 1 day per 2 HD of the undead and costs 10 XP per HD bound.

If the process is interrupted the mage can resume it later with the same undead. However, to bind an undead to his will, the Black Opal mage must first control the will of the undead through the use of other spells or abilities.

**Create Greater Undead (Sp):** At 9th level the mage can use the Create greater undead spell as a spell-like ability at a caster level equal to 5 +Black Opal mage level or his caster level, whichever is greater. The normal limits of the spell apply.

## Quoth the Raven

*strength, knock; 3rd - Dispel magic, nondetection, phantom steed, stinking cloud, suggestion, lighting bolt, Gentle repose, vampiric touch, Keen edge; 4th - Black tentacles, dimension door, arcane eye, charm monster, bestow curse, enervation.*

Evarias Arathen is a middle aged, handsome man of average height in his late thirties. His features are sharp but gentle and he keeps his black hair shoulder long. He has light brown penetrating eyes and he is lean and graceful in his moves.

Evarias dresses in long dark colored robes, usually dark blue or purple and wears his enchanted dark gray cloak over the robe. His chest is decorated usually by an enchanted silver necklace the size of a silver piece with a large aquamarine in the center.

He speaks in silent, civilized tones and usually remains calm. He has a calculating tone and seems to measure those that conversate with him. Usually a black Raven (his familiar Rus) can be seen flying around him or sitting in his shoulder.

Evarias is a man that has chilled his emotions for others to almost nothing. He cares only about himself, his research and his welfare. He serves the Guild of the Black Opal because it serves him and offers him training and protection. He has no sympathy for others, but he is not a sadist. He may not care what the implications on the family or the loved ones of his victims may be, as long as he is not endangered.

## Background

Evarias Arathen was raised in Darkon in a family of rich merchants. From a young age he was interested in the arcane and was mildly fascinated with death, but kept this late interest more or less a secret.

As he was the second son of the family he convinced his father to give him his share of the family business in cash and he went to study the arcane arts with a retired adventurer wizard in Il Aluk. After a few years of apprenticeship, he stroke out on his own. He used to offer his services as a hired

wizard in adventuring parties or for nobles to fund his arcane experiments and he was quite successful.

After five such years however, his dark experiments and arcane pursuits were more or less made known from the mercenaries he traveled with. This reputation and the fact that a few "disappearances" of beggars were finally noticed, forced him to relocate from Il Aluk, a happy coincidence, since that year the Requiem happened.

Evarias was once again fascinated with the mass death of the capital city of Darkon and he found his interest in necromancy renewed. At the time he was rich and powerful enough to be considered a candidate by the Black Opal Guild.

Evarias was contacted a few months after the requiem in his new secluded laboratory in a hamlet in Darkon. He immediately joined the guild and serves it ever since. Two years ago, he had been promoted to a compeer. He learned from his fellow guild members of a haunted tower in northern Nova Vaasa and relocated his laboratory there.

## Current Sketch

These days Evarias inhabits an abandoned, haunted tower in Nova Vaasa. He is content there and conducts his experiments and research secluded from most of the world. A few miles from his tower there is a large village that he or his caliban bodyguard Grud (male barbarian 3rd) visit from time to time to resupply. Around this village but further from his tower are a few more hamlets of peaceful farmers. Evarias has a spy in the community (human rogue 2nd) that informs him on the activities in the area. Evarias contact the spy usually with the help of his raven.

Evarias doesn't go out with his obedients at night to attack the hamlets and collect bodies for research, because this will draw attention. He is content to steal an interesting body now and then, or a even waylaid travelers around his tower from time to time. Since his tower is still haunted, and there were undead staying there before his time, he



feels that the reputation of the place will keep him safe. Sometimes adventures come to his tower, expecting to find a specter and a few undead only to be killed by Evarias, his obedients and the specter.

Recently he made his most bold move yet; he learned that a few young athletes from the villages near his tower would make a trip away from their homes to train, play and generally enjoy the spring. He sent his bodyguard along with many obedients and they slaughtered the teenagers just two hours ago from their houses. Then they carried the bodies to his tower and covered their tracks.

## Combat

**Animate Dead (Sp):** 1/day as a 8th level caster.

**Control undead (Su):** 4/ day as a 5th level evil cleric.

**Necromantic Awareness (Ex):** Evarias can roll a spellcraft check to spontaneously cast any necromantic spell of 4th or less, using the energies of another prepared spell if he has the necessary components. The DC is 15 +3 x spell level.

**Bind Lesser Undead (Ex):** Using this ability Evarias can bind to his will obedient dead.

**Arcane prowess (Ex):** Evarias is considered to have a +2 unholy bonus to his intelligence score where it matters in spell casting. That means he doesn't gain 4 skill bonus skill points from intelligence, or considered to have a +4 modifier to intelligence based skills. It just means that he is considered to have 19 intelligence in spellcasting, so he gains a bonus 4th level spell and his spells have a DC of 14 + spell level (+1 for necromancy spells).

**Necrophilia (Ex):** As a result of a failed powers check, Evarias recently found that he doesn't feel repulsed by the dead and rotten flesh (not that he was ever repulsed much), he even likes the sight of it. Although this liberation of his mind has gifted him with

understanding of the arcane, he picked up strange habits.

If his practices become known in his guild, he will receive an OR of 2. Of course, if his blasphemous practices become known to normal people that respect their dead, he will be hunted down as a monster.

## Lair

Evarias stays in an abandoned tower on a low hill. Around the hill there are sparse trees and bushes that become thicker further away from the tower.

The tower is haunted by a specter named Silana. She is anchored to the tower and cannot move further than 240' from it. Silana has an allergen, she cannot stay within 30' of anyone wearing an onyx ring.

In life, Silana was married to a rich, middle aged man and gave him an onyx ring as a gift in their wedding day. A greedy woman, Silana poisoned her husband so that she might steal his fortune. With his dying breath her husband cursed her to always remember her betrayal and never to rest.

A few years later, Silana was herself murdered by a greedy lover. However, she rose again from the grave to haunt the abandoned tower she used to date her lovers. Young men killed by her energy drain raise as wights under her control. She can control up to 21 HD worth of undead that way. She can not create specters or wights from other creatures other than young human or half-elven men.

Both Evarias and Grud know of Silana's weakness and always wear an onyx ring. Evarias has persuaded the spectre to bear his presence, in exchange for victims.

Jumpers have been burried all around the tower, as have Crushers and Sharptalons. As well, at night Silana haunts the tower, looking for intruders upon which to vent her rage.

Quoth the Raven







# Races of the Mists

## Part II -The Little People

By David "of the Fraternity" Gibson

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### Introduction

I give my greetings to you, my Esteemed Brothers. Although to you it has likely not been long since my last correspondence, it has seemed an eternity to me. Being away from the comforts of home and hearth lengthens the days and emphasizes the pressing weight of time. I feel the full burden of the months I have been away from Ste. Ronges on this research assignment for our Fraternity.

It has been many weeks since I last took pen to parchment and set off the first of my reports on the subhuman creatures that populate our land. I trust you have found my discussion of the Dwarfed beings illuminating. Since leaving Karg I have journeyed via boat to Nova Vassa and taken a lengthy detour through Tepest while finishing my research on the *little people*, the so-called *halflings*. These folk are the topic of this, my newest report.

I write this hunched over a small desk in the tiny room I have been forced to rent for the duration of my stay in Immol. I am not fond of Barovia and would rather have

avoided venturing into such a rural backwater, especially one populated by such superstitious hicks. It is unfortunate there are so few roads through the Balinok Mountains. Thankfully, I can bypass the rest of the mountain range -and the Barovian traveler's tax- by cutting through Hazlan and Kartakass. I need to venture to the Southern forests of the Core to research the fey anyway; bypassing the rest of Barovia is merely an added bonus.

I come to Barovia from Nova Vassa and through Eastern Hazlan after venturing down the length of Nova Vassa's Western border. However, my research on the little people did not begin with my exit from Karg but started the moment I stepped beyond the comfort of home so many days ago. The halfling folk are common throughout the entirety of the Core. I have encountered sizable settlements in Richemulot, Mordent, Dementlieu, Lamordia, Darkon, Tepest and Hazlan and spotted individuals in every land I have ventured through. The halflings number in the thousands lurking in every corner of the Core and (presumably) even in the lands beyond. So why then am I required

## Quoth the Raven

to pen this? Why do we not know more of these numerous but tiny folk?

### Folklore

I begin with the legends told of the little people, what the average person believes is fact regarding these tiny men. The legends vary from land to land and while there is some overlap between the myths, the differences are remarkable. One wonders how all the tales could possibly apply to the same creature.

I start with the myths of Mordent: the people there view the halflings as spirits, the souls of the departed haunting the land. The little people are equated with ghosts but viewed less fearfully (a typical Mordentish preoccupation with death and the dead). They differentiate ghosts as the souls of the departed who remember their past lives while halflings are spirits whose past and identities have been lost. They are free from the burden of remembering life and are thus innocent dead. It is believed that one must be innocent themselves to see the little people and that disbelieving adults cannot catch even a glimpse of one. Only children have the ability to see the little people for what they are.

Those of Dementieu have a far more romantic view of halflings believing them to be the embodiment of innocence, eternal children if you will. There was a fairly popular opera a few years back (an update of an old legend to be precise) where a wizard removed the evil and malice from a man while leaving only the good and thus creating the halflings. I managed to catch a production in Mortigny some time ago and found it laughable at best with the songs unremarkable and plot feeble, but that is neither here nor there.

Richemulot and Darkon both view halflings as a separate race removed from humanity, but they believe them to be mystical and fey beings not that far removed from elves. Borcan often have similar opinions but view halflings with suspicion believing them to be thieves and cutthroats. They never ascend into proper society in

Borca although many a noble is curious regarding their youthful looks and wishes they could be bottled as an elixir. Lamordians, of course, place lesser emphasis on the magic and more on elaborate theories describing them as less developed humans.

All four attribute ancient stone ruins and monuments as crafted by the little people. They are generally painted as strange folk that live in holes in the ground, barrows or hollowed trees.

The Tempestani have a far different view making no distinction between the halflings and the goblins that plague their lands. All are seen as fey and placed into the same category as the red caps and knocks. There halflings are known as *ban síde* or *luprachán* (roughly translated as “half-sized”) and are portrayed as malicious and cruel, playing sadistic pranks while known for stealing livestock and young children. For the most part, I find this fear of halflings ironic and much more revealing about humans there than the little people.

Halflings are frequently attributed as having magical powers such as being able to turn invisible at will or being able to grant wishes for humans. They are often believed to have hidden caches of gold or other valuables stashed across their territory. Some of the more misguided and greedy folk often hunt for these hidden treasures and many an adventurer has been misled by tales of little people’s gold. Immortality is another common attribute of halflings, as they are believed to be more spirit than flesh and do not age as men.

Shoes are a curious element that pop-up repeatedly in stories regarding the little people. An odd addition that took me a long time to grasp. Some call the little people *faerie cobblers* and say they make the shoes of elves. Most tales add the addendum that they only ever make single shoes, never a pair. Thus, all halflings are always dressed in a leather apron, the typical garb of shoemakers. People in rural Mordent claim that the little people can only make shoes for others, not themselves, and are forced to steal shoes to clad their own feet. Thus, you must never leave your shoes or boots outside



overnight lest they be stolen by a halfling. The legends of Darkon dismiss shoes entirely claiming halflings wear none and walk about barefoot. These shoeless halflings are rumoured to have thick soles on their feet, which are topped by a dark, curly hair.

It is commonly agreed that halflings are a wild and boisterous folk. They are prone to feasting and drinking often becoming quite drunk. These drunken halflings are known to run wild across the countryside howling at the moon and riding on the backs of dogs or sheep.

There are, of course, those steadfast few who insist there are no lesser races, that all are simply variant stock of man. Halflings are dismissed as poor mortal humans suffering from dwarfism and the communities of such pools of inbreeding where limited partners has sadly reduced everyone in stature. The fantastic stories are dismissed as poppycock and sightings of the little people are just delusions, glimpses of children or the aforementioned midgets.

Concluding this section I repeat that, apart from the curiously demented folk of Tempest, halflings are universally thought of as harmless breed of fae, a curious folk that live in the woods away from civilization hiding from the 'big people', possibly in faerie kingdoms ruled by elves and sprites. A typical dreamy fantasy.

Despite the vast range the myths cover, there are some common themes. Halflings live apart from humans in the unknown parts of the wilderness and halflings are rare. They must be because no one ever sees the little people and, apart from the two villages in Darkon, no one ever sees their communities.

They are, of course, completely wrong.

## The Truth

The little people live up to their name being but half the high of a man, few grow to be larger than three feet with most falling below that. They are slight and thin but gain weight easily and usually have fair skin partnered with dark hair. And, to expose the truth, they live amongst us as often as not. So why then do people not see them? Quite simply they are small, quiet, and youthful in appearance looking quite harmless. They are ignored! There is something inherently disarming about halflings. But more on this later.

Contrary to the legends, the little people are not magical creatures. I have witnessed no true powers from the little people I would describe as supernatural, although they do appear to be prematurely lucky and I have lost many a game of dice and cards to prove it. The aim of halflings is also not to be underestimated, especially with thrown weaponry. Some say magik guides their hands. I say they practice a lot. Either way it is an uncanny skill. They also possess remarkable sense hearing making them as hard to catch unaware as the tales suggest. I have also yet to meet a halfling that has succumbed to magical fear. Even natural fear is something most halflings can easily overcome; they are a truly brave people.

Despite these few abilities halflings are not the fantastic beings of the legends. They are not fey spirits and are quite flesh. If they can turn invisible I have seen no proof, I would wager large sums of my own gold that few halflings have any, and if they can grant wishes I will be most surprised. They have advantages but not the outlandish powers of myth.

### Gifts of the Mists

While halflings cannot grant wishes at will the Dark Powers can and sometimes they answer the requests of halflings. They grant their wishes.

Similar to how the Power respond to the curses of the Vistani more often than others, they act on the spoken desires of the little people granting explicitly states wishes, usually in a subtle yet literal fashion. These wishes are often dismissed as coincidences or flukes rather than some supernatural happenstance.

Rules for granting wishes use the same method and modifiers as those for curses found in the *Ravenloft Player's Handbook*. Only, instead of a demand made of the Powers, it is a request, occasionally one made idly or off-hand. However, like all wishes made in *Ravenloft*, the wishes are twisted, distorted and dark.

Wishes need not be made only for the self, but can be requested on the behalf of others. A halfling forced to 'grant wishes' might find the requests granted, sometimes much to their surprise.

If these optional rules are used then the curses of halflings become less effective, the chance of their curses taking effect are reduced by 3/4ths.

There is much speculation regarding the Power's reasons for singling out halflings in this manner. Some believe it is an inherent ability, or that they are special like the Vistani, while other think it is another way of corrupting or tempting the little folk. Like all the Power's motives there is no clear answer.

I once had my pocket picked while at a market square. This was years before I joined our Brotherhood. A young street urchin, a grubby young thing missing more teeth than he had not even reaching up to my

knees, slipped up and took my purse while pretending to bump into me. It was not until later when I tried to purchase a bite to eat (some breaded herring if I recall correctly) that I discovered the loss. As the dwarven folk do not attract attention by being a plain working class so do the halflings disappear in crowds by looking no more remarkable than the dirty brat that stole my money. Who amongst us truly pays any attention to cherub-faced brats that are not our own?

Thus, the little people move among the cities of man and making their homes in the forgotten corners of our lands. Some travel alone, solitary children older than a generation and familiar yet forgettable faces in a crowd, while other live communally, an entire neighbourhood of eternal children eking out some small living.

However, unlike the dwarves who move equally unnoticed through our ranks the little people strive to avoid notice. Dwarves do not actively seek attention but neither do they shun it. Halflings do all they can to blend in and hide. There is nothing supernatural to their blending ability, as mentioned they certainly cannot become invisible at will, but they have a lifetime of practice to fall back on. They are taught how to avoid a watchful eye and they excel at it.

## Society

Deep down inside the chests of the little people beats a heart like any other. It is small, little more than half the size of a clenched fist, but a heart like any other mortal's. Only theirs is a heart that yearns for a simple life. Halflings are an unassuming and peaceful folk, quite often as innocent as the legends suggest. They enjoy life's small pleasures: a well-tended garden, a good meal, a quiet evening by the fireside and the company of family or good friends.

Spending time in a village of the little people or walking through one of their neighbourhoods is a quite and peaceful experience. Unnervingly quiet at first -it often feels *too* quiet- but one grows used to the tranquility. Fights are rare to the point of being almost unknown and troublemakers



are seldom found. Children are well-behaved and even the animals (often comically larger than their masters) are kept in line while still very well-treated. I was forever expecting something terrible to happen. But that is the nature of the halflings, they are, put simply, a quiet people.

The more often I ventured into the lands of the little people the more the tension ate away at my mind. At first I assumed it was just me. As I mentioned above, I was continually waiting for something terrible to happen. A trap to be sprung around me or some monster to leap forth. Slowly it dawned on me that I was not the only one being cautious. The halflings were terrified of me. They were terrified in general. Behind all this tranquility lies a deep repression and fear; despite the quiet there is always paranoia and terror.

This sums up the mindset of the little people. They are a happy people -almost carefree- but much of this is now forced. At all times they know the truth: they are small, helpless creatures and easy prey for the larger and violent. At any moment, they expected me, the giant among them, to turn aggressively on them in an orgy of violence and death.

They are quiet because they cannot attract attention. They are peaceful because they cannot expose themselves. They must hide or they will all die.

Halflings are naturally happy and carefree as I mentioned above. Their natural tendencies push them to be celebratory, the rowdiness described in legends. At any moment you expect the little people to burst into song and dance, lively shows of joviality. But they never do. They push down their instincts and bury themselves in the crowd. It is truly sad, heartbreaking really, to see so many innocents burdened by fear and heavy repression.

From a young age, infant halflings are taught the important values of their society: remain hidden, stay quiet, avoid attention and never, ever let down your guard. For a very brief time the innocence shines through, a radiant mirthfulness that is lively and

infectious and inquisitive and quickly stifled through the strictest of teachings.

### Lifestyle

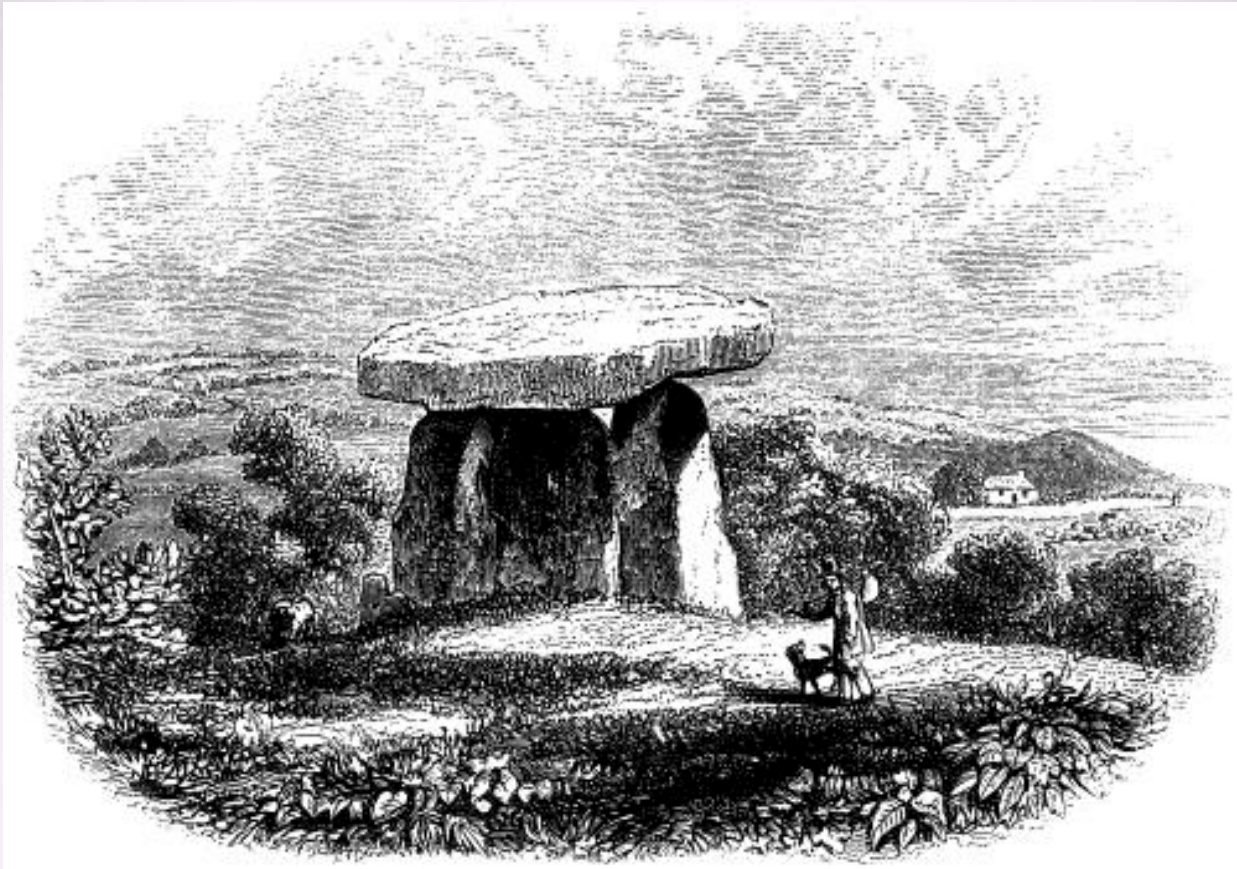
Halflings make their homes in small out-of-the-way locales. They favour small valleys for villages or other hidden locations. This is where the myths intersect with the truth. Halflings do live in holes in the ground, hollowed trees, barrows and the like. They make their homes wherever they can. If they find a small cave they will happily carve it out and make themselves a homey burrow. Likewise, if they spot a large hollow tree, abandoned house or ancient rock tomb they may use it as an entrance to their hidden lair.

Interestingly, quite a number of halflings live in cairns and funerary barrows. This has led to the belief that the little people that built the aged and often moss-covered stone structures. They make perfect homes for the small creatures being both dry and secure while blending into the surroundings. That local humans often avoid these ancient ruins is an added bonus. Sometimes a family of halflings as occupied the stone crypt for far longer than the original deceased 'owners' although there is still the occasional resident that disapproves of the squatter. Although, I do not think this living in graves has helped the halfling's reputation in Mordent.

The little people favour natural defenses rather than artificial fortifications. Fences and the like are believed to do little but draw attention to the town. Whole settlements are designed around the standard mentality of avoidance being wisest course of action.

I found a small village in rural Mordent, off the main road in a hilly region near the Eastern border. Tucked away in a hidden valley, ringed by thick thorny bushes and briar patches. The entire village was out of sight, the only entrance through a small cleft accessible through a hollow log surrounded itself by the thickest of the thorns. It was outside most of the standard trade routes and almost impossible to stumble onto by any means other than the most fortuitous of accidents or foreknowledge. I myself had to use divination and magic to rip it from the mind of a traveling resident.

## Quoth the Raven



The homes of the little people in human cities are quite different. They cannot simply purchase homes as we do but must instead steal or borrow them from the actual owners. Squatting is quite common among halflings who find a disused building and make it their own.

Halflings almost universally make their homes in the ghettos and poorer districts of human cities. Some people believe the humans have forced the little people into these squalid conditions but this is not true. The humans would have to know about the little people to ghettoize them. The halflings choose their own districts choosing the ones most frequently ignored by the authorities where they can live in peace.

Halfling neighbourhoods are very communal. Families move into a building and customize it adding new walls and rooms, they need much less individual space. A building that used to house a single human family may house three or four halfling families.

Once a family has moved in other families take the surrounding buildings before the group isolates the area. They block off roads while sealing doors and windows while adding fencing and walls. They have been known to replant trees or pull up a section of cobblestones to give the impression a street does not exist. They work hard to give the impression a certain block does not exist or that the entrance is elsewhere.

Halfling homes themselves are simple affairs, comfortable and functional. All houses look identical on the outside. Simple, unassuming exteriors that keep the elements out and often mimic the background. Natural colours such as browns and greens are favoured and walls are often adorned with ivy and other clinging plant life. A final, last-ditch camouflage. Soft round edges are the norm; they feel they are less aggressive and calmer, windows are usually ovals and even doors are sometimes circular.

Interior architecture is also uniform across the lands but that is where the similarities end. With the exteriors of their homes being generic and bland, halflings contrast interior



design against this, rebelling if you will, reflecting the individuality of the owner. Rooms are painted, organized and arranged to match the owner's personality. They vary from Spartan and functional to erratic and cluttered. Homes are prized family possessions passed down family lines and repeatedly customized to suit the new owner's tastes. The surest way to look inside the heart and mind of a halfling is to step inside their home.

Inside a halfling's domicile one finds large, wide arches separating rooms adding a spacious feel to the dwellings (to one of a halfling's stature). Despite this, most halfling homes are cramped. The reason for this is twofold: firstly, because they often have a limited amount of space to work with, it is hard to expand in a cave or build beyond the confining dale, but also because of the number of objects halflings cram into the lairs. They do enjoy the finer things in life and work hard to surround themselves with the nicest of possessions. They do not enjoy overt displays of wealth or prosperity but comfort and functionality. Large fireplaces, thick carpets, soft chairs and fluffy pillows are the surest signs of a successful halfling.

This fondness for possessions is relatively recent to halflings. In times long since past halflings were nomadic and carried only what was needed. When they began to settle down, they built homes only to find they had more room. Trinkets and baubles followed as halflings rushed to fill the voids in their domiciles, the goods slowly increasing in number over the generations as parents passed down their homes -and possessions- to their children. Materialism is a growing problem but one discouraged heavily by the village elders.

## Halfling Hordes

The traditional halfling lifestyle is slowly ending and halflings are more frequently succumbing to greed. That which they have long denied themselves is now available.

However, as most halflings still feel guilty and ashamed of these secret desires, they keep them bottled-up and hidden, never

discussing the matter. Those that do succumb talk about it even less. Halflings that collect money and valuable objects often hide them away in secret locations.

Some built hidden compartments in their homes or furniture, while other find out-of-the-way locals to hide their troves. In tree hollows or under distinctive rocks are favoured places for their treasures.

Most halflings rely on the hiding place itself to guard their goods but some of the more paranoid halflings rely on disguised booby-traps. There are also tales stating that halfling treasures are cursed and that those who steal from them suffer eternal bad luck, but these may just be stories spread by the halflings to keep thieves away.

Halflings typically make their living as farmers and herdsman with almost every halfling home having a substantial garden. The tiny folk love their plants and enjoy nurturing the fragile life from seedling to tree. Vegetables and fruits are favoured over grains but small communal patches of wheat or rye are grown in larger communities, and these fields are divided equally between the manufacture of breads and the beers. Most of the time they still lean towards leafy vegetables in their gardens with berry patches nearby. Since their introduction, potatoes have quickly become a favorite of halflings and a dietary staple.

Regarding animals, smaller livestock is preferred such as pigs and chickens but some townships raise goats, sheep, fish and more. Cattle and horses are all but unknown but some halflings raise ponies or large dogs for riding or labour. Many families also have pets with small friendly dogs and cats being the norm. Aggressive or loud animals such as guard or hunting dogs are rare as they attract too much attention. Friendly and playful mutts are preferred.

Craftsmen are rarer, with individuals generally looking after their own needs; in larger settlements there comes specialization. Traders and merchants are even rarer as they imply dealings with outsiders. In villages and neighbourhoods, transactions are based around barter or favors. Halfling artisans tend towards

## Quoth the Raven

carpentry and tailoring. And yes, there are often a number of halfling shoemakers. Blacksmiths and those who work with metal are rare; pottery and woodworking is much more common.

Trade with outsiders and other villages is infrequent; trade does take place but only once every decade or so. Occasionally, a single trader is sent to the nearest human town to purchase supplies, but even here contact is limited to one or two friendly humans.

Some mention should be made regarding to two large Darkon settlements populated by little people. By which I mean the towns of Rivalis and Delagia. At first, a town of halflings exposed to the world seems paradoxical; it goes against all that the halflings believe. I was not credulous to believe it myself, at least until I ventured there myself and learned the history of the two settlements.

Rivalis was populated by several groups of nomadic halflings who arrived slowly over a period of years. The land was lively and fertile, roaming stretches of grassy plains dotted with curving hills. It was located in a large clearing surrounded by thick forests with a nearby river and lake. This was well back in the late 5th to early 6th century (using the Barovian calendar), before the Mists drew back revealing either Lamordia and Falkovnia. The nearest town was Nartok, a small logging town well away from the river and isolated in the woods itself. The region seemed perfectly isolated and hidden from the world as no one would venture down a river into the Mists and no one would wander through the Forest of Shadows without a destination in mind.

Then in the late 7th century, around 683 (although travelers have curiously been recorded as walking out of the Mists speaking of 'Lamordia' as early as 575), the Mists pulled back slowly to reveal Lamordia, bordering close to Rivalis. Then Falkovnia appeared with the Vuchar River cutting through it. Traders from Lamordia stumbled east and discovered Rivalis; it became the gateway between the lands while river traffic

to Il Aluk increased dramatically. The town grew in leaps and bounds as more and more travelers moved through it bringing their money and goods. What was an isolated group of farms became a city.

The halflings themselves despise the outsiders and feel constantly afraid for their lives. They are staunch supporters of the Rex as they view his strong authority as the only thing standing between them and the dangerous Big Folk or creatures of the night. One of the first churches of the Eternal Order was constructed here and the Kargat found an oddly welcome greeting in Rivalis.

The Requiem was a period of intense fear in Rivalis. Their end had surely come. A number of organizations sprung up in defense of the town along with several violent militias who, to tell the truth, were little more than angry mobs. Isolationism was pushed for and humans (along with the other tall races) found themselves singled-out and assaulted. The return of the Rex has quieted the uprising but it has not disappeared. A number of the little people still belong to anti-human organizations and the voices of the xenophobic still ring out.

The history of Delagia is much shorter. It was a small community mirroring the larger elven town of Sidnar to the East. All roads to Sidnar begin in Delagia. The small halfling town acted as a gateway to the elven settlement. Both are tiny places isolated from the rest of Darkon and accessible only through a maze of roads or a lengthy boat ride. The forest roads are all but impossible to navigate with rumours that the halflings periodically move the signposts about to discourage travelers, if they truly needed to.

There is naught but empty plains to the east before the sea and inhospitable mountains to the south. Tempe Falls is closer to the mountains and an easier location to launch mining operations from while Karg is equally close to the forests and lumber of the Vale of Tears. Neither town is on any trade routes nor are they truly remarkable in any way. In fact, many maps misplace both or omit them entirely.



## The Stone of the People

An intolerant and often violent organization, the Stone of the People preaches isolation in Rivalis and works to protect their home.

A secret society they keep their numbers and identity hidden, preferring not to identify or reveal their presence. The society preaches that the big folk cannot be trusted and the Rex cannot be relied upon. Their purpose is to drive away the big folk pre-emptively, before they turn on them. They do thus by disrupting trade, scaring visitors and doing all they can to spook the big folk. Hallucinogenic poisons and Fleas of Madness are favoured weapons but the Stone of the People are prepared to use violence if necessary.

In addition to their tactics of fear they train their members in martial combat teaching the use of sling and sword. Weapons are currently being stockpiled and soon they may make their move.

The group meets once a month, usually during the night of the full moon. They meet at an ancient stone circle, a part of a centuries old graveyard of a settlement lost in time. The alter stone in the circle's center has claimed as an ancient relic and the Stone of the People have built a mythos around it.

Rivalis may be larger and home to more halflings but when rural little people dream of moving to a larger community most think of Delagia. It is romanticized to halflings as an ideal place both isolated and peaceful yet near trustworthy (by which they mean non-human) neighbors.

I would be remiss as a scholar if I simply left my above portrayal of the halflings as all encompassing and comprehensive. It might be easier to bundle the entire race of sub-

humans into a single description -however long- and leave it at that, but this would be inaccurate and misleading. As there are exceptions to how humans live so too are there exceptions to halflings. Much as those of Verbrek live very different lives from those people of Mordent thus do some halflings live very different lives than others.

Across the Southern Core from Nova Vassa to Valachan are a number of nomadic tribes comprised entirely of little people. They claim to be living as (their) God intended, not binding themselves to one land and surrendering to their wanderlust. Wanderlust is common among halflings, especially the young, a part of their curious natures. These traveling halflings live a very different life from their stationary kinsmen. They have few possessions and lead more active lives preferring excitement to comfort. Meanwhile, their more sedate kin dismiss them as reckless fools drawing undue attention to themselves.

After talking with both camps, I have come to this conclusion my Esteemed Brothers: all halflings used to be nomadic wanderers! Much like the Vistani people, they roamed the lands. However, like they repressed their flamboyant and excitable natures many turned away from wanderlust and settled down. They retired at younger and younger ages until the majority made their homes in cities and towns. I will discuss this theory in again in the *History* section of this report.

The daily lives of the wandering little people have few variants from their cousins. They rise early and work hard stopping to eat often, while doing whatever activity they do to earn a living. It is how one earns their keep that changes. Having few possessions of their own most property is communal and shared freely, often without asking. This unspoken permission extends to all objects, even those 'owned' by the big people, by which I mean humans. These halflings have a very liberal sense of property and ownership. To say it bluntly they are all a lot of thieves and burglars. They roam the countryside taking whatever they need. It is no surprise then to hear tales of halfling highwaymen, such as the notorious one in the forests of Darkon.

## Quoth the Raven

However, this is not to say these roaming packs of thieving halflings are a plague to be feared. They respect those who freely offer goods and returning kindness where they encounter it. A group of halflings who lodges near kind humans may do odd tasks for them. Payment for services rendered. The people may not even realize they have ingratiated themselves to the little people.

A farmer I encountered in Hazlan once absentmindedly left a basket of recently harvested fruit outside overnight. When he awoke the next morning, he found the basket on its side and quite empty. Blaming animals for the loss and cursing his stupidity, he set out to fetch more food. When he returned he found his roof, previously full of holes, re-thatched and repaired. For the next week, he left out a tribute to his mysterious neighbors and they in turn aided in the upkeep of the farmstead. He never saw his benefactors but their nature was obvious by the tiny footprints they left behind.

The farmer was quite lucky he was befriended by benevolent halflings. There are quite a few malicious tribes who are quite vengeful over past treatment and attempt to right past wrongs and who assume all humans are hostile. Alternatively, if the farmer has set traps -perhaps to catch what he thought was an animal- the halflings would have responded quite differently. Such amoral and vindictive halflings are a likely the cause of the association between all little people and goblins in Tepest.

Still, despite their restlessness, they are halflings and halflings are motivated primarily through their stomachs. There is no more pressing question to a halfling then where his next meal will be coming from.

When discussing halfling cuisine it is hard to generalize, or even be specific. They will eat *anything!* Carrots and cabbages are devoured as readily as meat and mushrooms with everything finding their way into their plates from apples to zucchini. Halflings have an almost insatiable appetite that has become accustomed to restraint and scarcity. Space is always at a premium so halflings are forced to make do with what they can, reducing portions and limiting frequency.

Ideal meals feature a large number of dishes and courses followed by multiple desserts, halflings are renowned for their sweet-tooths (or is that sweet-teeth?), and finished with drinks. Light ales are traditional but recently imported coffee and tea have become quite popular in halfling communities. Meals themselves should be frequent with the large breakfast often followed by a sizable lunch, some dinner and, lastly, a quick supper just prior to bed. A brunch is added to this schedule when possible or an afternoon snack is nestled between lunch and dinner. This snack, sometimes nicknamed 'tea-time' or just 'tea', is an old tradition quickly changing to favour the new beverages. It is no wonder so many halflings are chubby. Of course, the majority of halflings makes do with only a couple meals each day due to limited amounts of food.

The little people, despite their forced solemnity, quite enjoy their music and songs. Every young halfling is raised on rhymes and lyrics that lead into lively songs and dances. Drinking songs are quite common and often get quite loud and rowdy. I think halflings are seldom happier then when they are singing in dancing. It is a shame they do not permit themselves to do it more often. There is something unique and placating about halfling songs and they make quite remarkable bards.

Storytelling is afforded an almost religious importance to halflings. It is a communal affair where a bard or storyteller gathers the community together in a large home or hall and entertains them with tales both new and old. Unlike the dwarves who pride themselves on the story itself discouraging change and variation, halflings emphasize the *telling* of the story. Style and the presentation are much more important than preserving the structure. Stories are living things to halflings; they cannot be bound or forced to conform to a single form. Written tales are rare as it limits the telling and prevents customization or improvisation.

Most halfling tales have strong moral lessons. I would label them fables and each has a wisdom of its own. The moral, while often explicit, is never spelt out for the



audience at the end. Each person must take from it what they can. The young are raised on these moral tales along with a steady diet of cautionary stories and examples of proper behavior.

Personally, I found many of the morals to be heavy-handed with the stories themselves featuring unrealistic idealized characters that were either too-good or too-wicked. They were tales of caricatures who were rewarded for following the norm or greatly punished for breaking the societal rules.

Halflings also pass the time by playing games of all sorts. Most young halflings enjoy physical activities, games that involve much running or throwing of balls. These invariably lead to noise and shouting so adults spend much time trying to stop these games. Not surprisingly, *hide and go seek* is a popular and encouraged game for the youth. Adults favour board games such as checkers or chess and some have even discovered the card games of Dementlieu.

I have discovered names are an odd paradox among the halflings. At first glance, they appear to be careless and flighty with their names, changing them and replacing them at will while adopting titles and nicknames. Meanwhile, their stories speak reverently about names and the power they have over the individual. To have a halfling's name is to have power over their soul.

It took me much research, bribery and threats -both veiled and blunt- before the full truth was revealed. Halflings are given a small nickname at birth, a few short words that give some description of the infant. This is replaces or mixed with childhood nicknames in bits of wordplay. A halfling given a name that means "brown-eyes" (Dunnocró) might be given the nickname "sly smile" (Miogee) only to twist both into single name (Dunnomiog, Crómiog or even Mioocró). New nicknames are given by each group of friends a halfling makes adding to the name with words combined or even altered with synonyms or homonyms. Vowel sounds are liberally added to names

to soften the sound and make the names more melodic. Coming up with the most original and amusing name is a common game for young halflings; many amuse themselves by slipping puns or jokes into their names.

Meanwhile, a halfling has a single true name, an adult name given to them by their parents or mentor. This is their 'true' name that is kept secret and hidden for it is believed it is the name their soul answers to. Someone possessing a halfling's name may curse them with magics or ask of them a single service. An oath extracted from a halfling under one's true name will never be broken for fear of divine retribution.

To learn the true name of a little person by deception or treachery is an unforgivable act, even worse is revealing it to others. The free exchange of true names is an act of true friendship and trust between halflings. It is almost never done with humans or other races as they freely give out their names and are thought to be careless with their souls.

Halfling family names are less flexible than given names. They tend to be passed down and are only slightly altered and seldom permanently. Many are simply nicknames that have been passed along like verbal heirlooms while others have significance to the now defunct halfling clan system. Family names are chosen from either the father or mother's side, whichever the individual prefers. There are no rules that prevent a halfling from changing his family name but few do. They keep them out of love and respect for their kin; it forever unites them with family.

## Family

Halflings are social creatures and enjoy each other's company, but none more than members of their own family. Family is considered the most valuable possession a halfling will ever possess. They adore every single member of their kin no matter how distant the connection; cousins are just as valued as siblings are.

### True Names

Spells, curses and other mystic effects are more effective against halflings if the user knows the true name of the subject.

The halfling makes all saves with a -2 penalty against spells directed at them specifically. The spells must only affect a single individual (the halfling) and cannot have an area effect or group effect spells. For example, a *fireball* centred on a halfling has no additional effect. A *dispel magic* spell would inflict the penalty but only if it was used only against the halfling.

Knowledge of the name is also not enough; the halflings name must be deliberately evoked for the penalty to have any effect.

Additionally, any *divination* or *scrying* effects have their range and effects increased by 50% (rounded down) when a halfling's true name is invoked, as long as the above conditions are met.

When two halflings who share similar last names meet, the pair will recite genealogies and histories hoping to find some common blood. If they are related then they are family. The common form of address distant relatives use is 'cousin'. No matter the separation of blood, if halflings believe they share some bond they will call the other cousin.

The exception to this is elderly halflings who are given the respectful title of "uncle" (the feminine being "auntie"). However, "uncle" is the generic term of respect given to all halflings of a certain age regardless of blood-tie. The little people believe it is more distinguished than referring to their elderly as "old one" or "grandfather".

Communities act as an extended family and all work together in the raising of the young. There are few secrets in halfling communities with only those in the largest

settlements not knowing the business of everyone else.

This communal life is an extension of the abandoned clan system of the halflings. Once, long ago, the halflings divided themselves along clan lines in a fashion similar to that of the dwarves and Forfarians. With the halflings scattered across the Core and more settling down and abandoning wanderlust the clan system has fallen apart. Now halflings separate themselves based on community and family. Once they looked out for their clan, it was all-important, now they look out for their community. This is jarring for halflings who encounter a clan-mate who has 'taken up roots' and expect to be treated well, only to be regarded as an outsider in the community.

Family for the little people is an odd contradiction that I am not entirely sure I grasp, even after extensive interviews. It is simultaneously fluid and changing and yet permanent. Halflings have many partners and spouses and yet only marry once with everyone belonging to the same family (or two or three). To explain this I shall endeavor to describe halfling courtship and martial life, but I caution that this may be inherently flawed due to my not being a sub-human creature.

Young halflings are flighty beings with attentions spans like those of small children, only for a far lengthier span of their lives (given their long lives this adolescence can span decades). They are easily amused and devote their entire attention to some task only to eventually lose interest and move on. During this innocent experimental period, the little people have many partners and spend much time with them until they grow bored or some minor quarrel separates them. Eventually, this period ends and halflings settle down with a spouse whom they marry with a traditional halfling wedding.

Things get complicated after children are born, from whatever coupling produces them first. Children are a part of both parents' families, something both obvious and apparent. However, they are also 'related' to their parents' spouses' families. A child born from a short relationship may belong to four



separate families and count as siblings the products of any. This gets even more complicated after a divorce or remarriage, or if a new stepparent brings along children of a previous rendezvous. All children are treated equally and as blood relatives even if no blood is shared.

This sinful mating has begun to decline in frequency over the past few generations as halflings have found religion and discovered the worship of Ezra. As the Home Faith has found a large place in the hearts of sedentary halflings, these youthful indiscretions are rarer in the Northern Core. Amongst the nomadic Southerly halflings, there are still many premarital dalliances.

Halflings are a fertile people having many children over their lives. This is not merely due to the above-described activities, but is simply a biological curiosity. Halflings usually have at least four children over their lives.

Twins and are multiple births are also more common among the little people. I suspect this is because of their inferior status to humans. They are, after all, close to nature and thus more akin to animals and beasts that produce large litters of offspring.

This high birth rate is aided by the wanderlust of halflings that keep communities from ballooning and the high mortality rate of halflings. Young halflings are perilously weak and there is a tragically high infant mortality rate. Halflings adore their children and love them all, so losing even one is a heartbreaking experience. Sickness and disease are common as is predation -of both the naturally and unnatural varieties. It is rare for a family not to lose at least one child before adulthood.

The wandering nature of halflings also keeps the birth rate in check; this is partially the result of spreading out the population and keeping individuals away from those of the opposite gender, but also because of the many dangers in the outside world. Non-nomadic halflings do have a slightly higher survival rate.

## Government

Another oxymoron specific to the little people is "halfling government". In all honesty, *there is no such thing!* Oh, do not get me wrong, there are halfling mayors and in Darkon there is at least one halfling Baron with many more through history. Aside from those found in the largest of the communities, halflings find little use for authority figures of any kind.

They are not anarchists. They respect the will and rules of the community; this comes out of their clannish natures. Neither do they feel obliged to follow the dictates and rules of a single individual, even one appointed by the majority. A mayor, the most common designation for a halfling leader, is little more than a bureaucrat in charge organizing local events and projects. All matters such as decrees, new laws and the like are decided on in community meetings.

Mayors have no additional powers beyond mild respect and do not even receive payment for their troubles. For most halflings, power is not craved and authority is simply a responsibility that must be shouldered for a time.

The exception to this is the barons of Darkon. These, unlike typical mayors, are chosen by the Rex and passed down the family lineage, though they are little more than overglorified tax collectors.

Since few halflings crave power, there has traditionally been few folk vying for the role. Over the years, the number of contenders has increased steadily. It seems that some halflings have realized it is better to inspire fear than suffer it and the barons are afforded the protection of Azalin himself. More and more halflings are being drawn to the title now, not for the power but for the security it provides. I am reminded of the old adage of power corrupting but wonder if the desire for power might corrupt just as readily. It might be worthy to send a few Brothers to Rivalis the next time the baron must be replaced. It will be an interesting experiment indeed to see how quickly the halflings pick-up the subtleties of politics and backstabbing.

# Quoth the Raven

## Fashion

Clothing is a fondness few halflings fully indulge in. They enjoy fancy clothing in an explosion of colour and exotic fabrics. New trends and accessories fascinate the little people and materials as silks enthrall them. However, few halflings ever buy or wear such gaudy clothes. They resign themselves to simple and functional clothing or dark colours.

A typical halfling's wardrobe consists of three outfits. The first two are matching sets of work clothes, most often a shirt and vest with sturdy breeches and optional suit jacket for the men and combinations of hardy tops and heavy pleated skirts for the womenfolk. Additionally, a fancier set of dress clothes is always put aside for church, weddings, funerals and the like. Halflings enjoy the few opportunities they can parade about in their finest no matter the occasion. These dress suits mimic the styles of their human neighbors only somber and still a touch functional. For example, in Mordent men dress in pants, a crisp collared white shirt with a jacket ovetop often with a tie or kerchief. Women favour long single-piece dresses of light material.

The cause for this restrained fashion should be apparent by now. The halflings suppress their natural colourful urges in order to blend into backgrounds and avoid standing out. Gaudy colours and eye-catching designs are beloved but only from afar while they stick to their black or brown suits. Older halflings actually manage to convince themselves that such flowery displays of hue are "distasteful" or "ugly" avoiding all thoughts about such clothing. The young can still dream though, not having crushed their own imagination, and a careful viewer can catch a glint in their eye when they spot an elaborate outfit.

Some accessories are tolerated. Mostly these are functional objects that are emboldened; there is a booming halfling trade among these decorations. Buttons and buckles are the most frequently fashion embellishments, adored by halflings they take the place of jewelry.

Many a halfling is proud of his shiny gold-plated buttons or bright silver buckles. Extra buckles are often added to clothing such as on sleeves or on hat-straps. They still serve some purpose, such as tightening sleeves, but are mostly superfluous. Buttons are almost used too excess with rows of many small buttons where only a couple would do. Larger buttons are often elaborately carved with small pictures or designs.

Halflings also take great pride in their shoes. This stems from their nomadic roots, as good footwear was essential for traveling long distances. Even though most halflings are now settled the importance of good strong boots or firm and hardy shoes remains. The young occasionally wear sandals -when they are not running around barefoot- but the majority of adults prefer full closed shoes.

## Defense

For the dwarves, a good defense is a great offense. The halflings take a different view: the best defense is to never be spotted in the first place. All halfling life is devoted to defense from where they live to how they spend their days. All of it is devoted to remaining unnoticed. If hiding is impossible then the little person is likely to flee. They will not abandon friends (and especially not family) but if alone they will run as fast and hard as they can. If all that fails, if a halfling is cornered and reduced to violence, they do have some skills to fall back upon.

A halfling's first tactic is to position themselves just out of sight, some place they have cover from attacks such as behind a rock or around the corner of a building. Then halflings rely on ranged attacks typically from bows or slings. Slings and hurled rocks are favoured because of the ready supply of ammo and some natural talent. Darts are also common, mostly appropriated from inns and the like. The game is quite popular among halflings. Once I saw a small family of halflings drive off an entire pack of wolves using their kitchen cutlery, hurling knife after knife at the shaggy beasts.

Armour is all but unknown to the little people, metal armours especially. They are



simply too heavy and bulk for the halflings, they find it hard enough to move quickly with their short legs and see no benefit in further restricting their movement. At most, halflings clad themselves in assorted bits of leather and hide as armour. Hunters that track dangerous animal often wear hardened leathers.

In ages past, the little people evidently had a martial tradition. Many nomadic halflings carry odd weapons and similar equipment can be found in the homes of their sedentary cousins. However, the art and skill of wielding these weapons has been lost. Most resemble deadly versions of children's toys, large slings attached to the end of staffs or axes. I do wonder why they fell into disuse.

## Language

The odd little tongue of halflings is similar to several languages about the Core proving itself to be quite a nuisance. I have been attempting to track down a common root or classify it as a dialect without success but neither does it appear to be a language all its own.

It bears much in common with the language of Tepest but also has some similar grammar and conjugations to those found in elven. Halflings make use of the elven alphabet, so written halfling looks nothing at all like written Tepestani. Additionally, halflings have been composing written works for far longer than the backward folk of Tepest.

Halflings speak a language that is simultaneously nasal and melodic. It is not the language that varies really, but their pronunciation of the letters, specifically the consonants. It shares many of the features that make elven such a singsong language.

I found it deeply ironic that their might be some shared background between the folk of Tepest and the little people. It was an intriguing thought, humorous even, that the bigoted people of that land might share a bond with the innocent creatures they fear so much. It would explain the hidden population of halflings in that land, especially when they are so hated there.

If the halflings did hail from Tepest it would explain the language somewhat. That they moved to Sithicus and Darkon, spent time amongst the fey while softening the hard consonant sounds and adding extra vowels in the typical halfling fashion.

Of course, this is all generalized, as halflings have a unique way of customizing their language, quickly adopting and altering words so that individual communities and groups speak very different dialects. However, this does not lead to miscommunication among halflings whom quickly adopt local phrases while adding their own unique slang to the mix. Their speech is a living language to the farthest extreme.

I am running under the assumption that a core set of words or phrases remain constant while everything else is subject to change, but there could be some supernatural basis for their ease in communication. Or perhaps they all simply think alike.

## A Halfling Phrasebook

- Ag* – No
- Aog* – Death
- Ballaugh* – Village
- Bhfolah* – Hide
- Còs* – Cave, a hole
- Cuallah* - Family
- Fòir* – Help
- Gàradh* - Garden
- Laethanta* – Day
- Mhór seanleas* – Big folk
- Naim* – Uncle
- Naoidhean* – Infant
- Naunt* - Aunt
- Oíche* – Night
- Seadh* – Yes
- Slad* – Theft, stealing
- Teach* – Flee, run away
- Tiamhaidh* – Afraid

### Variants

I fear that too often in this report I have drifted into generalities describing the myriad different halfling communities and individuals as a single collective whole. I now attempt - at least partially - to rectify, citing examples on the diversity of the little people, specifically the three main breeds.

While all halfling are unique, individuals and communities tend to lean to their own small quirks, there seems to be three main halfling groups from which all other spring forth. They are listed here, using the very names given to them by the halflings: Stout, Tallfellow and Hairfoot.

The Stouts are so named for their courage. Or rather their absolute fearlessness. They are loyal and brave -almost to a fault- especially when combined with a halfling's natural curiosity. They are of average height (for halflings) with straight hair that tends towards dark colours and is often kept long. Stouts, despite their names, are not bulkier than the average halfling often being on the skinny side. Stouts often have pointed ears hinting at a possible fae origin. They are most commonly found across the Southern Core in such lands as Kartakass, Nova Vassa and Hazlan with a few reputed to be in Invidia and Valachan. Despite originally being from Sithicus, most avoid there out of a healthy fear of the Black Rose. Now that the Mad Dwarf has deposed him, it remains to be seen if they will return. However, individuals can easily be encountered elsewhere as Stouts are the most notorious of the nomadic halflings.

Tallfellows live up to their name being the largest of halflings, while still seldom being larger than three feet in height. They have straight hair of medium shades, often brown or auburn, and have rounded ears distinguishing them from their southern counterparts. They are easily the most common of halflings with their communities stretching across the northern Core from Lamordia and throughout Darkon. They also have scattered groups in Tepest and northern Nova Vassa. I believe that a few scattered Tallfellow villages are nestled away in

Falkovnia and Borca, but have not spent enough time in either to find any. Tallfellows are physically similar to Stouts but lack the unflappable courage. Instead, Tallfellows are renowned for their less flighty personalities paired with grounded imaginations that give them a stable yet flexible worldview. Tallfellows are seldom nomadic preferring to settle down and few succumbing to the rigors of wanderlust. Despite this, Tallfellows were apparently quite nomadic at one time and many of their stories and legends reflect this.

The final breed of halflings is the Hairfoots (or Hairfeet). They are teasingly referred to as such because they are famous for their large and often hairy feet. Having met severally I can attest that, while the individual size varies quite a bit, most do have quite large feet. Hairfoots are often seen shoeless letting their large extremities stretch and get some air before being crammed back into the restrictive clothing. Shorter than the other breeds Hairfoots also differ in that their hair is curly and fairer, often shades of light brown, red or even blonde. Hairfoots also tend to be chubbier, gaining weight more readily than the other breeds. A sweet tooth is often to blame but regardless most Hairfoots are a round shape by middle age. They are found along the western Core from Mordent to Dementlieu and even places in Richemulot. Hairfoots are renowned for their stable attitudes and grounded natures. Other halflings label them unimaginative and boring. It takes much to disturb the strong-willed Hairfoots. Unlike the other two Hairfeet appear to have never been a nomadic breed. Alternatively, they settled down so long ago that no trace of their former way of life remains.

In addition to the three breeds, there are also the mad halflings of Sithicus. I have discovered little regarding these apparently feral creatures. They are reputed to be similar to the nomadic Stouts only they have small villages and never leave the wooded land. The former lord of that land, the Black Rose, is reputed to have tortured them and conducting the most hideous of experiments. I haven't discovered the purpose for these yet but will endeavor to do so. If replicable,



they might be of immense use, especially with the effect they had on such peaceful and pacifistic of creatures.

Returning to the question of the three breeds, I can see no real historical explanation for the divergence in the breeds. There appears to be no real cause. It is as if all three types came from different places while still being the same base creatures and speaking the same language. As a linguist, I can attest that such a thing is an impossibility given the difficulty of two separated languages evolving in the same way. Even separated by a few miles it is astonishing their dialects are as similar as they are.

## History

If someone came up to me tomorrow and said they had conclusive proof that the little people all crawled out of tree stumps five generations ago I would not be surprised in the least. There is almost no recorded history regarding or by the halflings. They keep no record beyond a few years. They leave to ancient marks on the land and have no ancient ruins. The halflings have no real past.

Halflings tell stories of the past, tales of how communities were founded and the world became what it is but these are tall tales, obvious flights of fantasy that teach the young halflings proper etiquette and behavior while entertaining them with giant slayers, hidden treasure, magical items and the like. Lost castles, haunted locals and curses tend figure prominently into these tales that almost always end with the hero getting the girl and living for ever after, happily and content.

Something historical might still be gleamed from these stories if the tellers were consistent with the details but these are shifted and changed with each telling: hero becomes heroine and a magic harp becomes a goose capable of laying eggs of gold. In short, they are useless for my purposes.

There are two reliable ways to discern anything regarding halfling history. The first is to ask about their family tree and the second to ask about family heirlooms.

Halflings know their personal genealogies for generations back and are quite often able to rattle off tales of their ancestor's exploits and life. Likewise, the little people know much of the history of possessions including where they were made, how they came into the family's possession and the related events.

Of course, all these tales are embellished and reduced to fanciful tales (that or their great-grandparents lived very different lives while stealing flying castles or thieving from dragons' hordes), but if one carefully peels away the imaginative delusions some truth remains.

From what I can gather, each community or tribe has its own distinct history separate from all others. There is some overlap in regards to family and former clan ties but for the most part each village has a tale to itself. There does not appear to be any grand history of the halflings or even a unified past.

Compiling what I can using the various stories, it appears that halflings were the last children of God, the youngest of all the races. A curious notion, believing that the little people were created after mankind and that man, like the other sub-human races, was a failure in the eyes of God. An interesting tale I associate with the youthful qualities of halflings, it is only right they would assume themselves a younger people when they look like children.

The tales state that because halflings were created last all the lands of the world were taken: the elves had claimed the woods, the dwarves the mountains, the gnomes the hills and the humans claimed the plains. With nowhere else to live, the halflings were forced to wander from land to land making their home along the borders. The legends hint of a promised land which was unclaimed by all, that no one calls home, and there the halflings would be permitted to settle.

Obviously, this tale is but a justification of the lifestyle, a shallow explanation written after the fact to tell young halflings why they live in some tiny wagon on a dirt road. It is no real wonder the halflings abandoned their travels and settled down.

## Quoth the Raven

There are a few scattered references to the little people in human histories, mostly in Darkon relating to the assorted villages there and the arrival of various tribes into cities. These are in addition to the scattered reports, little more than legends really, of halfling sightings over the centuries.

These reports offer little to collaborate the halfling's tales but do not explain much themselves. However, these reports do date back many hundreds of years -as early as the written words of Darkon date back- so the origin of the halflings is not a very recent one. If they are the youngest races, all the others must be truly ancient. I just felt it worth noting that the references to halflings pre-date the rise of the Rex. I will not repeat the association theory here in regards to Azalin's taking the throne in relation with Darkon's emergence from the Mists, but I trust the relevance of this will be noted.

Since the early days when all halflings were wanderers, they slowly began to settle; they spread out across the Core picking and choosing lands suited to their needs. They moved into the ghettos and forgotten sections of the cities as they moved into the forgotten places in the woods and hills, they made their homes among the feared remains of the dead. They did this with nary a trace, no mark on the histories of the Lands. It is frustrating to no end how invisibly they moved through human affairs.

I suspect that many a halfling hid in plain sight, woven among those of power and influence. Ignored as a small child is, they worked and manipulate behind the scenes of many events and with their long lives, they might pull the strings of men for a generation or two. We may never know how many of the little people moved hidden through our own history while still leaving a mark on our lives. On the other hand, perhaps I am just paranoid from having spent too much time with the little people.

## Beliefs

The beliefs of the little people are self-explanatory relating back to their former lifestyle. All the central beliefs and core virtues relate back to the former nomadic existence. For example, they are raised to be humble and quiet and not covet material goods. Having few possessions is important to nomadic people as traveling light is essential. Owning more than you can carry will simply slow you and the rest of the group down. Quietness is also important as being loud and obnoxious will simply irritate your traveling companions with whom you are at close quarters with for most of the day. And humbleness is simply one of those universal virtues every race seems to be obsessed with.

These beliefs have been modified with the addition of another, one not related to nomadic life. Yet it has become crucial to the halflings' way of life. This is the belief that the world is a dangerous and hazardous place full of threats, both seen and unseen. From a young age, halflings are taught that monsters hide in every shadow, that the big folk are dangerous, manipulative, violent and not to be trusted. That the only sure defense from all that is to remain unseen. As threats come from the outside isolationism is the best idea, at least in the minds of the little people. Other halflings can be trusted, especially family.

I suspect these xenophobic tendencies have caused their fair share of halfling deaths. Whole villages wiped out by some threat that came from the inside but was not noticed until too late or because help was turned away because it came from outside.

Fighting back is not an option to the little people. Firstly, because they are taught that violence and aggression is wrong (a noble sentiment true, but hardly one that lends itself to self-defense or survival), partially because violence is seen to beget only violence but also because the little people are too small and weak to make a difference.

Paranoia is quite common with many living in a constant fearful state. Nightmares are frequent and lengthy for the young;



adults are often quite disturbed at the end of their lives. Ironically, this does lead to their sturdy mindset and helps stop them from panicking when faced with their nightmares. They are accustomed to being afraid and thus do not let fear control them (the exception being the fearless Stouts who still believe in the horrors of the night but simply refuse to be even slightly unsettled into changing their lifestyles).

## Religion

While the halflings have their own pagan hearth gods, many have seen the light and adopted the Home Faith into their lives. It is no surprise given the similar views on the Legions of the Night.

Originally, the little people worshiped their own pagan goddesses. The dominant one represented by a spiraling horn of plenty (a cornucopia). She was seen as the mother of the halfling race who cast out her own dark side creating her companion goddess.

Halflings worshiped both at the same time with double-sided shrines often sacrificing a bowl of fruit at one and some meat at the other. After the sacrifice, they offer words of thanks not to appear demanding or ungracious before they make their prayers and requests. These shrines remain in their places, small rocky alters set near the centers of the towns, disused and moss covered. The larger homes often had their own small shrines set in the grounds, often bordering on the garden.

In addition, there were a number of smaller gods and goddesses who were seen as having powers of the other mundane elements of life. These were really little more than spirits evoked for blessing and good luck. They seldom had shrines but were represented by small symbols or icons in the corners of the twin goddesses' shrines.

Temples are rare in halfling communities as the little people never worship as a group or hold a communal mass. Services are private for the individual and possibly a priest if needed. There are few holy days for the little people and these are not held in a church.

As Ezra spreads, the shrines are converted and adorned with the sword and shield iconography of the Home Faith. In the shrines of larger communities, the iconography of Ezra is subtly changed with the emphasis placed on the sprig of belladonna while the sword and shield are given a background role.

The halflings have adapted and made the religion their own emphasizing the power and danger of the legions of the night. They are not to be faced but endured, for Ezra awaits in the next life of paradise where there is no fear. The poor little folk suffer all manner of hardship and fear for the promise of a better life in the hereafter.

Despite the halflings' gravitation to Darkon and the West the sect of the Home Faith they resemble most is the Borcan. Odd since there are few reports of the little people from that region's past. Either the faith was picked up by scattered travelers and spread quickly or they adapted it on their own while in a mindset similar to that of the Borcans.

Faith is a very personal thing to the little people. Beliefs and opinions are not shared; one worships and pays homage to the goddess how they deem appropriate. One does not ask a halfling whom they worship or how and even watching is considered rude. It is between the deity and the single soul.

Other religions are rarer in halfling communities. The witches of Hala are respected, especially by the nomadic halflings of the southern Core. The little people have a strong tie with nature, a bond if you will, so they respect a faith that emphasizes the natural world. Still, whole communities seldom follow Hala; a single practitioner whom serves as an herbalist or guide is often the sole voice of the witches.

The Lawgiver has found little hold in the halfling lands. They respect the law and authority it preaches but are simply too individualistic to surrender themselves to its domination. Likewise, Belenus receives little praise from the halflings, even those born and raised in Tepest.

In Rivalis, the Eternal Order is given a surprising amount of respect with shrines

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and a decent temple constructed about town, for both visitors and the halflings that live there. Given the emphasis on personal beliefs it is hard to know whom follows the Home Faith, whom the pagan gods and whom the Eternal Order. However, with the little people of Rivalis' fears from their exposure and certainty that Azalin is all that keeps them alive it is no wonder the religion survives there. It is a fair bet as long as the Rex continues to rule the Eternal Order will have a place in Rivalis.

Funerary customs of the little people vary from community to community; there are no universal rites or rituals regarding death. Traditionally, I imagine, the funeral would depend on the environment and season. They would send the body adrift near water, on plains they would have a burial and in the rough hills they build rocky cairns.

With the limited space of halfling villages burial tends to be ignored and digging new tunnels for entombment or cairns is equally time and land consuming. Halflings seldom burn their dead if it can be avoided; they prefer to leave the bodies of the departed intact.

With the spread of the faith of Ezra, halflings follow the funeral rites suggested by the religion. Small graveyards are now found a short distance from the villages. Most of these are unmarked, save for stones atop the graves. These stones tend to be carved with an elaborate knotted pattern or other decorative design but otherwise unmarked. Rivalis, with its open surroundings and exposed nature, has a large gated graveyard built in the Darkonian style with sculpted or carved headstones throughout.

## Race Relations

With their isolationist attitude, few halflings ever have dealings with other people, even other sub-human races. Even those races that might share a kinship with the little people, such as the elves, are seldom encountered with any regularity. Many halflings I talked to had never even met a human before, let alone a dwarf or gnome. Some view them in the same light as

giants and dragons and other fantastic beasts from their tall tales. Others categorize all humans and taller sub-humans together as "the big folk" whom are not to be trusted.

Most of the following opinions are culled from those of Darkonian halflings; Tallfellows or Stouts originally hailing from the South. If I had reached the southern lands before the completion of this entry, I might have interviewed more halflings but could not delay in the sending of it any longer.

## Humans

Humans are universally referred to as "the big folk", something I find a tad condescending and rude; referring to a diverse people not by their own names or nationalities but by some derisive label applied based on relative size. We are not that big and have quite a wide range of sizes, why single out that one trait to describe us?

Yet they fear us. Or rather, given the courage of the halflings, simply distrust and dislike us big folk dismissing us as a race of violent murderers and thugs.

I do admit that humans, in the past, have taken advantage of the innocence of the little people. And the legends have not been kind to them subjecting them to all manner of treasure seekers or man-monsters looking for easy prey. They may be right to fear us.

Those halflings that do have dealings with humans or encounter them regularly often pose as children in the hopes of going unnoticed as being nonhuman.

Halflings that openly have relations with humans tend to have homes or villages close to human settlements and the two periodically trade. Sometimes this is done face-to-face but often through leaving goods in prearranged places. The baker leaves a basket of fresh bread on the windowsill overnight and receives a supply of fresh fruit and berries in the morning.

Halflings view these kind or sympathetic humans as oddities among the rough breed but trust them nevertheless. This trust often spans generations with halflings assuming such traits are passed along. More of the typical halfling faith in family.



## Caliban

The legend that describes halflings as the distilled innocence of humanity has a variation where the magician's prior attempt separated man's violence and temper. This was the birth of the calibans.

Of course, as any scholar will tell you, this is absolute bunk and the true origins of the breed are well known. Halflings, however, appear take this tale to heart and thoroughly dislike calibans. They do not believe the literal truth of this tale but agree with its interpretation.

Roaming calibans with an aggressive streak have historically found easy prey amongst the little people. Calibans who have been abused their whole lives enjoy tormenting the wee folk as it is akin to revenging themselves on their past abusers. Halfling storytellers tell of these savage big folk that have seized whole villages and lorded over them like kings.

Regardless of personal experiences, halflings avoid dealings with the caliban if at all possible.

## Dwarves

Halflings, on occasion, encounter those known as dwarves. However, as both sides seldom meet each other and almost never seek each other out little opinion has formed regarding each other.

The few halflings I met who could boast extensive knowledge of the dwarves report that they were seen as boring and stuffy. The halflings found it hard to engage the dwarves in any activities as the dwarves were always busy working.

Most comments regarding dwarves refer not to them but their way of life. Talk to traveled halflings regarding dwarves and the little people will loudly complain that "their stories are boring and too long" or "their houses are dirty, cold and uncomfortable".

This is not to say halflings do not like dwarves, they just find them stiff and grumpy. They are interesting enough to spend time with, if only to satisfy insatiable curiosity, but not a people with whom halflings could spend lengthy periods.

## Elves

The little people are endlessly fascinated by the fey. Many halfling stories revolve around elves, faeries and the like. They are seen as exciting, mysterious and magical, all the various things the mundane halflings are not (at least to themselves).

The little people are envious of the fey. They see the light and carefree manner of the elves and wish they could feel the same, unburdened by the constant fears and concerns that plague the halflings. They witness the endless song and dance that is the lives of elves and desire to do the same. Many halflings have left their home and attempted to settle in elven lands and live free of restraint but find it hard to let go of their familial attachments.

## Gnomes

The short gnomes are a curiosity to halflings. Halflings enjoy meeting and spending time with gnomes, enthralled by the interesting inventions that often adorn gnomish workshops and homes, and they enjoy talking with the eccentric thinkers if only to be entertained by their radically unique viewpoints.

However, gnomes and halflings seldom get along for extended periods. The halflings eventually become tired with the gnomish worldview and macabre humour while the gnomes grow weary of the halfling's repressed attitude and fear of death.

## Conclusion

I was unprepared for the initial foray into the world of these little people and much of my judgment was coloured by the legends and folklore of the common masses. So much of my earlier notes had to be discarded as inaccurate and flawed due to initial misconceptions, especially regarding the nature of these small folk.

At first, the disparity between the carefree innocent sprites of the tales and the burdened figures of reality threw me off and made me worry that I was studying the wrong breed. Then, ever so slowly, I saw that the two were one and the same only the people of the

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myths had become harder while the stories grew wilder.

The best metaphor I can give is one of a small child, lorded over by a violent and abusive father. The child will still be the young and naturally carefree soul but more restrained as they fear the next lashing. This then is the embodiment of the halflings.

I know it is not my place to judge events I witness, I am merely to record and send out these reports but, at this moment, I cannot help myself. I feel as if the world has lost something valuable when these happy souls were squelched by whatever darkness drove fright into them.

In regards to their use by our Fraternity, I regret that I foresee little knowledge can be gleaned from them. Some research could be put into discovering what deadened their collective spirits, such oppression could well be used to our advantage. Other than that, I foresee little practical application from this of my five reports.

When next I research the secrets of the fey perhaps I will uncover more. Their vaunted connection to the Land should prove enlightening.

*Respectfully*

*Jonathan Lochspeare*

## Use in Games

The world of *Ravenloft* is one of humans and folklore with the staples of fantasy fiction being pushed to the side in favour of literature and classical folk tales. Demihumans have a far lesser role in this land, halflings especially, despite their apparent numbers in the Land of the Mist. Below are optional rules and advice for incorporating halflings into a *Ravenloft* campaign.

### Role of Halflings

Halflings have few roots in folklore originating with hobbits in Tolkien's works as a stand-in for the British common countryman, a role filled in *Ravenloft* by many of the simpler folk, especially those of

Mordent. Quite simply, there is no place for the hobbit in *Ravenloft*.

The role of halflings then becomes one of the faerie tales, the mysterious little people of the woods akin to leprechauns or elves. They are a less magical variety of the Shadow Fey and can easily be tied into or related to the Arak.

This portrayal and role of the halflings as a lesser faerie race depends on them being isolated and ethereal, they should be mysterious curiosities with a strange manner.

Unlike other demihuman races, halflings are hard to 'turn into' humans. Their inhumanly small sizes make portraying them as a entire community of diminutive people difficult. It stretched credibility and might break the mood of the game.

One alternative is to simply make halflings actual children, runaways and orphans holed-up in a single valley or neighbourhood. Perhaps even children who are under some manner of curse and do not grow any older. This preserves the innocent and fearful themes of the halflings while grounding them in reality, albeit a possibly magical one.

### Running Halflings

Halflings, like fey, are often best left as a presence rather than an overt figure. They should be like the little people of myth, seldom actually seen, and captured even more rarely, but with a tangible effect on life. They should leave traces and their actions should have a noticeable impact, even a trivial one.

Odd occurrences are the best indication of a little person and can be used to emphasize the inhuman and mysterious nature of the halflings. Tiny footprints left in the dust and food stolen silently in the night.

When a halfling does make an appearance it should be subtle and unnoticed, at least at first. There might be a growing sensation of being watched that persist for hours before the character notices the person standing close by. They might be the stable hand that took care of the horses or the person sitting



next to them in the tavern, but they are only recognizable in retrospect.

Halflings are thievish but what they steal should not be obvious. If a group is plagued by a halfling (or halflings) their methods and motives should be almost incomprehensible. Shiny and pretty objects might attract them more than duller and less valuable ones. A brightly polished cooper piece might vanish quicker than a dull and dirty gold coin. Signs of wealth and comfort are also frequent targets of a halfling's light fingers.

When describing halflings their seeming immortality and timeless appearance should be emphasized, as should their wide-eyed innocence and seemingly breezy attitude. They should be strange and different, a queer little person flitting from shadow to shadow or a high-pitched voice from the underbrush.

Players portraying halflings should do all they can to stay in the background or be ignored. If at all possible they should communicate their actions to the Dungeon Master subtly or hidden so other party members are unsure of character's actions. Likewise, the DM should seldom draw direct attention to the character letting the other players forget about halfling at times.

Halflings, of course, should never refer to themselves as such. To them they are not half-sized; everyone else is simply double-sized. They might refer to themselves by some regional name, the name of one of the subraces, or simply their own nickname. Dungeon Masters, on the other hand, should feel free to refer to them as little people, half-men, faerie folk and the like.

## Variants

There are three subraces of halflings in the Land of the Mist: the Hairfoot, the Stout and the Tallfellow. The three can interbreed and often do with the child taking after one parent or the other, usually, but not always, with the racial traits of the mother.

### Hairfoot

Hairfoot halflings, also known as Hairfeet or *Casfalt* in the halfling tongue, come from the Western lands of the Core such as

Dementlieu, Mordent, Richemulot and Borca. On average they are as tall as other halflings but few reach more than three feet and many fall below average height. Hairfoots also tend to gain weight easier often being ten or even fifteen pounds heavier than their counterparts.

**Personality:** Hairfoot halflings prefer to live alone and are more likely to found their own communities than Tallfellows or Stouts. They prefer the company of other halflings and actively enjoy being left alone. Slightly less xenophobic than the other breeds they still do not often socialize with the big folk.

Hairfoots tends towards being serious, especially at older ages, often becoming quite crabby and solitary. At younger ages Hairfoots are curious and lighthearted but still lack the intense wanderlust of the Stout. The occasional rare Hairfoot harkens back to the halflings nomadic years but this is typically only a phase.

**Racial Traits:** Hairfoots possess all of the racial traits described in the *Player's Handbook* with the following exceptions:

+2 racial bonus on Disguise Hide and Move Silently. Hairfeet know how to avoid being noticed and blend into the background (this replaces the bonuses to Climb and Jump).

+2 racial bonus against Madness and madness effects. This bonus stacks with the halfling's +1 bonus on saving throws in general (this replaces the moral bonus against fear).

### Stout

The Stout, or *Gillesonn*, are traditionalist halflings that roam the Southern lands of the Core traveling in a nomadic pack of one's extended family. They are fearless and lighthearted often getting into trouble.

**Personality:** Stout halflings are fearless and continually struck by an intense wanderlust that urges them forward to see what is over the next hill. They rarely settle down for more than a few years and seldom own more than they can carry.

Disliking boredom these little people often cause trouble simply to entertain themselves,

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occasionally wrecking havoc from the shadows and watching the outcome in a bemused fashion.

Typical Stouts are impulsive and prone to rash actions, they have little impulse control and are too curious for their own good. Despite this they do have a developed sense of self preservation and know it is just as easy to satisfy one's curiosity from the distance while watching an outcome.

**Racial Traits:** Stout halflings possess all of the racial traits described in the *Player's Handbook* with the following exceptions:

+2 Dexterity, -2 Strength, -2 Wisdom. Stout halflings are quick and agile but not as physically strong as the larger races. They are also naturally lacking some self-control and common sense.

+2 racial bonus on Bluff, Move Silently and Sleight of Hand. Stout are stealthy but paired with quick wits and dexterous hands (this replaces the bonuses to Climb and Jump).

+3 racial bonus against Fear and fear effects. This bonus stacks with the halfling's +1 bonus on saving throws in general.

+2 racial bonus on Spot checks. Stout halflings have very keen eyes and can see farther than the average human (this replaces the bonus to listen checks).

**Darkvision:** Stout halflings can see in the dark up to 30 feet. Darkvision is black and white only, but is otherwise like normal sight, and otherwise Stout halflings can function just fine with no light at all.

## Tallfellow

The most common of halfling subraces is the Tallfellow, *Mórlúrdan* in their language, is found all across the Northern Core from Lamordia to Nova Vassa with small communities or neighbourhoods in Tepest, Borca and other lands. There are more Tallfellows than there are Stouts and Hairfeet combined.

Formerly nomadic and still occasionally wanderers, Tallfellow halflings have mostly settled down in small villages or isolated ghettos in human cities.

**Personality:** Tallfellow halflings are typical halflings with all the traits and quirks that implies. Typically happy and carefree they are equally repressed by a deep fear and concern for one's wellbeing.

**Racial Traits:** Tallfellows possess all of the racial traits described in the *Player's Handbook* with the following exceptions:

+2 racial bonus on Climb, Hide and Move Silently (this replaces the bonuses to Jump).

+2 racial bonus against Horror and horror effects. This bonus stacks with the halfling's +1 bonus on saving throws in general (this replaces the moral bonus against fear).

## Skills and Feats

### Bluff (Cha)

Halflings are able to use this skill to taunt and enrage their enemies in battle; this can cause them to make mistake or leave themselves open to attack.

**Check:** An attempt at taunting is opposed by the target's Sense Motive check, as per the standard use of the Bluff skill. However, the standard circumstance modifiers do not apply to a Taunt check. Instead the check is modified by knowledge of the target's background and personality. Tailor made taunts and insults are always superior to generic ones.

Table 1: Taunt Modifiers

Knowledge of target	Check Mod.
Target is stranger	-2
Character has heard of target	-1
Character knows of or has met target	0
Target is well known	+1
Character has researched target	+2
Target and character has extensive history	+3

A successful taunt check causes the target to focus and attack the character to the exclusion of all others. They are still away of anyone beside or behind them but choose not to pay them any attention. The target is treated as being in a state similar to that of a barbarian's rage and receives a +2 bonus to attack and damage rolls against the



character. However, the target is less concerned with their own safety and suffers a -2 to AC against the character and an additional -2 penalty (for a total of -4) against any other attackers.

If the check succeeds by 10 or more the target completely ignores the existence of other characters in the area and loses any Dexterity bonus against their attacks.

Only a single target can be taunted at a single-time. The exception being if a specific group is taunted (a guard patrol or group of goblins), but the character suffers a -5 penalty on their Bluff check in that situation due to the difficulty hurling effective insults.

### Blink of an Eye [Racial (Halfling)]

You are able to vanish from sight.

**Prerequisite:** Halfling blood, 8 ranks or more in Hide.

**Benefit:** The halfling can hide even when under direct observation. The Hide check is made with a -10 penalty and is considered a full-round action instead of a move action. If it succeeds the halfling is assumed to have taken advantage of a momentary distraction or break in concentration to conceal themselves.

The target can still attempt a Spot check as usual to find the character after they have hidden themselves.

### Fearless [Racial (Halfling)]

You are all but immune to fear.

**Prerequisite:** Halfling blood.

**Benefit:** Halflings with this feat are resistant to non-magical fear and are not required to make Fear Checks. In addition, they are granted a +4 bonus against magical fear effects including both supernatural and spell-like abilities. However, if the character ever does fail a Fear check (from a magical source) then they suffer twice the penalties as they are not used to being frightened and have no coping mechanism! Likewise, negative effects from failed Fear Checks last twice as long. This feat does not grant any immunity or bonus to Horror or Madness checks and both must still be made.

**Special:** This feat must be selected at character creation.

### Lucky [Racial (Halfling)]

You are pre-naturally fortunate and gain a second chance to avoid disaster.

**Prerequisite:** Halfling blood.

**Benefit:** Once a game session the character can re-roll a single d20 roll. The roll can be for any d20 rolling including an attack, a save or a skill check. The first roll need not have failed to use the ability and its use does not have to be declared beforehand. The results of the second roll are used to determine the outcome of the action, the character cannot choose the better of the two rolls.

### Uncanny Skill [Racial (Halfling)]

You are able to use luck to excel at an action.

**Prerequisite:** Halfling blood.

**Benefit:** This feat allows a halfling to improve a single d20 roll by granting a 1d6 luck bonus. The roll can be for any d20 rolling including an attack, a save or a skill check. The use of this feat must be declared *before* the d20 roll is made. This ability is usable a number of times per session equal to the character's level divided five, rounded down (minimum of 1). For example, a eleventh level character would be able to modify three d20 rolls in a session.

### Vanish in Crowds

You are able to use crowds or people to conceal yourself.

**Prerequisite:** 4 or more ranks in Bluff, 8 or more ranks in Hide.

**Benefit:** With this feat, a character can use people or characters of equal or greater size as concealment or cover for purposes Hide checks. If not being watched or directly observed there is no penalty for hiding amongst people. If the character is being watched then they must create a distraction as per the Hide skill before attempting to vanish.

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### Items

**The Stone of Rivalis:** This is a heavy rock centerpiece placed in the middle of an ancient circle of standing stones. It is a roughly hewn stone alter carved from a single piece of sandstone. It is roughly two feet high, four feet long and three feet wide with a faint green colouration.

Centuries ago, the Stone of Rivalis was in the centerpiece of a small town's necropolis. The small village is now long since forgotten and crumbled to dust with its stone circle ignored and forgotten by all but a few curious halflings.

The Stone of Rivalis has become central to the group known as the Stone of the People and they have made it central to both their meeting place and beliefs. Magical healing properties and other powers are attributed to it, and it has a key role in the group's ceremonies.

Before key missions or important days of the year, it has become traditional for halflings to cut the palm of their hands and rest them on the Stone. It is believed this blood sacrifice grants them good fortune for on whatever endeavor they are attempting.

It is unknown if the Stone originally had magical properties or if the Mists have simply responded to the beliefs of the little people, but the halflings are correct. It does bestow good luck.

For every five points of damage a person inflicts upon themselves the stone grants a +1 luck bonus to any action attempted for the next day. This is up to a maximum of bonus of +5 (for 25 points of damage). However, what the halflings do not know is the Stone balances this good fortune with bad luck for the following week. The person suffers a negative to all actions equal to half the initial bonus, rounded up. Someone who received a +3 bonus would have a -2 penalty for the seven days after his good luck ends. This bad luck is canceled if another sacrifice is made.



# Registry of Monsters

## Excerpts from the Registry

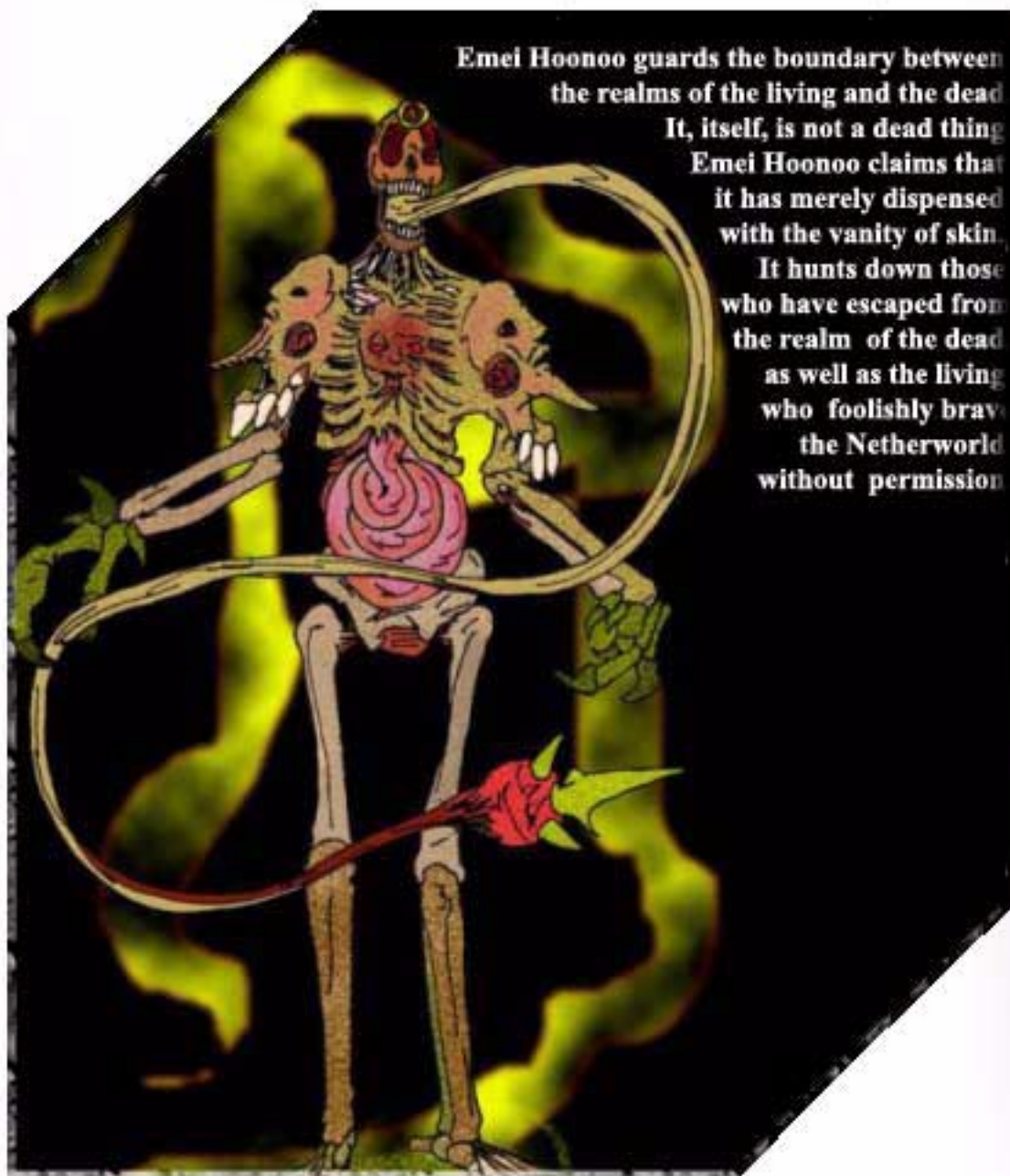
By Stanton F. Fink

[apokryltaros@gmail.com](mailto:apokryltaros@gmail.com)

**A weird beast that illuminates things and places that should stay hidden in the darkness. This thing prefers to follow adventurers in order to make sure that they are capable of seeing their final moments.**

**Few have actually encountered this creature, and fewer still, have survived. Those who saw the beast claim that it had a name. Peculiarly, though, they could not bring themselves to speak it.**





Emei Hoonoo guards the boundary between  
the realms of the living and the dead

It, itself, is not a dead thing

Emei Hoonoo claims that  
it has merely dispensed  
with the vanity of skin.

It hunts down those  
who have escaped from  
the realm of the dead  
as well as the living  
who foolishly brave  
the Netherworld  
without permission.



The fiher Alphavirus was the first creation of the horror, Megalovirus, a great and powerful spirit that haunts the eastern swamplands of Darkon. Alphavirus delights in the study of magical diseases, particularly those that mutate the afflicted.

It often searches for victims of rare diseases in order to carefully observe the progress of their unique demises. For a price, some sorcerers can convince it to divulge its knowledge.

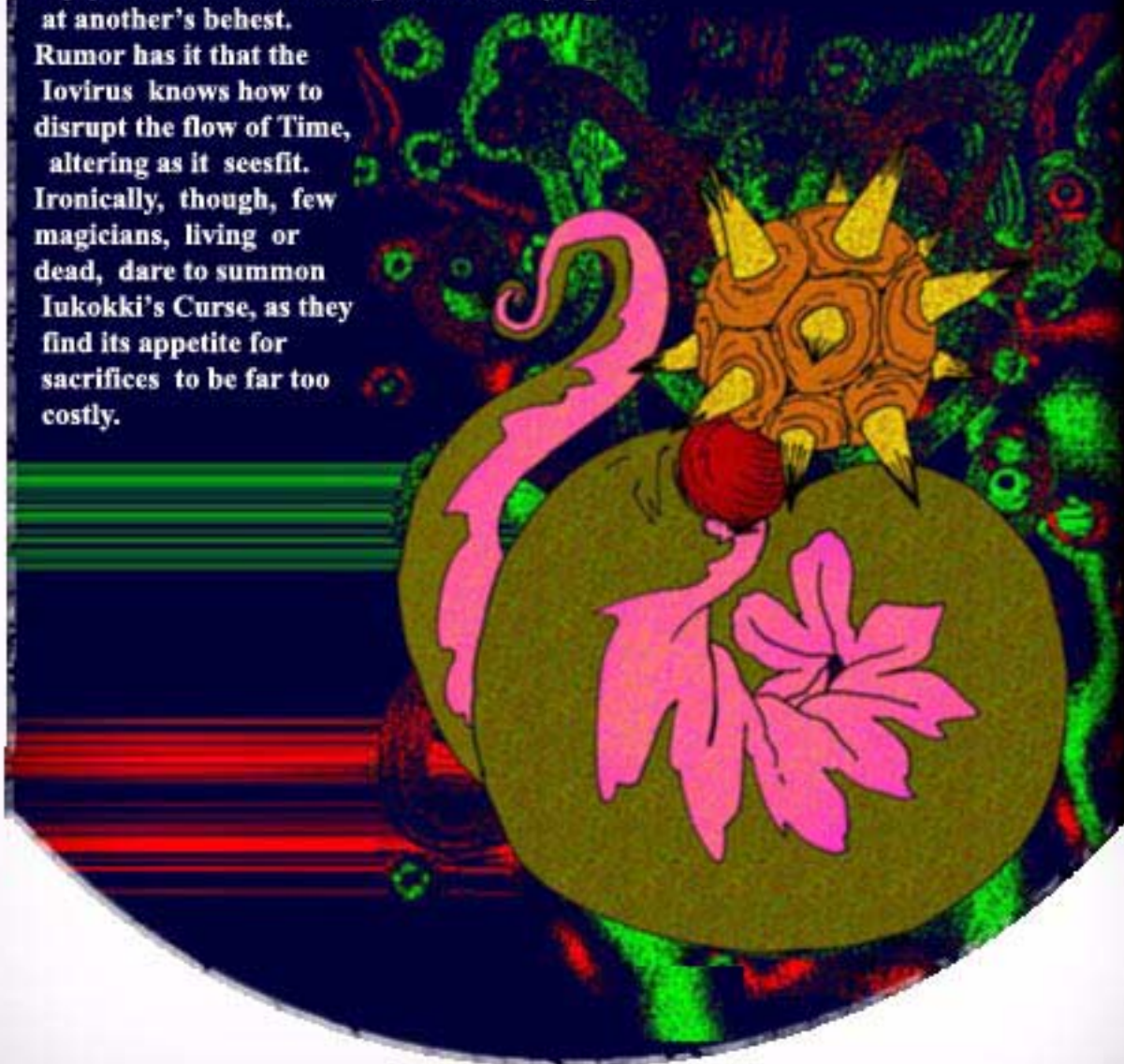


Despite the passion it has for its studies, Alphavirus' plans and machinations serve only to further the plots of its creator and master. It longs to be free of its hated maker's yoke, though, all of its plans to do so have come to naught.



The Iovirus, known by some as "The Curse of Iukokki, is another scion of the Megalovirus. Unlike its sibling, Alphavirus, the Iovirus enjoys servitude, as it delights in destroying life at another's behest.

Rumor has it that the Iovirus knows how to disrupt the flow of Time, altering as it sees fit. Ironically, though, few magicians, living or dead, dare to summon Iukokki's Curse, as they find its appetite for sacrifices to be far too costly.







Hoonoo is an evil faerie who sallies forth to lop off the hands of children who play with fire when they weren't supposed to.

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A flesh-eating ghost that roams the shores of the Sea of Sorrows. Some suggest that this thing was once a shark, while others claim that it is the restless spirit of some cruel and horrid sailor.





Muko the Naughty Faerie is an evil creature that only children can see.

He comes to the beds of children, and makes bargains with them. In return for being as naughty as they can be, Muko offers his victims fabulous promises of pots forever full of candy, or of puppets that can dance by themselves. Those children who accept his offers, but fail to be naughty, risk having their flesh flensed from their bones with Muko's pinky finger. Those children who are naughty at Muko's behest, never get to enjoy their spoils, as they tend to be carried off by monsters in the shadows.





Cross parents say that the Green  
Empress feeds solely upon  
naughty children. She, so the  
legends claim, finds the taste  
of an obstinate child to be  
irresistible, and is always on the search  
for such a delectable morsel. Once she has  
eaten her fill of her meal's soul, she puts  
the lifeless carcass to work cleaning the  
horrible halls of her terrible palace.





Zota is a creature that dwells within the Realm of Nightmare. Some magicians conjure this horror in order to destroy their enemies in their sleep. Zota is said to take any form it, or its summoner desires, when stalking its victims' dreams. Irregardless of form, Zota always carries a brass dagger, with which it wounds its prey.



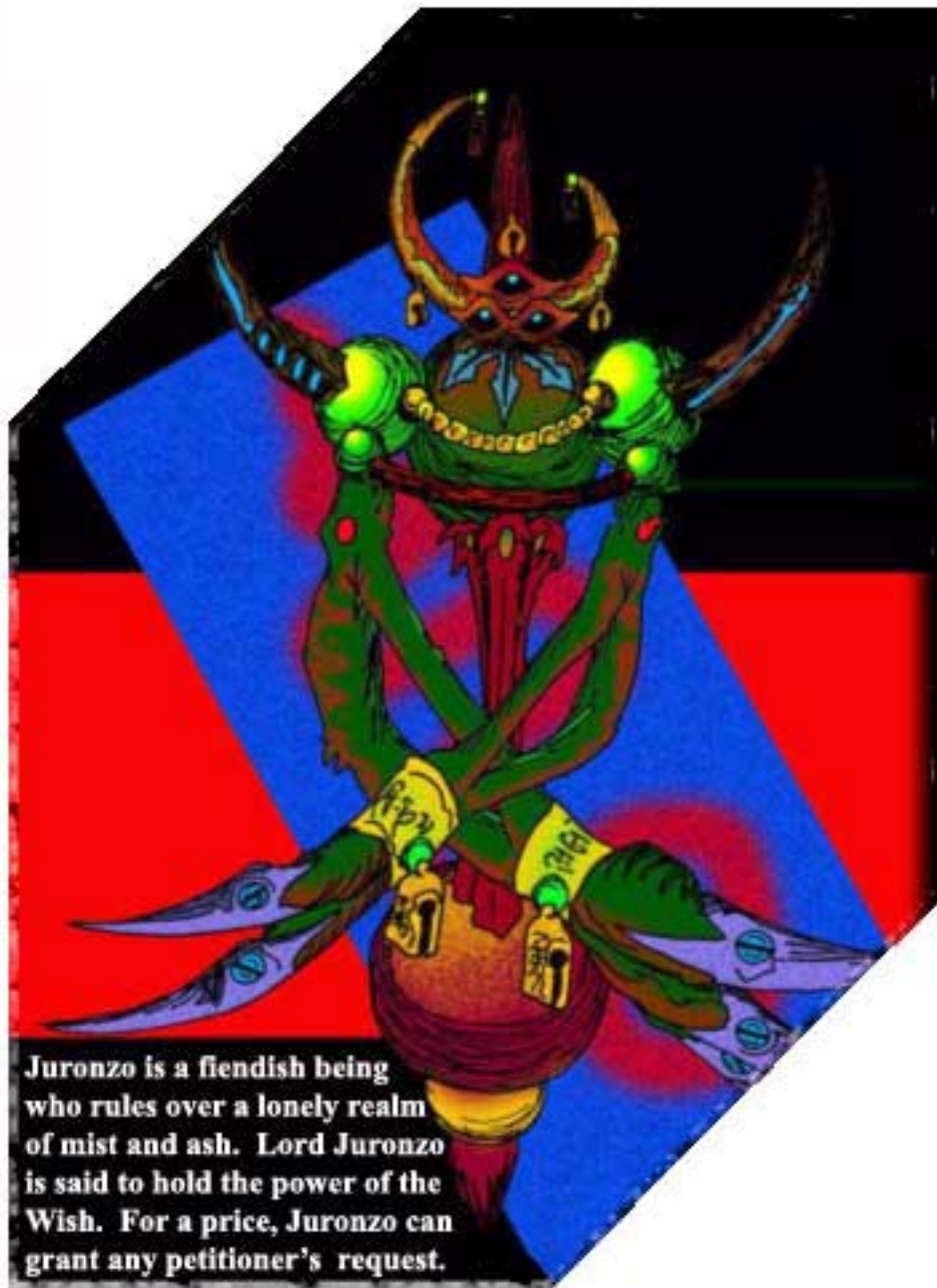
**Zetavirus is still another spawn of the Megalovirus. As it is not vicious, like its other siblings, Megalovirus pays very little attention to it. The Zetavirus delights in conversing with travelers to the Spirit World, and loves to play fatal tricks on the unwary.**





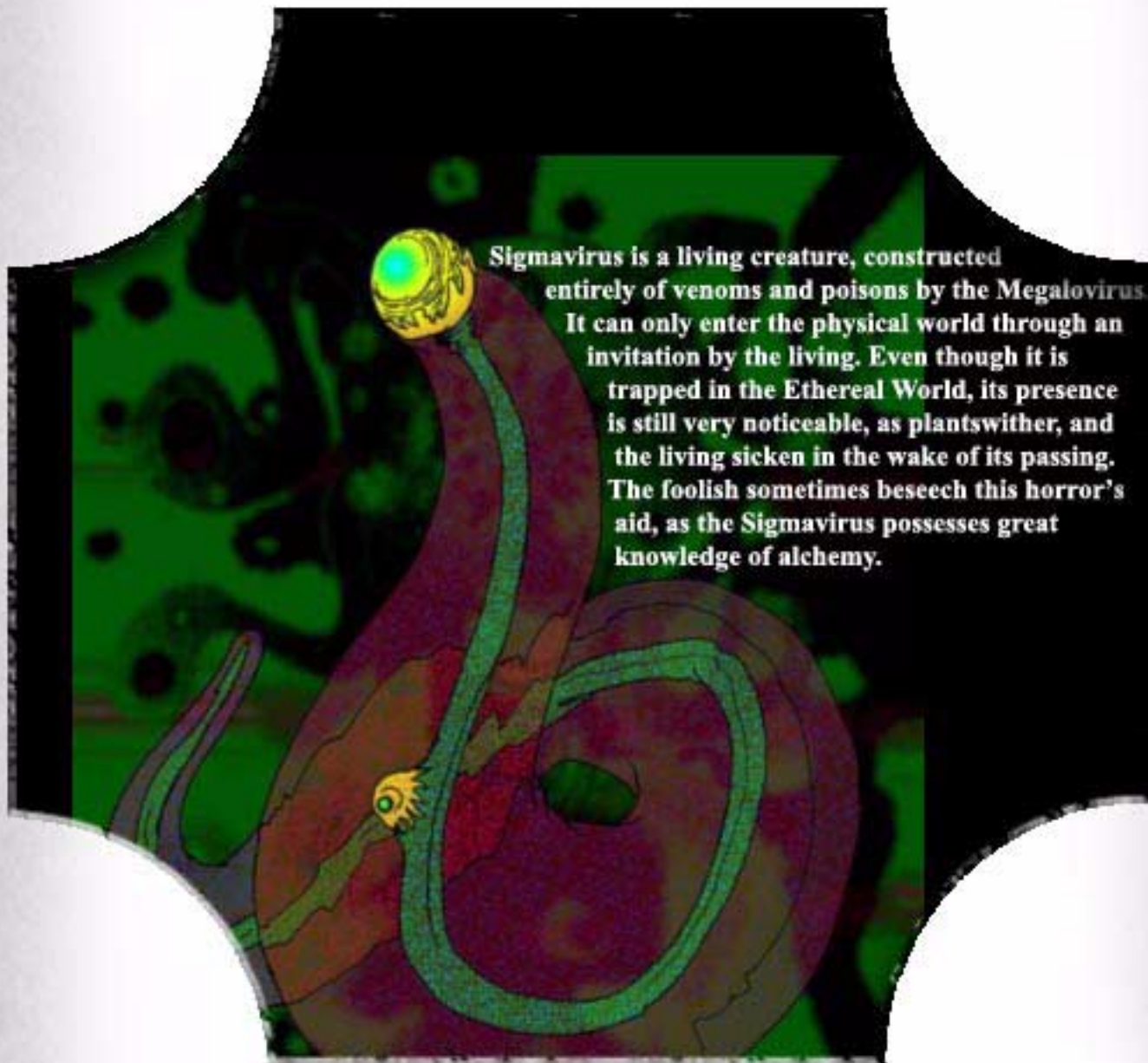
**Ejadara the Rapacious** is a cruel and greedy spirit who dwells in the murkiest depths of the Spirit World. It is said to offer boons to the desperate and the foolish, though, only if they survive its games and appetite.

## Quoth the Raven



Juronzo is a fiendish being who rules over a lonely realm of mist and ash. Lord Juronzo is said to hold the power of the Wish. For a price, Juronzo can grant any petitioner's request.





Sigmavirus is a living creature, constructed entirely of venoms and poisons by the Megalovirus. It can only enter the physical world through an invitation by the living. Even though it is trapped in the Ethereal World, its presence is still very noticeable, as plants wither, and the living sicken in the wake of its passing. The foolish sometimes beseech this horror's aid, as the Sigmavirus possesses great knowledge of alchemy.

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# The Tower of Silana

## An Original Adventure

Andrew "alhoon" Pavlide  
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*"Under the dark cover of the night this tall tower you ask me for seems even more frightening. Oh, and the nearer you get to the tower, the faster night falls. Heed an old woman's advice and stay clear of Silana's Tower. Who is Silana? Well young one, you don't need to know anything else about the place, except that it has claimed many young men like you."*

*- Srenda, an old widow.*

The Tower of Silana is the tower where Evarias Arathen, a Black Opal Mage calls home now. It stands in Nova Vassa, near the borders with Darkon. The tower is made of light gray limestone, which has become a bit yellowish with age. Dead vines climb the walls of the Tower and it seems sinister.

The tower is about 60 - 65 feet tall, and has a protective railing, also made of stone, at the top. It stands on a low hill where a few sick bushes and yellowish grass grow. Around the hill, about 120 to 240' from the tower, there are sparse trees and bushes that become thicker further away from the tower. The nearer one comes to the tower, the less vegetation exists. Only ravens and rats approach the tower willingly.

The tower seems to have a supernaturally long shadow, even on a clear day at midday. In addition, around the tower the day seems to pass twice as fast, while the night seems to keep twice as long. The few that visited the tower and returned to tell the tale, insist that inside the tower the day rushes past even faster and the night even slower. It is unsure if this is a supernatural effect or it is just the perception of the visitors that change. The locals seems at a loss about these phenomena and explain them through the presence of the evil spirit rumored to exist in the tower, claiming the lives of young men as trophies and binding them to her service.

The tower inside is made of undecorated tiled floors and superior masonry walls. The ceiling is about 10' high, the walls are thick, and the air is musty and stinks of closure and dead bodies. A few large (2-3" diameter), bloated, ugly spiders with hairy feet have made their webs in the corners feeding on the flies and maggots of the zombies. The rooms are silent and the noise a mouse or cockroach does sounds alarming in contrast. The tower has few and small windows generally, keeping it gloomy at all times.

## Quoth the Raven

The climb DC to climb the tower walls is 20, and the Tower is a 2nd rank sinkhole of evil. The grounds around the tower are a 1st rank sinkhole of evil. All the doors in the tower are strong wooden doors.

The tower is haunted by a special specter named Silana. She is anchored to the tower and cannot move further than 240' from it. Silana has an allergen; she cannot stay within 10' of anyone wearing an onyx ring. She was married to a rich, middle-aged man and gave him an onyx ring as a gift on their wedding day. However, she paid a servant at the inn where the couple stayed to poison the man who wore a black onyx ring. As her husband was dying she laughed at him and told how she would spend the fortune she would inherit with other young men. With his dying breath, her husband cursed her to always remember her betrayal and never be able to rest. A few years later, Silana was herself murdered by a young lover. However, she rose again from the grave to haunt the abandoned tower she used to date her lovers.

Young men killed by her energy drain raise as wights under her control. She can control up to 21 HD worth of undead that way. She cannot create specters or wights from other creatures other than young human or half-elven men.

Both Evarias and his bodyguard Grud know this and always wear an onyx ring. Evarias has also used his reign undead skill to change the attitude of the specter to indifferent against him and his bodyguard. She ignores the obedients as she doesn't consider them creatures.

### DM's notes

This is a dungeon crawl adventure for 4 to 5 characters of 7th to 8th level. It shouldn't be as difficult as it seems if the PCs prepare and

don't just rush in, swords in hand. It features some of the information shown in the Black Opal Mage guild.

A DM that wants to run this adventure should read the Black Opal guild info, and carefully read the description of Evarias to understand the man that brought such grief in the nearby communities.

While running the adventure, the DM should try to instill to the players the feeling that obedient dead aren't anonymous creatures to just crush down, but they are just like the players under different conditions. They were good people (mostly) that were turned to killing machines or servants against their will. Mothers should cry when they see their dead children brought back mauled, wives should mourn for their husbands. Neighbors and friends of the murdered should treat the PCs as heroes, but there should not be a celebration in the end of this adventure. The "monsters" killed were after all people that once belonged to the community.

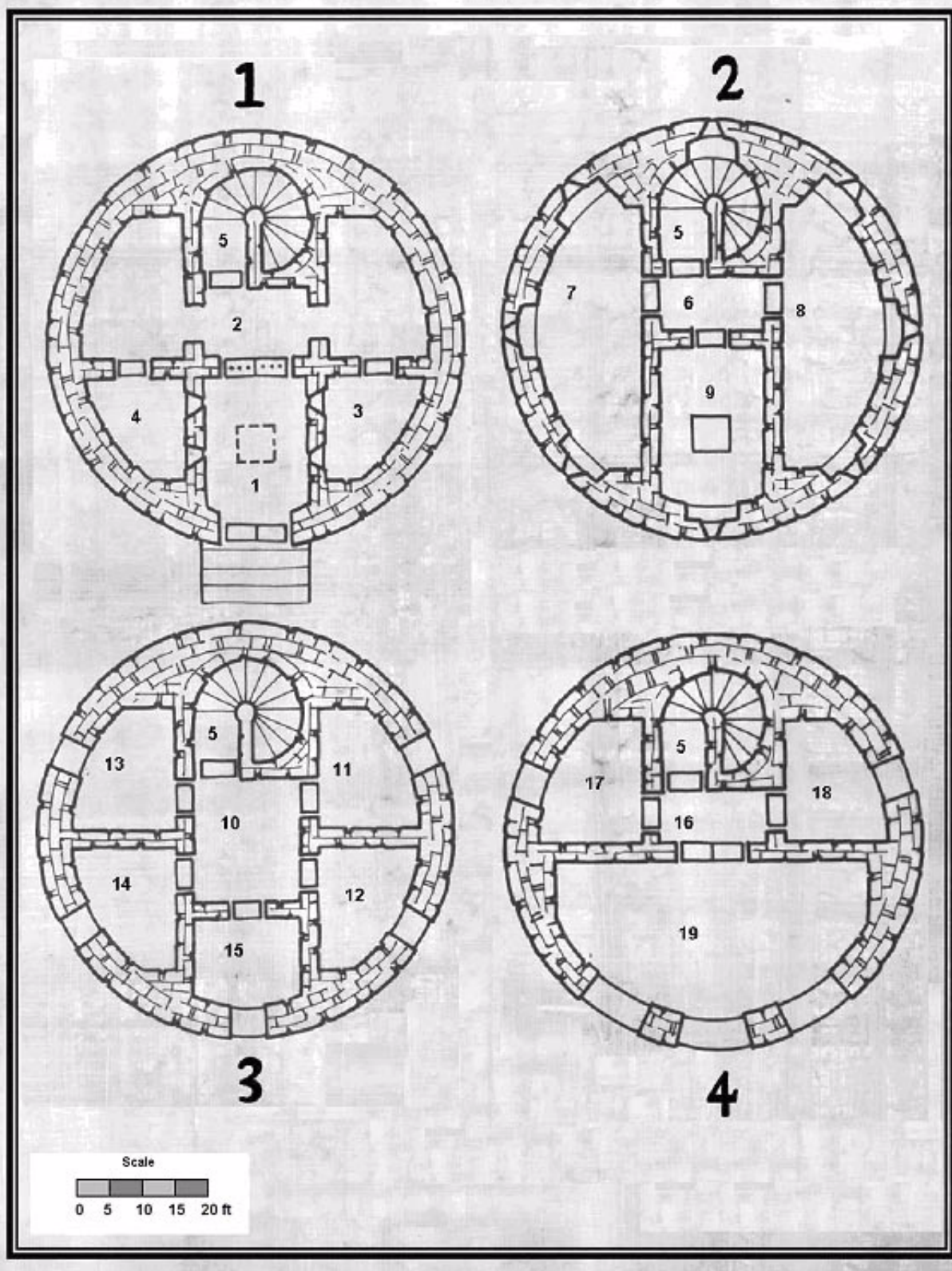
### Adventure Background

Evarias Arathen, an evil necromancer, has taken residence in the haunted tower and uses it as his base. Under his orders, both his bodyguard and his obedients steal bodies from the graveyards and kill travelers. Evarias was careful not to draw too much attention on his tower with these activities.

Recently, however, he learned from a spy in the nearby villages that 4-5 teenager athletes would gather about an hour away from their homes to practice for the annual regional games that come and enjoy the nature (as it is spring). Taking the opportunity to create a few more Leaping Zombies, Evarias killed the teenagers and stole the bodies.



# The Map of Silana's Tower



## The Tower

**Grounds (EL 6):** Around the tower there is no vegetation except for a little grass. Next to the tower there is a small well secured on top with a wooden plate.

In front of the tower's entrance, about 20 - 30' away from the door, 3 Leaping Zombies are buried. The DC of the Spot check to notice them is 27. A character that searches the ground can make a Survival check (DC 20) to notice the freshly upturned earth.

These 'Jumpers' are ordered not to interfere with people that enter the tower (unless commanded to do so) but to jump and attack when someone tries to leave. Unprepared characters that had spent most of their resources in the tower would meet a sudden, unexpected challenge when they think they will run away to safety. Unless they are protected from Divination, the Jumpers will notice anyone as they come out and burst from their graves to corner them against the tower. Each player that fails a Spot check (DC 27) will be caught surprised by the attack. This may call for a Fear save (DC 14), especially from surprised characters that suddenly come face to face with zombies.

These Leaping Zombies can be identified as some of the teenagers lost recently if they are brought back to the town. They are obviously young and have innocent expressions locked in a dead, unblinking stare, with milky eyes and grievous wounds on their bodies. This may prompt a Horror save (DC 12)

*Leaping Zombies:* 26, 30, 32 hp.

**1) Entrance:** Just inside the entrance there are hidden arrow slits (Spot DC 18, Search DC 10), and on the ceiling there is an open death-pit. At the other side of the entrance is a locked double door (Open Locks DC 25). A successful Search check on the door will give clues that it is used often. The door has a mechanism that slowly closes it if it remains open. From the arrow slits, the Hammer Zombies of Rooms 3 and 4 inspect the hallway.

Once the double door closes and the characters have left the room, the Jumpers from Room 9 will silently fall to the room to guard the exit (Listen DC 15 + the penalties for closed door or walls as needed).

**2) Lobby (EL 7):** This large room is unadorned except of little furniture. The room is slightly lit by two small windows at the two side rooms. In each of the side rooms, there is a standard skeleton hidden. If the zombies from the Rooms 3 and 4 have noticed intruders they would have moved to this room and take cover behind the wall extension next to the double door (Spot DC 22 + any for the low light in the room).

Across the double door, there is a large locked closet (Open Locks DC 20). Packed inside the closet are two Hammer Zombies. They must take an action to break the closet's door, but do so in a single round (Evarias has made the door easy to break from the inside just for this case).

By the time the double door closes, or if a character notices the two hidden zombies, all the Obedients move to attack. Remember that the zombies in the closet need an action to break out. If the characters don't notice the zombies and let the double door close, they will be surprised by them. The sudden appearance of the two stone-handed zombies from the closet and two others next to the characters may call for a Fear check (DC 12)

The skeletons would use a special magical bell that only Evarias, Grud and Silana can hear. The DC of the Listen check is 5 +5 for each floor difference (Consider the DC as 12 for Silana).

*Smashers:* 19, 24 hp

*Skeletons:* 3, 6 hp

**3-4) Guard rooms:** These rooms are identical. Each is without furniture and each has a Hammer Zombie. Once the Hammer zombie notices someone in the entrance, it silently moves to the Lobby.

*Smashers:* 20, 25 hp



**5) Stairs (EL 7):** The stairs connect all the floors of the tower. The staircase has no windows, being totally dark. The steps are slippery with age and use and anyone moving fast in the stair must make a Balance check (DC 12 for hustle, DC 15 for running) or fall. There is a protective wooden railing, but it is rotten and will not support anyone falling on it. A falling character drops 10' and must make another Balance check (or Tumble check) or fall another 10', and so on until he reaches the ground floor.

The stairs, however, hide a far greater danger; the specter of Silana usually inhabits the stairs of her tower. She will not harm anyone wearing a black onyx ring and she has bargained with Evarias to leave him in peace (after all, she likes what he does), but she will attack ruthlessly any other living being.

Since she is incorporeal, she will remain hidden in the slippery steps once she hears any commotion or the doors to the stairs opening leaving only a slight part of her out (9/10ths cover, Spot DC 33 + penalties for light). Once someone comes within her reach, she will attack (probably by surprise) making a touch attack and then she will flee in the steps again, away from harm's way.

Silana will make sudden appearances and attacks from the steps, the walls and the ceilings as long as the characters remain in the stairs. If the characters seem dangerous (for example, employing powerful magic or reducing her to 15 hit points or less) she will leave them in peace.

Silana is a wispy, semitransparent gray human female, dressed in flamboyant clothes, with pretty but angry features, misty from the waist down. Her hair flows around her as if she is constantly blown by wind and she has a scar visible in her neck (the wound that took her life). Once she is agitated or angry, she becomes slightly luminous, shedding an eerie green light (like a ghost light spell).

Any young human or half elf character she kills with her touch will rise within 3 rounds as a 5 HD wight completely under her command, unless the corpse is blessed with a bless spell or sprinkled with holy water. The

sudden rise of a comrade as a twisted undead enemy is a cause for a Horror save (DC 20).

If Silana is destroyed she will return to the world in a week. The only way to destroy her permanently is to find the descendants of the man that killed her and the relatives of her husband and marry a couple of them. After the first night of the new married couple, she will dissipate.

All the doors to the staircase except the ground floor's are arcane locked and only Evarias, Grud and undead can pass freely through them.

*Silana:* 49 hp +temporary hit points

**6) Corridor:** This room has nothing in it except a bright red carpet. The carpet has a black skull depicted at the center, but it has no special effect (other than probably agitating suspicious characters).

**7) Obedient Preparation Lab:** The door to this room is magically trapped. Anyone touching the door (except Evarias) will take 2d8 +5 negative energy damage. A Fortitude save (DC 15) halves the damage. This trap should serve as a last reminder to the PCs that once there are obedients around, there is also a master. The spectre of Silana shouldn't be able to place such traps. The Search and Disable Device DC of the trap is 27, but a rogue failing the first Search check is considered to have touched the door, so he is subject to the damage. The trap becomes active again after 3 rounds.

The room inside is a large one. It smells heavily of corpse flesh and chemicals (like formaldehyde). It has a large stone table, a small wooden desk, a couple of simple chairs and shelves with various alchemical components and organs. There are also sewing kits and medical kits in there. An Alchemy check (DC 15) will tell that these chemicals are used to preserve the dead. The room gets a little daylight from three small windows placed around the walls. On the desk there is a small oil lamp.

## Quoth the Raven

On the large stone table there is the naked corpse of a beheaded man, with the head sewn in place, the eyes open and an expression of horror in his dead face. There are bloody instruments next to the man and his legs seem carefully stripped of flesh. The stone table has special draining for the blood and near the man in two buckets there is the flesh from his legs. The sight of this may call for a Horror save (DC 13).

Evarias carefully strips the flesh from this criminal he has slain to create a Sharptalon. If the characters have a guide from the area, he can tell them that the man was a thief in life.

Stacked carefully on the side, there are three more dead bodies, one of them missing each hand. One of the bodies is that of a pretty, athletic teenaged girl, around 16 years old. She has obviously died from a vicious blow to her back that ran her through. There seem to be very little blood in the stacks.

If the characters take care of the girl's body then and there, blessing it, or manage to take it out and give it a proper burial, the ghost of the girl appears to them, thanks them and tells that a necromancer used her friends and her as tools for destruction and enjoyment. She will also tell them that the necromancer and his fiendish assistant both wear a black onyx ring. Then she will depart to the afterlife.

**8) Undead Binding Room (EL 7):** In this large and mostly empty room, Evarias binds the Obedient Dead to his will. There are pictograms and symbols of power painted on the floor and walls and arcane markings sketched all around a mystical circle. The circle can also be used for planar bindings but Evarias doesn't have the skill or knowledge to call outsiders. The room has three small windows to let in some daylight. The door to the room is arcane locked and only Evarias and undead can pass through.

Guarding the room are two Sharptalons. They are instructed to protect the room and kill any intruders. They are also instructed to keep at least 5' distance from each other when fighting, so that if they are destroyed they get in both blasts at their target.

*Sharptalons:* 42, 48 hp

**9) Armory (EL 3):** Once this room was the tower's armory, the walls have empty weapon racks and there is a practice dummy in the room. There is also a small anvil, a sharpening wheel and a brazier to warm metal for repairing or heating oil to drop on invaders below. These facilities are now abandoned. Only a Leaping Zombie is in the room, guarding the entrance below. Once intruders leave the entrance and move to the lobby, it will silently drop and wait to attack. This leaping zombie is another of the athletes Evarias had had killed.

*Jumper:* 24 hp

**10) Corridor (EL 5):** This large room has a small desk and a wooden bench. It is lit by an everburning torch next to the staircase. Within the room are two Hammer Zombies: a man in his early fifties and a woman in her early forties. They appear to have been killed by smashing blows on the head and chest.

They are a married couple of merchants that Evarias' Obedients killed in the wilderness. Their two children visited the village about a month ago to see what kept their parents there so long. They learned that their parents never made it to the village and left. The couple had visited the area a few times a year in the past for business and had some friends in the village and the surrounding area. If the PCs ask they will learn that they were good people, always with a warm smile and a good word for everyone. They usually used hired guards from the villages there when they visited, both for promotion of their merchandise and for making acquaintances. Their guard is one of the Hammer Zombies in the closet in the lobby below.

*Smashers:* 20, 28 hp.

**11) Grud's Room (EL 3):** This room is the personal space of Grud. It has a small chest with his personal things, a bed, a small table with a desk and a closet. It has a large window that lets enough sun to light the small room normally. The door is arcane locked and trapped. Anyone touching the door (except if he speaks a password) will



suffer 2d8+5 points of Negative Energy damage (Fortitude DC 15 for half). The Search and Disable Device DC is 27, but a rogue failing his first Search check is considered to have touched the door. The trap resets 3 rounds after it goes off.

Grud normally doesn't stay in his room for long, always having some scouting or job to do. However, he keeps in his room a small collection of wooden dolls he made himself in his free time. On his desk one such half-finished doll can be seen along with the tools he uses. Grud's skill isn't remarkable but he is good.

If he is taken by surprise, Grud will quickly try to evaluate his opponents. If the PCs seem powerful, he will surrender immediately. If they are wounded seriously, he will attack. If he becomes seriously threatened, he will surrender. He will pitifully beg for his life and for the privilege to keep his dolls. He will blame everything on Evarias and say that he was probably bewitched. He will answer most questions about his master, the Obedients, the murders and the tower mostly truthfully as he doesn't believe that this can harm his master.

However, he will try to escape at the first opportunity. Remember that the Obedients will not attack Grud, something that he will avoid admitting or saying.

**12) Kitchen (EL 1):** In the kitchen there are two skeletons that have learned how to prepare dinner. Both are normal skeletons, with an intelligence score of 4. These two Obedients are a gift to Evarias from another compeer, something that Grud doesn't know. The skeletons won't attack unless they are attacked first.

The kitchen gets enough light through a moderately large window. There is a large table in the middle, a cauldron, knives, plates, foodstuff and a barrel with water along with a few cups in the kitchen.

The DM should make sure the players understand the perversity of forcing a corpse to step out of the grave, binding the dead one's will only to use it as a cook.

*Skeletons:* 8 hp, 10 hp

**13-14) Guest rooms (EL ½):** These rooms of the tower are reserved for the guests that someday may come to visit the tower. Now they contain only a bed, a desk, a chair and a closet. A single skeleton also sweeps the floors of both rooms when needed.

**15) Storeroom:** This room contains mundane supplies for the tower. Water, oil, flour, lard, grain, nails, hammers, various tools etc. It also contains a flat and short barrel that Evarias and Grud use to bath.

**16) Corridor (EL 7):** This room is the corridor to what Evarias considers his floor, his personal space. All the doors are arcane locked. The corridor is guarded by two Sharptalons that will fight any intruder with a 5' space between them to get as many as they can in the blast if they die.

*Sharptalons:* 39, 45

**17) Bedroom (EL 1):** This is the bedroom where Evarias sleeps. It contains a comfortable double bed, a night desk, two chairs, a chest and a closet. On the bed lies a zombie of a young woman, about 18 years old, dressed in a small white dress.

Once anyone comes in, the zombie stands but does not move or attack unless provoked. The sight of the girl's animated corpse is a cause for a Horror save (DC 18) for everyone with an intelligence score of 9 or more.

Any NPC from the area (that may be supporting the PCs) who sees the woman, immediately understand her purpose in the room and automatically loses a Horror save (berserk). The girl was a servant from a manor in the village that went to a nearby hamlet to visit her relatives and friends where she was killed by Obedients.

The chest is made from solid wood has a lock and it is arcane locked (Open Locks DC 35, break DC 30). If the chest or the lock is opened violently, it creates an explosion of negative energy with a 10' radius centered on the chest. The blast does 3d8+10 damage (Fortitude save (DC 16 for half damage)).

## Quoth the Raven

The trap has a search and disable device DC 28. Inside the chest there are gems and jewelry worth 3000 gold pieces and about 1500 gold in cash (gold and silver pieces). It also contains some personal objects of Evarias and components for scribing scrolls and copying spellbooks (enchanted ink etc) worth 700 gp. If the materials are used for making scrolls or copying Evarias' spellbook, halve the cost in materials (not the XP or time needed) until all the 700 gp are spent. In a hidden compartment (Search DC 25) is one of Evarias' spellbooks (half his spells). The compartment is also arcane locked and similarly trapped as the chest.

The closet contains the necromancer's clothes.

*Zombie:* 16 hp

**18) Library (EL 4):** In this room Evarias studies and keeps his arcane books. Inside are a desk, a comfortable chair and an oil lamp. Also in the racks of the library, there are books that grant a +2 to checks in Undead Lore and Knowledge (Arcana). If all the books are sold the characters would earn about 2000 gold. However, selling such books could give the characters a +1 OR at the DM's prerogative since the books contain dark secrets. To sell the books the character must succeed at a Gather Information check (DC 20) and takes about three days in a magic-rich city such as Martira Bay or other towns of Hazlan or Darkon. However, the time and the DC will probably rise in areas where magic is frowned upon.

The room is guarded by two Hammer Zombies.

*Smashers:* 19, 28 hp

**19) The Laboratory (EL 6):** This very large room is the laboratory that Evarias uses to make his arcane experiments and research. There are various selves with arcane components, jars with preserved organs of various creatures, alchemical devices, arcane symbols etched on the floor, walls and ceiling etc. There are also two lamps in the room.

The room is guarded by four Hammer Zombies. These zombies will move to attack any intruder immediately.

The door is arcane locked and trapped. Anyone touching the door will suffer 2d8+5 points of negative energy damage (Fortitude save for half damage, DC 15). The Search and Disable Device DC is 27 but a rogue failing his first search check is considered to have touched the door. The trap resets 3 rounds after it goes off.

On a desk there is a letter from another Black Opal Compeer, that Evarias is studying at the moment. It is an essay six pages long about the creation of Obedients (in draconic, Spellcraft DC 14 to understand the subject). At the end of the letter however, written in Balok, there is a comment on how well Evarias is progressing and how interesting and useful the remarks about the Leaping Zombies were. While there is no name except a calligraphic R.D. at the end of the letter, the PCs may well surmise that there is a guild of necromancers involved, or at least another one wizard with similar interests.

Hidden in a secret compartment of the lab, behind some selves (Search DC 25) there is the second spellbook Evarias' has. If the compartment is opened without the spoken password, it creates an explosion of negative energy with a 10' radius centered on the compartment. The blast does 3d8+10 damage with (Fortitude save for half damage, DC 16). The trap has a Search and Disable Device DC 28. Undead in the area of effect are healed for half the damage done by this explosion.

*Smashers:* 18, 23, 25, 27 hp

## Evarias Arathen

Male Human (Wiz 5/ BOM 3); HD 8d4+8 (39 hp); Init +1; Spd 30 ft. (6 squares); AC 15 (+4 mage armor), touch 11, flat-footed 14; Base Attack/Grapple +4/+4; Attack: dagger +4 melee (1d4) or ray +5 ranged; Saves Fort +4, Ref +4, Will +10; AL NE; Str 10, Dex 12, Con 13, Int 17, Wis 13, Cha 14.

*Skills & Feats:* Bluff +5, Concentration +11, Craft (Alchemy) +8, Decipher script



+8, diplomacy +3, intimidate +6, Knowledge (arcana) +9, Knowledge (undead) +6, Listen +3, Reign undead +11, Speak Language (Draconic), Spellcraft +11, spot +3 ; Craft wands, craft wondrous items, Scribe scroll, Spell focus (necromancy), superior undead control.

*Languages:* Darkonese, Draconic Vaasi, Balok

*Signature possessions:* Cloak +1 resistance, necklace of blur (3rd level caster, use activated, 2/day, 16 charges), potion of cure serious wounds, wand of mage armor (2nd level caster, 22 charges), Van's Bracers (shield spell, 2nd level caster, use activated 3/day, 28 charges), onyx ring.

*Scrolls:* Scroll of dimension door, scroll of dispel magic (7th caster), scroll of enervation, scroll of phantom steed, scroll of obscuring mist, scroll of protection from arrows (5th level caster), scroll of protection from evil, scroll of resist elements, scroll of stinking cloud, scroll of summon swarm, scroll of web.

*Spellcasting:* Evarias casts spells as a 7th level wizard (5/5/4/3/2)

*Animate Dead (Sp):* 1/day as a 8th level caster.

*Control undead (Su):* 4/ day as a 5th level evil cleric.

*Necromantic Awareness (Ex):* Evarias can roll a spellcraft check to spontaneously cast any necromantic spell of 4th or less, using the energies of another prepared spell if he has the necessary components. The DC is 15 +3 x spell level.

*Bind Lesser Undead (Ex):* Using this ability Evarias can bind to his will obedient dead.

*Arcane prowess (Ex):* Evarias is considered to have a +2 unholy bonus to his intelligence score where it matters in spell casting. That means he doesn't gain 4 skill bonus skill points from intelligence, or considered to have a +4 modifier to intelligence based skills. It just means that he is considered to have 19 intelligence in spellcasting, so he gains a bonus 4th level spell and his spells have a DC of 14 + spell level (+1 for necromancy spells).

*Necrophilia (Ex):* As a result of a failed powers check, Evarias recently found that he doesn't feel repulsed by the dead and rotten flesh (not that he was ever repulsed much), he even likes the sight of it. Although this liberation of his mind has gifted him with understanding of the arcane, he picked up strange habits.

While in his tower, he keeps a few normal zombies and skeletons as personal servants, trained to do basic tasks with the Reign undead skill. He is protected from the diseases the animated corpses carry with alchemical concoctions he has them rub themselves with.

Evarias keeps most of these habits a secret even from Grud, his bodyguard. While most of his guild think it is perfectly normal to have a skeleton sweep the floor, many will argue that having a skeleton prepare dinner or a rotten zombie fetch your wine is disgusting; and most of the guild will frown upon the habit of zombie servants where one sleeps.

If his practices become known in his guild, he will receive an OR of 2. Of course, if his blasphemous practices become known to normal people that respect their dead, he will be hunted down as a monster.

*Spellbook:* The spells in Evarias' spellbook are:

1st - Alarm, protection from evil/good/chaos/law, shield, grease, mage armor, mount, obscuring mist, unseen servant, detect secret doors, identify, charm person, sleep, magic missile, cause fear, ray of enfeeblement, expeditious retreat, jump, magic weapon; 2nd - Arcane lock, protection from arrows, resist energy, acid arrow, summon swarm, web, detect thoughts, locate object, hideous laughter, touch of idiocy, darkness, invisibility, blindness/deafness, false life, ghoul touch, spectral hand, bull's strength, knock; 3rd - Dispel magic, nondetection, phantom steed, stinking cloud, suggestion, lightning bolt, gentle repose, vampiric touch, keen edge; 4th - Black tentacles, dimension door, arcane eye, charm monster, bestow curse, enervation.

## Quoth the Raven

Evarias Arathen is a handsome middle-aged man of average height in his late thirties. His features are sharp but gentle and he keeps his black hair shoulder long. He has light-brown penetrating eyes and he is lean and graceful in his moves. He dresses in long, dark-colored robes, usually blue or purple, and wears his enchanted dark grey cloak over the robe. His chest is usually decorated by an enchanted silver necklace the size of a silver piece with a large aquamarine in the center.

He speaks in silent, civilized tones and usually remains calm. He has a calculating tone and seems to measure those that converse with him. A black Raven (his familiar Kussa) can usually be found flying around him or sitting in his shoulder.

Evarias is a man that has chilled his emotions for others to almost nothing. He cares only about himself, his research and his welfare. He serves the Guild of the Black Opal because it serves him and offers him training and protection. He has no sympathy for others, but he is not a sadist. He may not care what the implications on the family or the loved ones of his victims may be, as long as he is not endangered.

### Background

Evarias Arathen was raised in Darkon in a family of rich merchants. From a young age he was interested in the arcane and was mildly fascinated with death, but kept this late interest more or less a secret.

As he was the second son of the family, he convinced his father to give him his share of the family business in cash and he went to study the arcane arts with a retired adventurer wizard in Il Aluk. After a few years of apprenticeship, he struck out on his own. He offered his services as a hired wizard to adventuring parties or nobles to fund his arcane experiments and he was quite successful.

After five such years however, his dark experiments and arcane pursuits were more or less made known from the mercenaries he traveled with. This reputation and the fact that a few "disappearances" of beggars were finally noticed, forcing him to relocate from

Il Aluk. A happy coincidence since that was the year the Requiem happened.

Evarias was once again fascinated with mass death, this time of the capital city of Darkon and he found his interest in necromancy renewed. At the time, he was rich and powerful enough to be considered a candidate by the Black Opal Guild.

Evarias was contacted a few months after the Requiem in his new secluded laboratory in a Darkonian hamlet. He immediately joined the Guild and served it ever since. Two years ago, he was promoted to a compeer. He learned from his fellow guild members of a haunted tower in northern Nova Vaasa and relocated his laboratory there.

### Current Sketch

These days Evarias inhabits an abandoned, haunted tower in Nova Vaasa. He is content there and conducts his experiments and research secluded from most of the world. A few miles from his tower there is a large village that he or his caliban bodyguard Grud (male barbarian 3rd/ rogue 1st) visit from time to time for supplies. Around this village but further from his tower are a few more hamlets of peaceful farmers. Evarias has a spy in the community (human rogue 2nd) that informs him on the activities in the area. Evarias contact the spy usually with the help of his raven.

Evarias doesn't go out with his Obedients at night to attack the hamlets and collect bodies for research, because this will draw attention. He is content to steal an occasional interesting body or even waylaid travelers around his tower from time to time. Since his tower is still haunted, and there were undead staying there before his time, he feels that the reputation of the place will keep him safe. Sometimes adventures come to his tower, expecting to find a specter and a few undead only to be killed by Evarias, his obedients and the specter.

Recently he made his most bold move yet; he learned that a few young athletes from the villages near his tower would make a trip away from their homes to train, play and generally enjoy the spring. He sent his



bodyguard along with many obedient and they slaughtered the teenagers just two hours ago from their houses. Then they carried the bodies to his tower and covered their tracks.

Evarias' has a raven familiar named Kussa.

Evaris' possible locations during the adventure are described in the Wandering Monsters section below.

## Wandering Monsters

There are a few enemies that wander in the tower and may be met almost everywhere (or not at all) at the DM's discretion.

### Grud

Male Caliban (Rog 1/ brb 3); HD 1d6+ 3d12 +8 (33 hp); Init +2; Spd 30 ft. (6 squares); AC 15, touch 11, flat-footed 13; Base Attack/Grapple +3/+5; Attack: shortsword +6 melee (1d6+2) or battleaxe +5 (1d8+3); Saves Fort +5, Ref +4, Will +2; AL NE; Str 15, Dex 14, Con 14, Int 10, Wis 12, Cha 8.

*Skills & Feats:* bluff +3, climb +3, craft (toys) +5, disable device +2, disguise +2, escape artist +3, gather info +2, hide +8, intimidate +2, listen +4, move silently +9, sleight of hands +5, search +3, sense motive +3, spot +4; sneak +1d6, voice of wrath, jaded

*Signature possessions:* Masterwork chain shirt, masterwork shortsword, battleaxe, potion of healing (1d8+1 hp), soft soled boots (+2 move silently, non-magical), doll of himself, black onyx ring.

Grud is the caliban bodyguard of Evarias. He is afraid of his master's power and knows nothing of the Black Opal guild. Evarias treats him better than the rest of the world, without any hint of disgust or superstition. That is, he treats him as a sentient, non-expendable Obedient. He gives him orders and expects them to be carried out, but that is all. Grud is sometimes given Obedient Dead to command in order to kill special victims or do some grave robbing.

While he is evil, he feels some remorse when he has to kill, especially young and healthy sentient creatures. He feels completely comfortable grave robbing however.

He has misshapen fingers, extraordinary long hands, red eyes, black misshapen teeth and a slight hunchback. His long hair is curly, black and oily. He can only talk in a whistling voice (that is appropriate of cursing). These deformities give him an OR 5. Using a variant of the deformities rules from QtR 6, Grud has a +2 circumstance modifier on Curse rolls.

If he is reduced to 0 to -5 hit points, he will utter a curse as his dying words to the player that gave the killing blow, such as: "suffer like me until you have endured as much pain as you have caused." This curse imparts a -2 luck penalty to all skill, ability checks and saves the character makes until the character is reduced to -3 hit points or less, whereupon the curse will be broken. The Curse has a DC 20 and the Charisma check has a total +10 modifier (failed Powers Check).

Grud is either in his room sleeping, eating or making dolls, or on some mission his master sent him.

### Evarias Arathen

The mage himself may be in the undead preparation room carefully stripping the flesh from his last victim, in his laboratory working, in his library studying or in the undead binding room with some of the above obedient, binding it to his will. He may also be missing in a job like buying components or finding suitable corpses for his experiments.

If he takes notice that there are intruders in his tower he will go to his room and laboratory and take his spellbooks, then he will gather as many Obedient Dead guards as he can in his way down (not counting servants or Sharptalons of which he will summon only 2) and set an ambush for the PCs. This will take between 5-6 minutes from the time he gets a notice.

He usually prefers setting ambushes in the corridor of the 3rd (Room 10). He casts mage armor if possible and will use his bracers the moment the PCs are about to open the arcane locked door. The Obedients will be placed in all the rooms and obviously he will not stay within 10' of a Sharptalon. He will be behind the open room of the

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storage (room 15) to be able to throw his spells behind the cover of his obedients. Once the PCs get in the room, the Obedients hiding in the other rooms will move in and surround them, while Evarias will use his spells.

Evarias is not a coward, but he is not an arrogant fool either. He knows that he is no match for an entire party of adventurers without his Obedients to protect him. Therefore, he will retreat using his spells and surviving Obedients if he is seriously injured or his Obedients are being easily cut down. He will also not allow his familiar to be killed. While the Raven may deliver a couple of touch spells, it will immediately depart if in any real danger.

### Kussa

The familiar wanders the tower or the area around it when not in a mission of its master. It can speak Darkonese and will inform its master if it sees anyone approaching. As a dread familiar it acts on its masters dark whims.

### Three-eyes

Male wight; HD 6d12 (42 hp); Init +2; Spd 30 ft. (6 squares); AC 16, touch 12, flat-footed 14; Base Attack/Grapple +3/+5; Attack: slam +5 melee (1d4+2 +energy drain); Saves Fort +2, Ref +4, Will +7; AL CN; Str 15, Dex 14, Con -, Int 12, Wis 14, Cha 16. CR 5

*Skills & Feats:* concentration +3(7), spot +4, listen +4, move silently +10, hide +4, use magic device +14, spellcraft +5, Knowledge (Local) +5, Knowledge (Arcana) +3, survival +4; Track, magical aptitude, combat casting

*Signature possessions:* scroll of mage armor x2, dirty robe

*Languages:* Darkonese, Vaasi

*Energy drain (Su):* The DC of the Fortitude save to get rid of the negative level of this wight is 16

*Affinities (Ex):* Three-eyes gets the normal +8 to move silently checks that wights get.

*Undying (Su):* Three-eyes cannot be killed by normal means. If brought to 0 hit points

or less, he ceases to function but rises again the following night with half his hit points. Even if totally burned or disintegrated, its undead spirit occupies the nearest corpse, rising in 1d3 nights. Within 3 days, the corpse slowly changes to resemble Three-eyes.

To be permanently destroyed, at least half of his stolen magical items must be returned to his grave and his destroyed body must be blessed and receive another funeral. In case his items are stolen again, he may yet raise anew.

*Fear Aura (Su):* Anyone within 20' of three-eyes must make a will save DC 16 or flee its presence for 1d4+1 rounds. A creature is subject to the aura's effects only once per 24 hours, regardless of the result of the will save. Three-eyes has the aura turned off usually but it can turn it on with a free action.

*Spell-like abilities:* While his mentality and abilities were changed during his animation, Three-eyes has kept some magical ability in the form of spell like abilities. He uses them a 6th level caster.

2/day - Ghost sound, detect magic, mage hand, melf's acid arrow.

1/day - Dispel magic, slow, see invisible.

*Craving:* Three-eyes wants his stolen possessions back, that is what keeps him from his eternal rest and reward. He will become suicidal to claim them as the craving is his whole existence now.

Three-eyes is the wight of a long dead sorcerer. While he wasn't a strictly good man, he was an honest man who was using his powers to fight the creatures of the night and. Finally, he was killed in a fight against an evil creature, when an enchanted crossbow bolt struck him on the forehead just above his eyes. The bolt left a gaping hole there. Although he was killed, his comrades won the battle and destroyed both the creature and its minions. Realizing the aid that he had offered them by lending them his magic and the magical weapons necessary in the fight, his comrades decided to leave them with him as an eternal "thank you" for his sacrifice and help. After all, they



knew he was very possessive with magical items but he had still shared.

He was buried in a nearby shallow cave along with his prized possessions and the magical gifts of his comrades.

A century later his grave was discovered by thieves who didn't hesitate to steal all his burial possessions. The same night Three-eyes came back from the dead to reclaim his lost treasure. He was both killed by and -in essence- brought back by magic weapons.

His personality and traits changed during this reanimation, his spirit was brought back with different abilities. He has discarded most of his memories; he does not even remember his name (he came to call himself Three-eyes for the hole in his head). While some of his knowledge and abilities survived the transition unchanged, he has discovered that his Craving has also gifted him with new abilities.

He has roamed the area between Darkon and Nova Vaasa for eight months looking for clues about his magical items. He recently discovered Evarias and allied with the mage under the promise that he will help him reclaim his stolen treasure.

Currently he looks like a slightly desiccated human with a gaping hole an inch in diameter over his eyes. He is dressed in his old robe that was buried with him.

Three-eyes is no longer a fighter of justice, but neither is he a menacing creature. Actually, he may help someone in dire need if the task would not take more than a few seconds. He cares only to find his lost items, all else mean too little for him now. He had made no progress in his search.

He despises Evarias for his practices of magic but does not care at the moment since the mage has promised to help. However, he would prefer to ally with someone more trustworthy or honorable, maybe even the PCs. He knows that he is a monster however, and knows how much a wizard can help him.

He has agreed to help Evarias guard his tower and even has accompanied Obedients in their grisly forays in search of bodies, but he has never attacked himself someone that hasn't attacked him first.

Self-preservation comes secondary to Three-eyes. His first priority is always his stolen treasure; however, he knows that being destroyed will interfere with his search for his items. He has not yet discovered that he will be brought back if destroyed, but he suspects it.

He patrols the halls of the tower when he isn't in some mission for Evarias or accompanying Grud disguised, in the villages nearby hoping to learn something (and abandon the agreement with the wizard)

If the PCs don't attack him on sight, he will tell them to leave immediately and never come back. If they convince him to talk with them (Diplomacy DC 13 - 17 depending on the wording) he will tell him that he looks for his stolen treasure. He will not betray any information about Evarias unless the PCs seem honorable and promise to help him.

At this point, he will change sides. While he won't go as far as attacking the wizard or the spectre and he would avoid attacking Grud he has no problem to attack a few obedient before he leaves the tower to wait the outcome. If the PCs survive he will ask their help, if Evarias beats them, he will return to the tower pretending he doesn't know anything.

## Complications

This dungeon crawl will probably take more than one run for the PCs to finish it. The undead there are probably too many for the PCs to destroy them in a single attack.

More possible, the PCs will leave the tower at some point and return later, better prepared. Evarias is not a fool, he understands that.

So if he isn't killed in the first attack he will animate as many as possible of his undead again, but he won't probably have the time to bind them to his will again. His undead control cap is 48 HD of undead. Understanding that the undead in the lower levels would be the first to be killed, he has bound only the undead in the 3rd and 4th floor. He keeps a few spare corpses in the undead creation laboratory just in case.

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Also he cannot recreate the intelligent skeleton servants or any other undead that is a gift from other Black Opal mages.

Creating a new Hammer zombie from the corpses he has in his laboratory would take him about 4 - 5 hours of work, as the intelligent servant skeletons know how to make crude stone fists. Without them, the task will take twice as long. To create Jumpers, he has to use athletes and he can only create one new Sharptalon within 4 hours of work. Since he will make haste in an emergency taking the flesh out of the skeleton, the Sharptalon will only have 33 hit points.

If he is given enough time, he will actively hunt humans and steal corpses to replenish lost undead or even to increase his army. Tallying adventurers will discover that as long as the master survives, killing obedient is a temporal inconvenience for him and that destroying or stealing back the corpses only forces him to steal others.

In need Evarias will animate wolves and other animals since he will avoid killing or stealing more than three or four more humans to use as undead out of fear. In the event he discovers bandits, goblins, ogres or other evil humanoids that he can kill and animate without drawing more adventurers or attention from the authorities, he won't kill any humans (but the humanoids will suffer far greater losses).

In the village, he will use his spy and his familiar to learn as much about the invaders as he can. He won't send the rogue against the PCs however, since he knows that he will probably be killed or even betray him.

If Evarias decides that the PCs are too powerful or that he has drawn too much attention he will abandon the tower. The PCs have just earned an enemy that will nurture his hate for long time (that is if the Dark Powers or somebody else doesn't take care of him).

In an emergency he will take his spellbooks and some money, use the phantom steed, and leave. If he has a day, he will order his bound undead to carry as much lab equipment, notes and books as they can. If he has more time, he will even return to take more things.

In case Evarias is killed, all his mindless undead become free willed and will attack any living creature on sight (even Grud). The Sharptalons will immediately receive a permanent +2 bonus to their intelligence score and they will leave the tower.

## Adventure Hooks

- The loss of those teenagers shocked and brought great grief to the community who may ask adventurers to investigate. The people may indicate to the PCs where the teenagers usually gathered.
- The PCs may learn about the specter Silana (after all, she is a legend) and decide to investigate the tower on their own.
- A witness exists that heard the screams and approached only to see zombies shuffling away slowly with the teenagers' corpses. He assumed the zombies to be wights from the tower but the words "Slow moving, shambling corpses" should alert the PCs, who may think the presence of Obedient dead indicates the existence of a master.
- Do not forget the spy! If the PCs are nosy, he will inform his master. This may be done if the PCs investigate the disappearance of the teenagers or even if they just do other jobs in the area, even if they have nothing to do with Evarias.
- If the PCs have a wizard with them, Evarias will send his spy (or even send his familiar or an arcane eye) to see if the wizard is dangerous, a potential member of the guild or has interesting spells.





# Credits

## Andrew "alhoon" Pavlides

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Author of the The Black Opal Guild, Evening by the Fire, Growls in the Night: A Collection of Creatures, and The Tower.

I'm a 25 years old Greek and I play RPGs for about 15 years now. I study at the TUC and I recently became an engineer. My interests are Ravenloft, generic D&D and socializing.

I didn't draw anything in the article Creatures. All pictures were taken from internet sites. My deepest thanks to the original artists. If you liked some of the art in here, take a look at the links.

- **Border Zombies:** [http://www.2000ad.org/frazer/zombies\\_underground.jpg](http://www.2000ad.org/frazer/zombies_underground.jpg)
- **Eater:** <http://www.blizzard.com/images/war3/conceptart/ghoul-large.jpg>
- **Jumper:** [http://images.google.com.gr/imgres?imgurl=http://members.tripod.com/e\\_dogg30/images/ghoul-in-the-pew.jpg](http://images.google.com.gr/imgres?imgurl=http://members.tripod.com/e_dogg30/images/ghoul-in-the-pew.jpg)

- **Miser:** <http://www.duracel.de/stuff/art/paintings/pirat-undead.jpg>
- **Sneak:** <http://www.enchanted-art.com/>
- **Swordwight:** [http://electricocean.com/albums2/userpics/10160/normal\\_Barrow\\_Wight\\_2.jpg](http://electricocean.com/albums2/userpics/10160/normal_Barrow_Wight_2.jpg)
- **Swordwight warlord:** [http://eternalkingdoms.com/images/undead\\_king.jpg](http://eternalkingdoms.com/images/undead_king.jpg)

## David "Jester" Gibson

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Author of Races of the Mists: Parts I and II.  
Editor of The Tower.

David has been lost in the Mists since sucked in through a Red Box and has been trapped ever since. There he is often seen in the company of a smiling man of a possible Mordentish background. Someday David may escape the hold of the Dread Lands, but not today.

## Quoth the Raven

### Mark Graydon

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Creator of Fear and Frostbites, The Misty Divine.

After a long hiatus from Netbooks, I came back with this article. I got the source idea for it when I wracked my brains, trying to come up with a sea adventure that didn't necessarily involve the sea very much. I also wanted to use an ocean creature in a venue that wouldn't normally be expected. I think it turned out all right.

### Paul Corrish

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### Thomas R. Rasmussen

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Creator of the Heartsblood Mace.

I've only recently got into D&D, although I've been interested in fantasy, literature and history since long before that. I got into Ravenloft because it was and is different and more mature than the generic settings, and the underlying, thought-provoking themes of the setting captivated me instantly. Other than Ravenloft, I enjoy writing, reading, drawing, playing and listening to music, philosophy, science, culture and history.

### Stephen "ScS" Sutton

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Author of Grim Tales: The Wolf.

I would like to take this opportunity to thank everyone who contributed to the creation of this netbook, from the writers to the people who gave us their feedback on the message boards. With your help, we can continue to improve Quoth the Raven and make this netbook a success.





# Enter the Mists

Dear Reader,

You now hold in your hands the twelfth issue of *Quoth the Raven*. Written by the Ravenloft Community and compiled by the Fraternity of Shadows, this dread tome is 150 and fifty pages of pure terror. In this book, you will find a wealth of articles and artworks, created in the tradition of Gothic Horror.

But be warned, for once you enter the world of Ravenloft, you walk in a land of shadow.

And your soul,  
from out that shadow,  
shall be lifted,  
Never More.

For use with these Dungeons and Dragons® core books: *Players Handbook™*, *Dungeon Master's Guide™*, and *Monster Manual™* as well as the following Ravenloft core books:  
*Ravenloft Campaign Setting 3rd edition™*,  
*Ravenloft Player's Handbook™* and  
*Ravenloft Dungeon Master's Guide™*