

Aescorite

(Specialty Priest of Aescori)

by A. Windsor

AESCORI (Hunter in Darkness)

Aescori roams the world at night to hunt the souls of intelligent creatures, who offer the greatest sport. Cruel and cunning, he is a fierce and often brutal hunter, a God to be feared and appeased rather than revered (in a standard Ravenloft setting, he is of course a construct of the Dark Powers, rather than an actual God). It is said that if a prey can escape his Hunt for three consecutive nights, they may demand a boon (of course, if it's not "stop hunting me" you could regret your choice the next night...).

Aescori is described as a powerfully built male human, dressed in leather breeches and a furred cloak. He often is said to have the head of a stag or a boar ... whether he appears fully human or not, his eyes always glow a sullen red.

Symbol:

A Hunter's Horn, made of bone and splashed with blood.

Aescori Priests (Aescorites)

Alignment:

Neutral Evil. Priests may be of any Evil Alignment or True Neutral. Most are of Neutral Evil alignment. The flock may not be of Good alignment (Good people don't worship him, though they do fear him).

Attributes: Wisdom 9, Dexterity 12.

Races: Elf, Human.

Proficiencies:

Required:	Hunting
Recommended:	Direction Sense, Read/Write, Religion, Running, Tracking.
Groups:	General, Priest, Warrior

Arms and Armor:

Bows (all), Crossbow, Dagger, Javelin, Lasso, Net, Scythe, Sling, Shortsword, Spear. (at least one of the Priest's weapon proficiencies must be used for a missile weapon: usually, but not always, a Bow).

Leather armour only. No Shields.

Spheres:

Major	All, Divination, Elemental, Healing (Reversed only)
Minor	Animal, Charm, Plant, Weather

Followers:

Gained at 9th level. One 3rd level Priest, two 1st level Priests, one 5th level Fighter, three 3rd level Fighters, eight 1st level Fighters, one 3rd level Thief. On adventures: one Priest, one Fighter, one Thief.

Powers:

Inspire Fear: twice per day, affects as many HD as the Priest has levels.

Move Silently & Hide in Shadows: 20% + 5% per level. Both abilities work in any terrain.

Backstab: as per the Thief ability, but Priest is considered two levels lower than his actual level for purposes of determining damage multiplier.

Access to special Healing Sphere spell Blood Healing, detailed below. Remember that a Priest of Aescori only gains the reversed version.

Blood Healing (2nd level spell - Healing Sphere)

Reversible

Components: V, S, M.

Casting Time: 4

Range: 30'

Save: see below

When cast, Blood Healing allows a Priest to transfer Hit Points from himself to a wounded comrade: for every HP the Priest sacrifices, his comrade gains 2 HP. The Priest may only sacrifice as many HP as he has levels. The material component is a small knife (with which the Priest cuts himself). The reversed form is known as Health by Blood. This spell can be cast on any other character. If the individual is unwilling, he is granted a save against Death Magic to resist. By this spell, the Priest gains 2 HP per HP drained from the spell's target. The Priest can drain up to twice his level in HP (and thus gain four times his level).

The material component is again a small knife, with which the Priest makes a slashing gesture.

Limitations:

Priests of Aescori must hunt for a full day at least once a week, and must hunt intelligent prey for a full day (or until successful) at least once a month.

Notes:

One of the best ways to introduce a Priest of Aescori into a campaign would be as an ally of the PCs, who assists them in hunting an enemy or creature of some kind: let this go on for several adventures, so that they trust him (he sticks around, since the PCs hunt a lot of interesting prey - perhaps he even starts to look like a henchman type). But as time goes by the PCs notice previously friendly locals beginning to shy away from them... talking with them only if necessary and then as briefly as possible... eventually the PCs hear the details of Aescori's worship... if you've given the Priest enough time to be liked and respected, this should throw them for a neat little loop, especially if they've pursued some opponents at his suggestion... It is not advised to let the PCs play a priest of Aescori in Ravenloft, but if they insist, then they will surely attract the Dark Power's attention...

Adam Windsor

Afflicted Kender of Sithicus

By A. Snow

Preface:

First off I'd like to thank all the designers of the Tales of the Lance Box, for giving me rules to base Afflicted Kender on. I'd also like to thank the designers of The Fifth Age Saga Rules box, for introducing us all to Afflicted Kender.

Introduction:

The Kender elsewhere are known for their childlike happiness and humor. Not so in the misty realm of Ravenloft, for those who have traveled deep into the woodlands of Sithicus have brought reports of creatures who resemble those merry Kender, yet are savage and brooding. Legends speak of a band of Kender who were drawn into the realm of Ravenloft, and they became the subjects of horrid experiments by the Death Knight Lord Soth. The result of those experiments were the vampire Kender, those who managed to escape and survive fled to deep into the woods where the mental scars of their ordeal changed them. They were no mere Kender; they are now the Afflicted Kender.

Description:

The Afflicted Kender are a short people, standing on average 3'6" tall for both men and women. They are also very slender ranging anywhere between 85 to 100 pounds on average. As for age a Kender's life span is similar to that of the Half-Elf, though a bit shorter. The oldest Afflicted Kender is still alive at the age of 115. Though many die at a young age in battle a Kender left to live along would live a very long life indeed. Kender appear healthy and fit until they reach old age, at which time gray streaks appear in their hair and they develop their first wrinkles. Such things are seen as a sign of respect among the Kender, and any Kender with a full head of gray hair is considered a wise Elder.

Afflicted Kender Characteristics

<i>Trait</i>	<i>Formula</i>
Height, Male & Female	2D8 + 36 Inches
Weight, Male	3D10 + 80 Pounds
Weight, Female	3D10 + 75 Pounds
Starting Age	15 + 1D6 Years
Maximum Age	110 + 1D12 Years

Afflicted Kender Aging Effects

<i>Age</i>	<i>Years</i>	<i>Effects</i>
Middle Age (1/2 Base Max)	65	-1 Str/Con; +1 Int/Wis
Old (2/3 Base Max)	74	-2 Str/Dex, -1 Con; +1 Wis
Venerable (Base Max)	110	-1 Str/Dex/Con; +1 Int/Wis

Classes of the Afflicted Kender:

<i>Class</i>	<i>Allowed</i>	<i>Class</i>	<i>Allowed</i>	<i>Class</i>	<i>Allowed</i>	<i>Class</i>	<i>Allowed</i>
Fighter	Y	Mage	No any	Cleric	Y	Thief	Y
Ranger	Y	Specialist	none	Anchorite	N	Gypsy	N
Avenger	Y	Psionicist	Y				

Multi-class Combinations: Fighter*/Thief, Fighter/Cleric

* Fighter may be replaced with Ranger wherever it appears.

Appearance:

Afflicted Kender tend to dress in earth tones, brown, gray, dark green, and black are all common color to see an Afflicted Kender in. Their hair ranges from auburn, to deep black and their eyes are almost always brown, though every once and a while a child with eye of Violet is born, such children are viewed as blessed by the gods and receive the best training that the Kender can provide. They wear their hair wild letting it grow all the way to their ankles before they trim it. They never tie down their hair seeing the length of their hair as a sign of their skills as warriors. Some warrior Kender will avoid trimming their hair, letting it grow down to the ground before they're forced to trim it so they can still move quickly.

Preferred Weapons:

They usually carry easily made weapons, short spears, throwing axes, clubs, and daggers are common weapons for an Afflicted Kender to wield. An Afflicted Kender is almost never without leather or Studded leather Armor feeling they have the perfect balance of light weight and protection, though they have on occasion been known to also carry a buckler with any of their normal weapons.

Personality:

The Afflicted Kender share little of their merrier cousins' personality traits. They see life as a constant struggle one that was not meant to be fun or easy. They work hard at what they consider good trades, hunting, thievery, and guarding their forest homes. The Afflicted Kender share a deep-rooted fear of the outside world, they are quite possibly the most Xenophobic people in the entire core. It's a rare Kender that Leaves the forest and takes up a life of adventure, those that leave and come back are thought of as brave heroes, whom Kender mothers will tell stories about to their children.

These cursed Kender have an odd view of the races around them. They have mostly forgotten their roots on the world of Krynn and their views of the other races in Ravenloft are based almost totally on their experiences within the Domain of Dread. Elves are seen as prissy, stuck up snobs who couldn't survive a week in the forests that the Afflicted Kender call home, an important exception to this view is the renegade Elves who dwell in the same woods whom the Kender see as kindred spirits. They've met few Dwarves and use the most public one in Sithicus as their yardstick, Azrael. That taken into account it easy to explain why the Kender are down right hostile toward Dwarves, and will never be comfortable around one. Gnomes and Halflings are seen as distant cousins whom are just as defenseless as city Elves. Humans just confound the Kender, some are just as rustic and good of heart as any Kender, while others are foul souled city folks who would kill and stuff a Kender just as soon as talk to him. But of the people of the

Domains of Dread none are given more respect than the Vistani whom seem in tune with nature and wield great and strange powers.

Ability Scores:

Physically Afflicted Kender are not much different than their happier counter-parts. Their small bodies and light frames give them almost unnatural speed, which translates to a +1 to an afflicted Kender's Dexterity score. Unfortunately that small frame also severely affects their strength, instead of rolling 3D6 for starting strength they roll 2D6+4. Even if another method is being used to roll ability scores an afflicted Kender's Strength must be rolled in this fashion.

Special Abilities:

The Kender of Krynn had an amazing array of special powers to help them. And still in the realm of Ravenloft they retain several of these powers, though more than a few of the abilities have been perverted by the ordeals they have faced while living in Sithicus.

- **Poison Resistance:** The Afflicted Kender spent years subjected to dark experiments, many of which involved lethal poisons, over time; their natural hardiness asserted itself and they became resistant to the Poison. In game terms an Afflicted Kender have the poison resistance of a dwarf with the same Constitution score. For further details see Table 50 on page 231 of the Ravenloft book Domains of Dread. Further more when an afflicted Kender is first created the Player or the DM should choose one type of Poison to which the Kender is totally immune (ex. Type A, Type B Etc.). Whenever a Kender is exposed to any poison of that given type they don't even need to make a saving throw; they are assumed to suffer no ill effects of the poison.
- **Magic Resistance:** The Kender of Krynn enjoy a magic resistance equal to the same resistance in dwarves. The Afflicted Kender do not enjoy such benefits, it was purged out of them during the experiments performed on them. This loss is compensated at least a small bit by their poison immunity (see above).
- **Infravision:** Like most Demi-human races the Kender possess Infravision. Though it is weaker in the case of Afflicted Kender than in many other races. Afflicted Kender have Infravision up to 30'.
- **Combat Bonuses:** The Afflicted Kender are the masters of thrown weaponry, they train almost ceaselessly to perfect their skills with such weapons. As such they receive a +1 to hit bonus with any thrown weapon, spears, daggers, throwing axes, and slings are all prime examples.
- **Surprise Bonus:** Living in paranoia has taught the Afflicted Kender to be observant. Their senses are especially keen and are therefore hard to surprise. Kender penalize all foes surprise rolls by -4.
- **Iron Will:** Other Kender are known for their outright immunity to fear, not the Afflicted Kender. They have known fear yet still retain a partial resistance to it. As such they receive a +2 to all fear checks.
- **Inspire Depression / Taunt:** The Kender of Krynn were known for their skill at throwing insult so personal and mean their foes would try to attack them in a haze of violence. When an Afflicted Kender is first created the player must choose whether to give their Kender skill in Taunting or the ability to cause depression. No Kender may have both, and they both cause a different reaction.

Taunting is, as mentioned earlier, the art of slinging insults so vulgar that a foe will drop whatever he is doing and attack the offending Kender. When a foe is taunting it must make a Save vs. Spells or turn his or her attacks to the loud mouth Kender. A foe will remain enraged for 1D10 rounds, during which time they suffer at -2 to THAC0 and AC, but if they were to hit the Kender the damage receive a +4 due to how angry the foe is. *Causing depression* is quite different. The Afflicted Kender will begin to tell the story of his people, of innocence lost, of torture, and of decent into madness. A foe again must make a Save vs. Spells if failed the target will spend 1d10 rounds pondering the cruelty and hopelessness of life. Spells cast during this time have their casting time doubled. Depression will also reduce a foe's number of attacks by half. (Ex. If a foe only has one attack per round then they cannot attack on the first round and will receive one on the second round.) Also if someone rolling against depression rolls a 20 on their save they must make a madness check. And if that fails the Kender must fend with a mad and possibly extremely violent enemy.

Racial Abilities (Min/Max.):

<i>Ability</i>	<i>Min/Max</i>	<i>Ability</i>	<i>Min/Max</i>
Strength	6/16	Intelligence	6/18
Dexterity	8/19	Wisdom	3/16
Constitution	8/18	Charisma	6/18

Avenger

By J.W. Leisemann
(Special Thanks to Claudio Pozas)

Introduction

The Avenger class, as presented in Domains of Dread, is one of the most interesting "new" classes created for Ravenloft, more interesting, indeed, than the Monk of the 1st edition rules. However, like the Monk, the Avenger has a set of limitations that nearly outweigh his advantages, making him one of the more difficult classes to play. Specifically, the Avenger's inability to dual-class makes him useless if and when he finally defeats his primary opponent. And what happens to the player of an Avenger whose character, like Van Richten with the Vistani, finally manages to forgive his foes? Under the normal rules, the Avenger would become nothing more than a has-been, effectively a 0-level character with the memories and hit points of his adventuring life - surely an anti-climactic ending for one of the most compelling, obsessed characters in the game! Thinking about these things, I came up with some house-rules to deal with the issue. Please note that, while these rules have yet to be playtested in a Ravenloft game, I have adapted them to other settings, where they work beautifully.

Becoming an Avenger

The dark warrior Matthias stalked through the streets, his sword in hand. He knew that the vampire was near - indeed, he could sense its evil even now. Anna, Matthias' wife and fellow adventurer, walked closely behind him, a hammer in one hand and a stake in the other. She had dreamed of nothing but terror last night - and she feared that one of them would not be returning to the friendly lights of the Inn this night. Suddenly, she heard something behind her. Whirling about, she saw the face of their prey, the vampire! Yelling a warning to Matthias, she raised the stake and hammer, only to be lifted by the vampire's unholy strength. With barely an effort, it began to fly through the air, ignoring Matthias' cries. Turning about, he smiled at the young warrior.

"We shall meet again, warrior of the night. We shall meet again, and you shall join me in the eternal night! Until then, know that your failure to be on your guard has given your bride over to me. Farewell, dark one." Matthias ran after the vampire carrying his beloved Anna for as long as he could, but to no avail. Her screams dwindled off into the night, as Matthias watched the vampire fly off towards his home. Summoning forth the power of his rage, he screamed into the night.

"Damn you! Damn you! I'll hunt down every one of your kind, demon! I will never rest until you have been destroyed!"

Under the current rules, the most that Matthias, now a 5th level fighter, could do would be to take up a vampire-hunting kit, and start tracking down the vampire that stole his wife from him.

However, while this isn't a bad option, it lacks a certain dramatic flare, as Matthias fight longer than he should be able to against his chosen enemies. If Matthias weren't a warrior, but instead some sort of mage, then he would have brought himself into an even more dangerous scenario - while he could research anti-vampire spells, I prefer to see an obsessive go hand-to-hand. Thus, I

propose the following change to the rules presented in Domains of Dread - any character, if his stats permit, may become an Avenger through the dual-classing rules. However, I would recommend one minor change to the dual-class rules - that the Avenger can never again use his former class abilities (barring, of course, completing his goal - see below). His obsession leads to the atrophy of his previous skills, to the point where they are practically useless.

However, this change should be role-played, not sudden. While a warrior might simply carry on, apparently as he always had been, other characters would not be so lucky. Any character who becomes an Avenger needs to spend a certain amount of time in intensive training, learning the weapon skill of the Avenger, among other things. The amount of time is as follows:

<i>Class Group</i>	<i>Months Training</i>
Warrior	1 Month
Priest	3 Months
Rogue	2 Months
Wizard	6 Months

This time is doubled if the weapon of specialization that the new Avenger has chosen isn't on his previous class lists (in all likelihood, Wizards will need a full year of training). During this training period, the character can use NONE of his class abilities, unless they are present in the Avenger class.

For example, if a Fighter chooses to become an Avenger, and he maintains his specialization in the Long Sword, he could still use it with full bonuses during his training period. Likewise, a Ranger could use his tracking abilities as normal, assuming that he's tracking creatures of his foe's type. Each month spent in training, up to the final day, grants him one of the Avenger abilities, as per the following chart.

<i>Month</i>	<i>Ability Gained</i>
1	"Instinctive Knowledge" of foes location.
2	5 "phantom" hit points when facing primary foe.
3	5 "phantom" hit points when facing primary foe's type.
4	10 "phantom" hit points when facing primary foe.
5	Alignment shifts one step towards Chaotic.
6	Weapon Specialization.

The new Avenger gains his abilities at half this rate if his training time is doubled. He may stop his training at any time before the mid-way point of his base training time, at which time he has become too obsessed to stop it. If and when he stops training, he loses any gained powers immediately, and regains his class abilities at the rate of one/week (GM's choice of which abilities). When his training time is completed, he takes on any of the abilities that he has yet to gain (thus, after 1 month, a warrior gains all of the abilities, after two months a rogue gains the last 5 abilities, and so forth). The shift towards Chaotic occurs even if the character was already neutral, but there is no effect on Chaotic characters (although their players may want to portray them as MORE obsessed than most Avengers).

An avenger can track creatures from the group category, but gain the bigger bonus against individuals only. This gives the Avenger a broader usefulness, while keeping his personal focus in mind. An avenger could thus be known as a great vampire hunter, but his friends know he is after the vampire-elf that killed his wife. He could travel up and down the Demiplane, wherever news of a vampiric attack rise, looking for that vampire-elf. But his expertise allows him to waste other "bloodsuckers", creating quite a reputation for him.

The following table summarizes the bonuses gained by the Avenger according to the enemy he's battling:

	Group (+5hp, +2 to hit)
Personal Enemy (+10 hp, +4 to hit)	
Individual Vampire (ex: Mayonaka)	All vampires
Individual Ghoul Lord (ex: Hugo Hesketh)	Ghouls, ghastrs, ghoull lords, ghuls
Individual Lycanthrope (ex: Nathan Timothy)	All lycanthropes & half-creatures (i.e. wolfweres)
Individual Lich (ex: Azalin)	All liches (wizardly, priestly, psionic, elemental, drow)
Individual Ghost (ex: Phantom Lover)	All types of ghosts (wraiths, ghosts, spectres, shadows)
Individual Golem (ex: Azenwrath)	All Created (golems, carrionettes)
Individual Mummy (ex: Senmet)	All mummies (greater, lesser, bog)

The Victory of an Avenger

Finally, vengeance belonged to Matthias. The burnt remains of the vampire that had stolen his Anna from him were lying in front of him, and Matthias had been victorious. Twenty years had gone into the battle, but it was now over. Anna, of course, had been killed by the beast - turned into an undead slave that Matthias himself had been forced to destroy. Oddly, Matthias felt a strange sort of emptiness within him. He couldn't quite think of what it was - but he suddenly knew. The place in his heart where Anna had been used to be filled with his lust for revenge. Now, with both of them gone, there was nothing there - nothing for his life to focus on. What would Matthias do next? Only time would tell. Matthias turned, and walked back towards town, tears in his eyes.

Eventually, the Avenger will probably succeed in destroying his foe (assuming, of course, that his foe can be defeated - Darklords do not make good opponents for Avengers whose players want to win). What happens then? According to the current rules, very little. This, really, is quite a shame. There is incredible dramatic potential in portraying an event-driven character, after the event that was driving him has taken place. There is an old saying - "The wanting is always better than the having." This applies to revenge as much as, if not more than, anything else. To better understand what is going on in the mind of the Avenger, his psychology, after having won, is best broken down into several separate stages.

Acceptance.

The Avenger "accepts" the destruction of his foe, and the ending of what had become a way of life for him. He will probably spend a few weeks, possibly less, moping around with nothing to do, in a state of severe depression (as per the failed Madness Check).

Denial.

The Avenger decides, for whatever reason, that his foe really wasn't destroyed. If this is true, then life goes on for normal for him. However, if it isn't, then the Avenger will not allow that tiny detail to stop him. He will promptly move on to the next stage. Generally, the catalyst for his moving on from the Acceptance stage to the Denial stage will be an attack on somebody that resembles the attacks of his primary foe - in the case of Matthias, a vampire attack that he hears about could convince him that his foe somehow survived being dragged out into the sun for several hours. It wouldn't necessarily make sense, but the Avenger is a maniac - obsessed. Logic has little meaning to the Avenger, especially once his life needs a new focus.

Crusade.

The Avenger will go on jihad, declaring a holy war against any and all minions and members of his primary foe's type (all liches, vassaliches, demiliches, and minions of liches, for example). Many Avengers will be killed by their opponents at this stage, but they have an added defense - in their zeal, they will probably find a new primary foe and receive the +10 hit point bonus of an Avenger facing his primary foe.

Inquisition.

If the Avenger, in his "crusade", doesn't face his primary foe soon, he will become more and more frustrated. In his frustration, he crosses the line between being obsessed with his foe's downfall, and being obsessed with his foe's downfall. While a "normal" Avenger realizes that not everything is connected to his primary foe, the Inquisitorial Avenger has failed to realize that. Anybody and anything that he doesn't like, that he views as being "against" him, must be the doing of his, now virtually omnipotent (in his mind), primary opponent. He will have his +5 hit point bonus in any conflict, because he is certain that his foes are connected to his primary opponent in some way. In addition, the Inquisitorial Avenger has this habit of going after perfectly innocent people, roughing them up for information, and then deciding that they are lying when they say they don't have a clue what he's talking about. Inquisitorial Avengers are only one step removed, if that, from homicidal maniacs, and they are most often killed by their former allies or friends, before they can do more damage. If they aren't killed, then the frequent Powers Checks often do them in. In this way, Avengers are often the most tragic of adventurers. The catalyst for this event is often simply not confronting their opponent for a few months after entering the Crusade stage, or perhaps finding that an apparently unrelated event is connected to their primary foe.

Acceptance.

Avengers will eventually, if not killed beforehand, come to their senses. They will see the harm that their "crusade" has done, and retire from active adventuring, immediately losing all of their levels as an Avenger. Effectively, they have "burned out" their hatred. If they were adventurers before becoming Avengers, they may go back to their previous lifestyle (after a suitable time

retraining, up to the GM). If, however, they were "normals" before becoming Avengers, then they will probably return to their previous lifestyles, becoming 0-level NPC's with lots of hit points. However, they aren't necessarily through yet. Unfortunately, the death of a trusted ally due to their "crusade" is often what sparks this sort of conversion.

Rebirth.

An Avenger who retires may find themselves faced with a need to help their friends - a need for that "one last great adventure" - or simply boredom. Remember, they are no longer the person they were before. No matter how much they long to, they cannot simply step back into the hole they left behind. They have seen things that much men cannot see, suffered through things that would kill normal men, and generally become more than mere peasants or nobles. The Avenger will, eventually, join up with his old allies, or their successors, again. When this happens, the Avenger will require one week/previous level of truly grueling training to "get back into shape". They will gain one level of Avenger ability for each week that they train, generally pulling their group into it as "trainers". This is a good way to keep a retired Avenger from dominating a weaker party, as his training cannot take him above the level of the highest level character in the group (his "trainer"). However, the Avenger has lost the spark of hatred in his soul, losing all of his abilities except for his specialization, and he is often much older, now, than he was before (you've kept track of his aging penalties, haven't you?). For these reasons, Avengers often fail to survive their "coming out of retirement" adventure, and it truly becomes their "last great adventure". As stated above, the catalyst for this change can be pretty much anything that would bring the Avenger back into adventuring with his old allies.

As you can see, the Avenger has dramatic potential up to the eyeballs. This potential has merely to be tapped, used by the enterprising DM and Player, to make an Avenger one of the most memorable characters of the campaign. However, the role-playing of such an obsessed character can be hellacious, which will have the added benefit of dropping the frequency of Avengers in your campaigns, unless the player really likes role-playing - and that will become the main reason for playing an Avenger, rather than the bells-and-whistles of extra hit points and weapon specialization. Enjoy!

Jason W. Leisemann

Avenging Spirit

By Stormonu

Background:

The Avenging Spirit is the remains of a poor human soul (demi-humans need not apply) who died with some important task unfinished. Perhaps he was murdered defending his loved ones as were they, and the murderers never brought to justice. Perhaps he was murdered so that the murderer could get closer to his loved one, or perhaps the character was murdered and still feels some great debt to protect his friends or loved ones. Whatever the reason, the Avenging Spirit has returned from beyond the grave to set things right.

Goals:

All Avenging Spirits have some driving goal: to bring their murderers to justice, to see a child grow safely to manhood or womanhood, to see that a beloved spouse does not fall prey to some murderer's plots, etc. Should this goal, of course, ever be fulfilled, the Avenging Spirit will be free to return to rest. Thus characters desiring to employ an Avenging Spirit for a campaign should choose long-term or near-impossible goals to keep them active. An Avenging Spirit who does not actively pursue his goal suffers a -4/-20% penalty to all die rolls.

Powers and Hindrances:

The existence of an Avenging Spirit is tied to the material world by a trinket that was precious to them in life. The DM and player should determine what this item is, and the history behind the item that makes it so important to the PC. The capture of this item grants the bearer control over the PC as if utilizing a charm spell, and if the item is ever destroyed, the Avenging Spirit's tie to the material world is destroyed. This is obviously an item that should be dearly protected!

Luckily, the item gains a +4 bonus to all saving throws to resist destruction, due to its very special nature.

Avenging Spirits are very reliant on their bound trinket for contact with the mortal world. Having no true form of their own, they cannot travel more than 120' feet from their trinket in spirit form.

Thus, to carry out their revenge, Avenging Spirits are forced to inhabit the bodies of mortals to

carry their trinket, and thus themselves from place to place. This means that the Avenging Spirit can Magic Jar living or deceased humanoid corpses once per day per three levels of experience. An Avenging Spirit cannot attempt to Magic Jar into an undead body, but can attempt to take over a living mortal's body or the body of a freshly deceased mortal. Avenging Spirits prefer to enter the corpses of those whom have just passed away, animating their bodies for their own use. Magic Jarring into the body of a humanoid who is still alive is cause for an immediate Powers check.

When an Avenging Spirit enters another body, it keeps the INT, WIS, CHA, hit points, alignment, class and level of the Avenging Spirit PC, but uses the STR, DEX and CON of the host body.

A character is able to enter a dead body which has been dead more than 4 hours per level of the character. The body should be fairly whole - no freshly missing limbs or organs. Any superficial wounds are healed shut upon inhabiting the body, and any new ones gained do not bleed. The character gains the immunities of undead - immune to sleep, charm and hold spells, but not death magic. The character does not need to eat, but does need to rest. During such rest, the body is uninhabited, and rots normally, meaning the body will eventually become useless to the PC. Poison has no effect, but the character can be turned as undead and is hedged by spells such as protection from evil. Holy water and Holy symbols have no effect upon good or neutral Avenging Spirits. An Avenging Spirit can be forced from a body if Dispel Evil is cast successfully at the body. If the character is reduced to 0 hit points, the host body is destroyed, and the Avenging Spirit is pushed out of it, and stunned for 2d8 rounds, though not slain. If an Avenging Spirit takes over a living host, the living host's memory is shoved into the back seat. The Avenging Spirit is vulnerable to normal magics and spells, and is still hedged by a protection from evil, and cast out of a body by Dispel Evil. The host can attempt to expel the Avenging Spirit as for a Charm spell, and has no recall of what happened while displaced. If an Avenging Spirit willfully kills a host he has dominated, an immediate powers check should be made.

If an Avenging Spirit enters the body of a being hovering on death's door (between -1 and -9 hit points), the host body must make a saving throw vs. death or the host's spirit is cast out, causing the body to die and allowing the Avenging Spirit to take it over. This feat is an evil act, as is allowing the host body to die so the Avenging Spirit can take it over for his own use.

Classes Allowed:

Avenging Spirits can be of any single class and cannot be multi- or dual-classed, and advance at a 20% XP penalty. They do not gain class or non-physical racial abilities by inhabiting another body, so a Avenging Spirit thief who inhabited the body of a wizard could not cast spells, nor if the same spirit entered a dwarf be able to detect stone passages, though in the latter case the resistance to poison would be gained (and only be of use if the host body were alive).

Appendix: New Spell

"There are some who say

that when a person dies,

it is a Raven who guides

their soul to the lands beyond.

But when the Ravens witness

A death of great violence or sorrow

That the Raven can delay death

For a little while so that justice

May be done..."

-The Raven

Raven's Dark Justice (Necromancy)

Level: 7

Range: 10 yards

Components: V,S,M

Duration: 1 day per level

Casting Time: 1 turn

Area of Effect: One creature

Saving Throw: None

This is a secret spell of the WereRavens, though it can be used by any true lycanthrope. They use it with great reservation and trepidation, saving it for only those they feel great sympathy for. By means of this spell, the WereRaven can approach a slain individual and "loan" them their human form to seek justice or revenge for their death. The individual being raised cannot have been dead more than 1 day per level of the caster, and the WereRaven cannot assume change from animal form until the spell duration expires. The WereRaven must also stay within 360' feet of the raised victim, or the spell is broken.

A raised victim regains the full use of all abilities, hit points and the ilk. The raised recipient is immediately aware of his or her link to the Raven and the reason they have been raised. While under the influence of this spell, the recipient is considered undead, and is thus immune to death, charm and hold spells, as well as all forms of poison. The character is unaffected by holy water or holy symbols, but can be turned. Further, the character is hedged from protection from evil circles, and a dispel evil will negate the spell instantly. The recipient also regenerates damage at the rate of 2 hp of damage per round, except from weapons of +2 enchantment or greater. If the victim is reduced to 0 hit points or less the spell is not broken, and the recipient begins to immediately regenerate damage. If the damage is inflicted by a weapon of +2 enchantment or better, when the spell recipient drops to 0 hp, all further damage taken is subtracted from the WereRaven's hit points. If the Wereraven is reduced to 0 hit points through such an attack, or is slain by direct damage to the raven, the spell ends instantly.

The use of this spell in Ravenloft is not without danger. As a Necromancy spell, its use requires an immediate Powers check. Further, at the end of the spell there is a 5% chance that the Wereraven and recipient are stuck in their current state until dispelled or destroyed.

The material component for this spell is the body of the body of the victim, lain inside an image of a raven which is inscribed on the ground. To activate the spell, the Wereraven must assume Raven form and alit atop the chest of the victim to be risen. The victim must make a system shock roll to awaken, and if the spell is successful, the lines of the Raven image on the ground alight with the flames of revenge.

Stormonu

Blood Mage (Wizard Kit)

By A. R. Myers

(From the netbook Tome of the Damned ver. 1.666)

Ability Requirements:

Intelligence 13

Constitution 13

Also, the blood mage must be human, elves and half-elves cannot take this kit because they cannot harness the negative magical energies that a blood mage requires. Any alignment is allowed.

Description:

The blood mage possesses one of the greatest kept secrets in all the world of magic. This secret is the ability to cast spells using only one material, their own blood. With this secret, characters of this kit are perhaps some of the most feared and reviled magic-users in all of the realms. Due to this fear, blood mages are forced to live on the outskirts of society. Some blood mages have formed secret societies in order to better protect themselves from "witch-hunters".

Weapon Proficiencies:

- REQUIRED: Dagger

Nonweapon Proficiencies:

- BONUS: Healing, Herbalism
- RECOMMENDED: (General) Cooking, Seamstress/Tailor, Fishing
(Wizard) Spellcraft
(Warrior) Survival

Equipment:

The blood mage starts out with a set of dark robes, a finely crafted silver dagger, and the normal starting gold.

Special Benefits:

Blood mages do not cast spells the way normal wizards do. They never have to spend their money on buying spell components, they just use their own blood. They learn and memorize spells the same way as other wizards, but to cast spells, the blood mage cuts himself and inflicts damage equal to one-half (round fractions up) the level of spell he is casting.

Example- Vlad is going to cast Cone of Cold spell, a 5th level spell, so he cuts himself and inflicts 3 points of damage. The blood mage must announce he is going to cast the spell, cut himself, and then wait until he can cast the spell. Upon casting the spell, the blood dissipates and travels to the Negative Material Plane.

The blood mage's spell casting can still be disturbed in the normal way, but inflicting damage on himself does not disrupt his spell casting in any way. Due to the quick preparation time of their component, blood mages may cast their spells at one-half (round fractions up) the normal casting

time. Also, blood mages may cast spells at one level higher than they normally can if they pay an additional 1 hit point when they cut themselves.

A blood mage also gets a +2 bonus, in addition any Constitution bonuses, to his initial Hit Points. Every level thereafter, the blood mage receives an additional +1 HP bonus. The blood mage receives a +25% to learn any spells from the Necromancy school.

Special Hindrances:

Because the blood mage must cut himself to cast spells, this causes extensive scarring. Due to the scarring, blood mages lose 1 point of Charisma every time they gain a level. This Charisma loss can be lowered to a maximum of 3. The scarring process is irreversible.

Due to the large amounts of blood the blood mage loses, they must spend one day of complete rest for every 5 hit points of damage they inflict on themselves, at each level, this increases by one point, I.E. 2nd level every 6HP, 3rd every 7HP etc.

Also, in addition to any reaction penalties imposed by low Charisma, the blood mage receives an additional -2 reaction penalty.

Blood mages can never learn spells from the Enchantment/Charm school.

Wealth Options:

Standard for Wizards.

Andrew R. Myers

Boccoru

(Specialty Priest of Souragne)

by E.C. Daniel

Foreword:

This is a suggestion for a type of specialty priest that could be found in Ravenloft, specifically in Souragne. The new *Domains of Dread* hardback has given ideas for player characters that originate in the Land of Mists, such as avengers, gypsies, etc. Along with this, it has talked about some of the religions found in Ravenloft and only in Ravenloft. One of these are the priest of the Loa, or nature spirits of the swamp. This is an expansion of this. (Please bear in mind that these ideas have nothing to do with voodoo. This is an extrapolation of powers and responsibilities given the Souragnian shamans in books like *Dance of the Dead* and various adventures set in that domain.)

Description:

This is a type of specialty priest found only in the swamps of the domain of Souragne. They are similar to druids in that they revere nature, but unlike druids, they do not revere nature as a whole, but rather specific spirits of nature called the Loas. A Loa is a sort of hero-spirit of a particular species of animal or plant, something that embodies all of the essential characteristics and ideals of that one species. The boccoru learn from these spirits and honor them, and try and protect their lesser brethren and the balance of the world as a whole. Given the zombie-infested nature of the land they dwell, this is not an easy task. The greatest of these spirits are the Maiden of the Swamp and the Lord of the Dead. All Loas, especially these two, are actually, living, solid creatures that can be talked to, if one can find them. The Maiden of the Swamp is essentially a hamadryad, but a more powerful spellcaster than most. She is the Loa of Life. The Lord of the Dead is Anton Misroi, the Darklord of Souragne and the Loa of Death. Both act as mentors to boccoru on occasion, teaching of magic and the swamp. Misroi, naturally, teaches evil boccoru who wish power for their own ends. He never lets them get too high in levels. Not all Loas are found in Souragne. Like nature, they are spread throughout the domains. (the Loa of foxes, Bushytail, is found in Richemulot) Adventuring boccoru, therefore, can gain spells throughout the Land of Mists.

Ethos and Purpose:

The boccoru seek to serve the spirits of the swamp and the people of Souragne. They wish to preserve the balance of the world, working with Nature, rather than against it. They also wish to protect the Souragnians from the forces of Death working and (pardon the expression) living there. They serve as healers, protectors, and guides.

Alignment:

Boccoru must be partially neutral in alignment. Those that are neutral evil are disciples of Anton Misroi and are not for player characters.

Races Allowed:

Boccoru are all human, since all the natives of Souragne are human.

Requirements:

Standard requirements for priests.

Spheres of Influence:

Major: All, Necromantic, Plant

Minor: Animal, Healing, Weather

Granted Powers:

At 1st level, boccoru may walk through shrub grass, overgrown areas, and mud at full movement rate without leaving a trail. (Like a swamp druid, from The Complete Druid's Handbook)

At 2nd level, boccoru learn enough of herbal lore to create fetishes, small packets of swamp plants and herbs with magical properties. These have either the properties of protection from evil or immunity to charm or enchantment magics. These can only be made once per week and last 1d4+1 days before losing all magical properties.

At 3rd level, they may turn undead. They always turn undead as though a priest of two levels lower. (Thus, a 3rd level boccoru turns zombies as a 1st level priest) This reflects the fact that they are priests of the natural world in an unnatural area.

Arms and Armor:

Boccoru can wear any armor, but as a rule prefer leather armor. Anything heavier or with more metal would rust in the humid Souragnian atmosphere.

They are limited to staff, club, knife, machete, net, and lasso for weapons. These are things that can be made in the swamp or are useful there.

Nonweapon Proficiencies:

Required: honor Loa, herbalism, survival (swamp) (available for 1 slot only)

Anything else is voluntary.

Duties:

Guidance, Marriage, Protection of swamp area from unnecessary or unnatural depredations, Protection of living from the undead (good boccoru only), Healing and spiritual guidance to a particular village.

Limitations:

Boccoru have no organized church, gaining their knowledge and skills from a single mentor. Therefore, when in trouble, they cannot turn to a larger association for help. They must rely on themselves and any creatures they can talk to or charm only. They never gain followers or build strongholds, just a small hut near whatever village they may serve.

Symbol:

A small cross-section of a cyprus branch with mystic symbols drawn on it with charcoal made from cyprus or (preferably) swamp tar.

Eric C. Daniel

Brawler **(Fighter Kit)** by R. Sweeney

Martial Arts: No
Wrestling / Pummeling: Yes
Rate of Advancement: Normal Fighter
AC Adjustment: None (Can wear any armor)
Attacks per round: As specialist fighter.
Special bonus: Brawling WP

Description:

The Brawler is assumed to be a master of close quarters combat with his bare hands or any improvised weapon he can find. Each weapon slot the brawler devotes to Brawling gives him +1 specialization with both wrestling and pummeling.

The Brawler's unarmed combat skill still does the standard 25% real and 75% 'stunning' damage typical of unarmed combat. The brawler, however, can pick up nearly any object and use it as a weapon. Thus the brawler can grab a beer bottle, table leg, chair, pitcher, pool cue, or any other typical bar room object and use it as a weapon. He is assumed to be proficient with such weapons. He still enjoys the Rate of attack, to hit, and damage modifiers for his unarmed combat skill while using weapons of this general class. Damage is 'real', however.

Drunkfighting NWP:

This helps a warrior function while under the influence of alcohol. Since the brawler spends so much of his time inebriated, they only suffer -1 to hit and damage under such conditions. (Right up to the point where they pass out.) Their drunken state, however, also renders them resistant to pain... they temporarily gain d10 hit points during a brawl (like a non-magical Aid spell.)

Hindrances:

The brawler is an uncouth figure, generally rude and illiterate. They lose one point of Intelligence, Wisdom, and Charisma to reflect this upon taking up the ways of this kit. Their rudeness tends to get them into trouble more often than not. The brawler will generally seek out a tavern or bar to pass the time while such amusements are available (if such a place is available and there is no pressing need to do otherwise, the DM assumes the brawler seeks out such an establishment). However, once inside, the brawler's arrogance and crudeness often draw a brawl. (1 in 20 chance for a brawl while the PC is in the Tavern). If a brawl does not break out, the brawler spends his evening drinking and laughing (DM assigns cost).

A brawler may also be drawn into a bar room gladiatorial contest for fun and profit.

Notes:

Upon dropping this kit, the warrior regains one lost ability point per week... Charisma, Intelligence, and Wisdom in that order. They lose skill with unarmed combat (no longer being assumed to be specialized with any bar-room style weapon and choosing to place their unarmed skill in either wrestling or pummeling according to the player's decision).

Robert Sweeney

Broken One

by J.W. Mangrum

The Making of Men

"It is a man," the voice repeated. "He comes to live with us?"

It was a thick voice with something in it, a kind of whistling overtone, that struck me as peculiar, but the English accent was strangely good.

The Ape Man looked at me as though he expected something. I perceived the pause was interrogative.

"He comes to live with you," I said.

"It is a man. He must learn the Law."

-H. G. Wells, *The Island of Dr. Moreau*

Introduction:

In a way, role playing settings are defined by the races players can assume. The elves and dwarves of the typical AD&D setting put those worlds in the mold of fantasy. The unusual aranea and tortles of the Savage Coast emphasize the exotic nature of that land. The mighty half-giants and sturdy muls of Athas demonstrate the harsh lands under the Dark Sun. The fantastic tieflings and modrons of Planescape put the majesty of the multiverse into the very hearts of its players.

Although the populace of Ravenloft is largely human, or at least appears to be so, the lands of mist have their special player races, too. Up to now, players have been given guidelines for playing characters with Vistani blood; the *Requiem* set has offered rules for playing the undead; there have even been guidelines for player characters trapped in the bodies of the Created.

Previously, I wrote *Beasts at Heart* to give players the option of playing as lycanthropes. All of these races reflect the dark, gothic nature of the Demiplane of Dread, and now another has asked to join the ranks of the Races Macabre.

Description:

Broken Ones are twisted abominations, painfully unnatural meldings of man and beast. They are base animals, forced to assume the appearance and responsibilities of man, or men reduced to the status of animals. They are objects of both horror and pity. Most Broken Ones spend their tortured existence in the vain hopes of pleasing the cruel master which created them, but some are lucky or brave enough to escape or outlive their tormentors. These special few may travel the lands of mist, perhaps seeking a remedy for their condition, perhaps simply seeking to survive. These Broken Ones may become player characters.

Like the Requiem rules, this simple system can be used to create a Broken One PC from scratch, or may be used to convert a pre-existing PC into one of these miserable creatures. If the PC is being made from scratch, there is a good chance that the Broken One was created from a natural animal (or perhaps some giant version of an otherwise normal beast). If the PC is being converted, he was obviously changed from a "normal" person into his current state. The choice is up to the player, and does not effect these rules.

All Broken Ones, at their best, are assumed to be obviously inhuman in appearance, best hidden from public view. That said, they have a bipedal stance, the ability of speech, and the use of (near) human hands. They range in height from 4' to 7' tall, and their actual appearance varies widely from individual to individual. (In fact, the appearance of an individual may change with the passage of time, as you will learn below.) Their dietary requirements will be determined by the species of animal used to create them. (Some Broken Ones may be entirely vegetarian, others entirely carnivorous.)

Ability Scores:

If the PC is being created from scratch, roll 2D10 for Strength, Dexterity, and Constitution. Roll 2D6 for Intelligence, Wisdom, and Charisma.

If the Broken One is being created from a pre-existing PC, use the following system. The change into a Broken One is a drastic one both in body and spirit, so roll for new ability scores as above. However, the ability scores the PC previously had will affect these new scores. For each ability, consult the following table:

Previous Score	3	4	5	6	7-14	15	16	17	18
Modifier	-4	-3	-2	-1	0	+1	+2	+3	+4

Find the character's previous score for each ability and apply the listed modifier to the new score. Even after applying modifiers, neither Strength, Dexterity, nor Constitution may be higher than 20.

Neither Intelligence, Wisdom, nor Charisma may be higher than 12. No score may be lower than 2.

Example: Skar was once human, with a 15 Strength and a 6 Charisma. For his new scores, he rolls a 16 for Strength and a 6 for Charisma. Applying the correct modifiers, Skar's new, final scores are 16 Strength and 5 Charisma.

Movement: 9

HD: As Class.

Alignment:

Affected by their bestial natures and the cruel conditions set by their masters, most typical Broken Ones are Neutral Evil. PC Broken Ones may be of any alignment, although most will be Neutral in some aspect.

Available Classes:

Fighter or Thief. The unimaginable pain of the procedure which created them leaves Broken Ones too simple-minded to wield spells, they lack the social skills needed to be a bard, and as unnatural abominations they do not make acceptable paladins or rangers.

If the Broken One is being created from scratch, the PC has a level limit of 12 in both available classes. If the Broken One is being created from a pre-existing PC, use the level limits for that PC's original race. Broken Ones may neither be multi-classed nor dual-classed.

Weapon Proficiencies:

Broken Ones may wield any weapon allowed by their class. All Broken Ones also have a natural attack form. While the exact nature of this attack (be it bite, kick, claw, sting, etc.) will be determined by the PC's animal half, the damage done is standard for all: 1D6. The PC must spend a weapon proficiency slot on this attack form or suffer the non-proficiency penalty of his class.

This damage can be increased by allocating additional weapon proficiency slots. If a total of 3 WP's are spent on the attack form, the damage done is 1D8. If a total of 5 slots are allocated to this attack form, the damage done is 1D10. This is intended to represent not only an increase in skill, but fangs, claws, etc. which truly are larger and more lethal than those of their kin.

Special Abilities:

All Broken One PCs have one special ability in common: only the most fit specimens can survive the surgical process of their creation, and that very process heightens their healing abilities. Thus, all Broken One PCs share the ability to regenerate 1 hit point of damage per round. This ability cannot regenerate damage caused by acid or fire, and the Broken One will not continue to regenerate if killed (taken down to 0 hp, or -10 hp if you use the Death's Door optional rule).

Each player may also pick -one- salient ability from the list below for their Broken One PC.

These are abilities granted by the Broken One's animal side. Unless noted otherwise, there are no limits on how often these abilities may be used. If you know what sort of animal your Broken One is melded with, you should pick a power which reflects that species. If you don't know what sort of beast the PC is yet and are feeling a bit chaotic, you could just roll 1D20 to select a power and choose a species which would reflect that ability.

1: **Armored Hide.** Be it thick and leathery skin, chitinous exoskeleton, or an actual shell, the PC has a natural AC of 7.

2: **Beast tongue.** The PC has learned to communicate with the type of animal it was carved from. (Thus, a Broken One created from a bear could communicate with bears.)

3: **Berserk Frenzy.** When injured, the PC goes into a frenzied rage. It can continue to fight until reduced to -7 hp. (All other Death's Door rules still apply.)

4: **Charging Attack.** If the PC can move at a run straight at its opponent for at least 40', it can make a charging attack with its natural attack form. This may be in the form of horns, antlers, a form of trampling, etc. Further rules for charging attacks may be found in the DMG.

5: **Gills.** Obviously created from some manner of aquatic creature, the PC can breathe underwater without difficulty. This ability does not help in cases of poison gas, being buried alive, or other suffocating situations.

6: **Glide.** Stunted wings or large skin flaps give the PC the ability to fly 2' forward for every 1' dropped.

7: **Gnawing Teeth.** The PC can use its large, strong teeth to chew through 1" of wood every 2 rounds.

8: **Heat Sensing Pits.** Most likely grafted from some manner of serpent, these organs give the PC an ability effectively identical to Infravision with a 60' range.

9: **Keen Hearing.** The PC has particularly sharp ears. It receives a +2 bonus against being surprised.

10: **Keen Smell.** The PC was created from a species which relies on scent. The PC effectively has the Tracking non-weapon proficiency. However, since the PC tracks by scent, the only modifiers which need be applied to Tracking rolls are those stemming from time and/or water.

11: **Keen Vision.** Thanks to hawklike eyes, the PC's vision ranges are effectively doubled. (These ranges are listed in the DMG.)

12: **Mighty Leap.** Likely created from a great cat or some manner of giant toad, the PC can jump 10' straight up or 20' forward from a standstill.

13: **Natural Camouflage.** Thanks to the PC's natural body coloration, if it remains motionless against natural settings others must succeed at an Intelligence check to see it.

14: **Night Vision.** Created from a nocturnal creature, the PC can see well in darkness. It may apply a +2 bonus to offset any penalties stemming from low light.

15: **Pack Animal.** Perhaps created from some manner of hoofed animal such as an ox or mule, the PC can measure its encumbrance as if its Strength was 2 points higher than it actually is.

16: **Padfoot.** The PC can move with catlike stealth, applying a -3 penalty to opponents' surprise rolls.

17: **Powerful Lungs.** Likely created from some sort of aquatic mammal or reptile, the PC can hold its breath for a number of rounds equal to its Constitution.

18: **Quills.** Most of the PC's body is covered in stiff, sharp spines. Any creature which successfully attacks the PC with natural attacks (bites, claws, etc.) takes 1D2 dmg itself. This does not reduce the amount of damage done to the PC in the original attack.

19: **Special Movement Form.** The PC can move through one special terrain condition at its normal movement rate. This could be climbing, swimming, swinging from tree to tree, etc.

20: **Venom.** Created from some manner of poisonous reptile or insect, the PC's natural attack form (either bite, sting, etc.) injects venom. The victim must save vs. Poison or suffer an additional 1D6 dmg.

Special Penalties:

The most obvious drawback in being a Broken One is that the PC is, in a very true sense, a monster. Their misshapen bodies are pained, unnatural mixtures of man and beast. They are caught between two worlds, and belong in neither. Broken Ones will have difficulty finding

clothes or armor which fit properly (doubling the costs of armor would be appropriate), and any clothing found will be ill-fitting and uncomfortable, but this is the least of their problems.

The folk of Ravenloft are a suspicious lot. If they encounter a Broken One, they may think it some sort of monster or fiend; a Fear or Horror check may be called for. If the PC was once (demi)human, even his former comrades may be forced to make Horror checks when they discover what dire fate has befallen their companion.

Be warned! The fear and loathing of others is not the only difficulty a Broken One faces! Their most persistent threat comes from within; the threat of regression.

Regression:

"Can you imagine language, once clear-cut and exact, softening and guttering, losing shape and import, becoming mere lumps of sound again? And they walked erect with an increasing difficulty. Though they evidently felt ashamed of themselves, every now and then I would come upon one or other running on toes or fingertips, and quite unable to recover the vertical attitude. They held things more clumsily; drinking by suction, feeding by gnawing; grew commoner every day. I realized more keenly than ever what Moreau had told me about the "stubborn beast flesh." They were reverting, and reverting very rapidly."

-H. G. Wells, *The Island of Dr. Moreau*

Broken Ones are trapped in half-human bodies, to be sure. But even more important than the body is the mind. A Broken One retains his humanity only so long as he strives to do so. If the Broken One behaves like a beast, a beast he will become. If the PC was originally a simple animal, this is simply the forces of nature trying to restore his original shape. If the PC was originally human, then the catastrophic change into a Broken One has unleashed the powerful influence of primal instincts. The animal and the man are struggling to claim body and soul, and the animal is stronger.

The player rolled up scores for Intelligence, Wisdom, and Charisma above. These scores will change, and change often. Indeed, the player should not think of the numbers he rolled as the actual scores for his mental abilities; instead, he should think of them as -maximums.- The actual numbers will be in a constant state of flux.

The system to measure this fluctuation is quite simple, although it does require a wee bit of paperwork for the DM. Below is a list of "Beastly Behaviors," which are opposed to "Human Habits." These are suggestions of what sort of actions define an idealized man or animal. The DM must keep a running tally of the PC's behavior. The simplest method would be to simply divide a piece of paper into two columns, one for each category. Whenever the player of a Broken One has his PC perform something beastly, put a mark in that column. When his PC behaves in a human manner, note that in the second column.

At the end of each game week, the DM should add up the number of marks in each column and compare the totals. If the PC behaved more beastly than human, he has regressed. Regression means that the PC's Intelligence and Wisdom scores each drop by one point. This symbolizes the softening of the mind, as human reason is slowly replaced by basic instincts. Charisma also drops by one point; this represents the PC's physical reversion into an animal. Its shape will become less human; walking on two legs will become ungainly; and the physical act of speech will become more difficult.

If the PC behaved more like a human than a beast, then 1 point is regained in each of the three scores. This represents the PC clawing its way back toward the ideal of humanity, an ideal it can sadly never fully attain.

In the off chance of a tie, the ability scores remain as they are. Once the totals have been tallied and ability scores altered, the columns are emptied and the PC gets to start the next week with a fresh slate.

A Few Special Notes:

If either Intelligence or Wisdom drops to 1, the Broken One has effectively lost the struggle and becomes an NPC, a simple-minded beast. The other two mental ability scores will automatically drop to 1, each at the rate of one point each week. When all three scores have dropped to 1, the Broken One has reverted entirely into an ordinary animal, although its mind and body will always bear the scars gained during its fiendish creation.

At any time that a Broken One looks like he is going to lose the struggle of his humanity and doesn't trust himself to stop the process, he can always turn to a much more... drastic method of regaining his humanity. A surgical method. Markov and the illithids of Bluetspur are only the most notorious of those who mingle the natures of men and beasts. There are others, less feared but no less wicked, who possess the skills of vivisection necessary to impose the human template

on an animal's flesh. If one of these individuals, perhaps even the PC's very creator, could be coerced to help the PC, then the problem becomes one of... "modern medicine."

If the Broken One is subjected to the knife again and succeeds at a saving throw vs. Death Magic, then all three mental abilities are restored to their maximums (the original scores rolled). If the saving throw is failed, the pathetic creature does not survive the procedure. Perhaps that is for the best, since most Broken Ones react to the threat of the surgical tables with abject terror. (It is recommended that Broken One PCs be subject to a Horror Check whenever presented with any sort of surgical procedure.)

Another important point: if the PC's mental abilities drop to 1, the simple animal mind will no longer be able to retain any semblance of the skills or identity of the "man" which existed before. Even if restored to full scores through the above procedure, they will have no memories of anything before their "creation." They must be re-taught all their skills, and begin again as 1st level characters. Only the cruelest of "friends" would impose such a rescue on their companion; better to leave him a beast and let him roam the wilds forever.

Beastly Behaviors	Human Habits
Killing Men or Animals	Defending Men or Animals From Harm
Eating Flesh or Fish	Eating Plants
Chasing Men	Debate
Succumbing to "the Passions"	Marriage
Going Without Clothes	Wearing Appropriate Fashions
Going on All Fours	Dancing
Sucking Up Drink	Using The Proper Silverware
Clawing the Bark of Trees	Engaging in Proper Grooming
Baying at the Moon	Singing Proper Songs, with Proper Melody and Proper Lyrics
Slurring Speech and Growling	Reading and Writing with Proper Grammar

John W. Mangrum

Dhampir

by A. Ray

(With an introduction by J.W. Mangrum)

Introduction:

DHAMPIR: "The name given by the Slavonic Gypsies to the child of a vampire; a person possessing certain unique powers in combating his undead sires and relatives. The title and characteristics change from region to region. Traditionally, the male Gypsy vampire had an insatiable need to have sex with his widow, doing this before anything else. It was possible that his spouse could become pregnant, giving birth. The offspring was often called a "dhampir" but was also known to other Gypsy groups as the "vampir" (if male), "vamuiera" (if female), "vampijerovic," or "lampijerovic." Some believed that the child was always a male; others claimed it was short-lived because of a jellylike body, or that it could not come from the family of an Orthodox or Muslim cleric, or that it was a normal human.

Dhampirs were very effective in detecting and destroying their vampiric families. They were found in Serbia and elsewhere in parts of Yugoslavia, many making comfortable livings as vampire hunters. Only they could see the bloodsuckers (Serbian undead being invisible), and they performed bizarre rituals, whistling, running about, undressing, and using shirtsleeves as a kind of telescope. Wrestling furiously with an invisible foe, the dhampir finally declared dramatically that the feared vampire was dead. A large fee was then collected. The last known dhampir ceremony was held in 1959 in the Yugoslavian province of Kosovo."

[Matthew Bunson, *Vampire Encyclopedia* - pp 65,69]

The Dhampire (also dhampir and half a dozen other variations) is the child of a male vampire and female human which comes from Eastern European folklore. Something important to understand is that our concept of what it is to be "undead" has changed since these legends were common. When I say "undead" you, along with just about everyone else, thinks "animated corpse." In other words, the undead IS dead, but it still moves around.

The original people who believed in these legends would see this as an obvious contradiction. If you're dead, you don't move around. Pretty simple to figure out, that. But, if you're UNdead, that's a whole different story. Undeath is neither life nor death; a third state of existence caught in limbo between these two absolutes. Folkloric vampires were known as sexual beings (albeit not very pleasant in any way), and they did have a metabolism, after a fashion. For instance, it seems that if a vampire existed for more than a few months it would grow a new skin under its original, rotting skin. (This was actually an element of decomposition.) Another variety of vampire (revenant might be a more accurate term) would go through a bizarre transformation. Soon after death, the vampire's bones (forgive me for not looking up the name of the actual type of vampire) would dissolve and the corpse would become an amorphous, jelly-like mass. It would remain in this form, essentially helpless and in its grave for a period of time (40 days in this case, but as with all folklore there are variations) before the bones would resolidify. The corpse, having gone through this metamorphosis, would now be (basically) human in form again, although now a vampire.

The folkloric vampire was thought able to sire a child, with the mother usually being the vampire's widow. Real dhampires (or so they claimed to be) often made their living as something along the lines of a peasant exorcist, battling evil spirits (invisible vampires, in this case) to cleanse a village (and earn their coin).

Although officially there aren't any dhampires in Ravenloft (just in that none have been detailed), it seems to me that Duke Gundar's children were born centuries after he crossed over into undeath. If that's true, Gundar's evil son Medraut may have survived Soth and Azrael's attack (in a fashion), and may still be lurking in the Gundrakan portion of Invidia (near his old home), a young but powerful vampire.

For a quick study on vampires, I'll recommend three books:

Vampires, Burial, and Death; Folklore and Reality, by Paul Barber.

The Vampire Book; The Encyclopedia of the Undead, by J. Gordon Melton

The Dracula Book, by Donald F. Glutt

John W. Mangrum

Dhampir Race

The Dhampir is the offspring of a living female and a Vampiric Male. Usually the Dhampir is born out of a woman who has either be drained by a vampire while pregnant and survived the deadly encounter or who has been impregnated by a male vampire (a much more rare occurrence). These offspring will resemble the mother, though some of their physical traits clearly betray their father's nature. They are always rather pale, often have sharp canines, and usually have dark hair. Eye colors vary, but there are often red or grey eyed Dhampirs. All Dhampirs after sunset betray their vampiric heritage by their eyes, which glow red in the dark, and their fangs, which grow and become nearly impossible to hide if they speak. These features usually appear in the puberty age, and over a matter of no more than six years they resemble an actual vampire.

The father is often a constant thorn in their side, for they are a living reminder of the weakness of the vampiric father. Usually, the Dhampirs are born of mother whose vampire lover couldn't bare to see her turned to his living hell, or a similar reason. As such, a Dhampir is a VERY rare creature. For this reason, the father will often toy with and eventually seek to kill the Dhampir. Don't be misled, however, for Dhampirs are very much alive. As much so as anyone. They do however gain certain dark-gifts and curses from their evil lineage (these appear around puberty as well). Some are consistent, others vary. All curses are consistent with every Dhampir, with the exception of looks.

In many cases, the Dhampir is able to live freely in society, and may be of any class (save for a priest or Paladin, the bloodline is too impure). Though just as often they are hunted, or simply outcasts from society. If a dhampir sires a child, there is 50% of chances the child will be a dhampir, too. The woman giving birth to such an offspring must save vs Poison or die at childbirth.

Common Powers

All Dhampirs share certain common powers that come with their genes. These are as follows:

- **Ambidexterous:** can fight two-handed without spending proficiency slots;
- **Detect Vampires:** the Dhampir can detect the presence of vampires in a 40 feet range once each turn by making a Wisdom check. If the check succeeds, he spots all vampires in the range (if any), otherwise he doesn't sense anything and can retry only after 10 minutes. The attempt to detect the vampires takes one full round during when the Dhampir can only concentrate;
- **Fangs:** the Dhampir can bite with protruding fangs for 1d4 points of damage (only at nighttime, when his fangs grow);
- **Great Strength:** all Dhampir PCs add 4 points to the roll to determine their Strength value (minimum Str for a Dhampir must be 16) up to a maximum Strength of 21;
- **Night Vision:** can see normally even in complete darkness, but his eyes glow red in the dark;
- **Resistance to Vampire Charm Gaze:** the Dhampir gets a +4 bonus when attempting to resist a vampire Charm Gaze (but he saves normally against other types of Charm).

Dark Gifts

In addition to the above powers, Dhampirs also possess dark gifts passed on by their father's undead state. Each Dhampir is quite unique, much like their vampiric father, and gets 1d4 of the following Dark Gifts once he reaches puberty (the Gifts, randomly chosen rolling 1d12, cannot be changed once they manifest themselves):

1. **Bat form:** 1/day each three levels (maximum 5/day), each transformation lasting up to 4 turns. Only the body of the Dhampir turns into a bat (items and dress are left behind);
2. **Gaseous Form:** 3/day for one turn per use. Only the body of the Dhampir turns into Gaseous form (items and dress are left behind) and in this form he can be hit only by +2 or better weapons and by 3rd level spells or better;
3. **Hear Noises:** as the Thief skill of same level + 20% chance of success;
4. **Immunity to normal weapons:** the Dhampir can only be hit by silver, gold, blessed or magical weapons or by wooden stakes (arrows and bolts do count);

5. Increased Movement Rate: for one hour per day the Dhampir may move at up to double his normal movement rate, but must rest 1 hour per turn spent running;
6. Move Silently: as the Thief skill at 90% chance of success. Armor worn reduce the chance to move silently as follows: Chainmail -5%, Bandedmail -10%, Platemail -15%, Field Plate -20%;
7. Regeneration: 1 hp per hour of rest. It takes 1 full day of rest to regenerate a missing limb;
8. Spider Climb: at will as per spell;
9. Stunning Gaze: whenever a vampire gazes the Dhampir right into the eyes, he must save vs Paralysis at -2 or be stunned for 1d4 rounds;
10. Summon Animals: 3/day the Dhampir may summon 1d10 wild animals or 2d20 domestic animals which arrive in 2d4 rounds after the Dhampir issues a mental command (provided he can be reached). To issue the command the Dhampir must concentrate for 1 round;
11. Wolf form: 1/day each three levels (maximum 5/day), each transformation lasting up to 4 turns. Only the body of the Dhampir turns into a bat (items and dress are left behind);
12. 70% immunity to sleep/charm/hold spells;

Dark Curses

All Dhampirs share a few banes and burdens which make their life quite miserable.

First of all, in order to retain their Dark Gifts, they need to consume the blood of humans or demi-humans at least once a week. If they fail to do so, they cannot call upon whatever Dark Gift they possess until they drink mortal blood again.

Also, Dhampirs gain no benefits from being half another race (i.e.-elf/vampires gain no infravision, etc.) and cannot be multi-classed. They cannot become Clerics nor cast any type of priestly spells because of their tormented nature.

All Dhampirs share an equal fate that accompanies them up to their deathbed: they know that once dead they will rise again as vampires and give in to their darkest drives. There are a few things that can be done in order to avoid this:

- the dhampir must be raised from the dead within 24 hours from his death;
- the dhampir's corpse must be blessed with a *Dispel Evil* by a cleric of at least level 9;
- the dhampir's body must be completely destroyed.

Dhampir characters can gain other Dark Gifts besides those acquired naturally at puberty by choosing other vulnerabilities. The Dhampir may choose one weakness from the list below at each level up to ninth level, gaining also access to another special Dark Gift selected from the list presented above (the Dhampir character must choose *at least one* of these weaknesses):

- **Attack Vulnerability:** the Dhampir is particularly vulnerable to a certain form of attack (fire, cold, lightning, acid). He automatically takes maximum damage against the particular form of attack chosen but can save to halve damage (can be chosen multiple times);
- **Aversion to Garlic:** the Dhampir must stay 10' away from garlic and must save vs Poison if he eats garlic to avoid paralyzation for 1d6 turns;
- **Aversion to Holy Water:** holy water burns like acid and does 1d4+1 points of damage per round for 1d3 rounds;
- **Aversion to Sunlight:** the Dhampir loses 1hp per hour of contact with natural sunlight. If fully covered, it loses 1 hp every 3 hours;
- **Blood Lust:** the Dhampir has a mad craving for blood and must have it at all costs. If he sees an open wound or other source of fresh blood, the sight drives him into a frenzy. While in this frenzy, the dhampir will do whatever it takes to reach the source of blood and drink it. The frenzy is not so intense that the dhampir will put himself into a situation that he knows will certainly destroy it. The creature is sated after having reached the source of blood and isn't susceptible to further frenzies for 24 hours;
- **No reflection & No shadow;**
- **Turned by priests as a vampire of the same Hit Dice/Level;**
- **Vulnerability to Light:** if exposed to a strong light source (such as the sun or a *Light* spell), the Dhampir has a -2 penalty to all his rolls.

Additional Information

Age:

Starting: 16+2d4 Maximum: 2d100 +100

For the first 20-30 years of life, they age as a normal human. However, hereafter, they appear of age only 1 year for every 10 years lived. So at age 300, the Dhampir will look to be only 57 years old. Dhampirs are affected by aging just like normal humans, only their aging cycle is much slower and they never enter the Old Age.

Minimum Requirements:

Strength: 16; Dexterity: 13; Intelligence: 9; Wisdom: 9.

Classes Available:

<i>Class</i>	Bard	Thief	Fighter	Mage	Psionic
<i>Max Level</i>	10	U	U	13	15

Experience Points:

The Dhampir must earn additional XP to advance level according to the table below:

<i>Level</i>	<i>XP Added</i>
1	+ 0
2	+ 300
3	+ 600
4	+ 1.200
5	+ 2.500
6	+ 5.000
7	+ 10.000
8	+ 20.000
9	+ 40.000
10+	+ 20.000 for each further lvl

Diabolist (Wizard Kit)

By A. Hauptman

Requirements:

Diabolists must be of evil alignment. Even races normally forbidden to have wizards among their people are eligible for this kit, though their skills are diminished. However, races with inherent magic resistance, such as dwarves and drow, must fail a magic resistance check or else their spell-like abilities will not function.

Role:

Diabolists play the most dangerous game of wizardry – trafficking with fiends of the lower planes and using them to gain power. While the Diabolist's skill at dealing with fiends may be great, it will eventually lead to the character's downfall, for the price for the Diabolist's power is the eventual claiming of his or her soul. Until the character's death, however, he or she is incredibly powerful, and inevitably turns this power towards evil ends. Diabolists are power-hungry, and lust for all they can get – magic, wealth, and power over men and even whole nations. Note that while they are called Diabolists, these characters are conversant with all manner of fiends, including baatezu, tanar'ri, yugoloth, and others.

Secondary Skills:

Any.

Weapon Proficiencies:

Any normally allowed to wizards.

Nonweapon Proficiencies:

Bonus: Fiend lore.

Recommended: Ancient history, appraising, endurance, etiquette, heraldry, languages (ancient), local history, reading/writing, religion, spellcraft.

Equipment:

Diabolists are limited in weaponry as are mages. They may not wear armor of any sort, but may use magical devices that improve Armor Class.

Special Benefits:

Diabolists have unique spell-like abilities much like those of sha'ir (detailed in Arabian Adventures pages 97-110; generally speaking, everything that is said about genies applies to fiends), including the following:

At 1st level, a Diabolist can summon a fiend familiar, which will provide spells, including magics that other 1st-level wizards cannot cast. The fiend is a minor fiend, or "imp," of an alignment that matches the Diabolist's (an imp for Lawful Evil characters, a quasit for Chaotic Evil characters, and a 50% chance of either one for a Neutral Evil character). This imp has all the standard abilities listed in the Monstrous Compendium entry, plus the ability to gather spells as a gen by traversing the lower planes to gather spells, and the ability to travel between planes that

gen possess. Use the rules under "Requesting a Spell" on pages 98-99 in the Arabian Adventures rulebook, with the following modification: "Native" spells for the Diabolist include those found in the Player's Handbook and any others the DM considers to be native.

- At 3rd level, a Diabolist gains the ability to recognize the works of fiends, including their magics and the items they've created.
- At 5th level, a Diabolist can call upon fiends of "least" or "lesser" power for aid.
- At 7th level, a Diabolist gains additional protection against fiends' magical attacks.
- At 9th level, a Diabolist can call upon one of the "greater" fiends for aid.
- At 11th level, a Diabolist can bind one of the fiends as a personal servant.
- At 13th level, a Diabolist can create a prison to entrap a fiend.
- At 15th level, a Diabolist can enter the lower planes at will.
- At 17th level, a Diabolist can receive an audience with a great ruler of the fiends.

Special Hindrances:

Diabolists may not use any spells in the standard fashion of wizards. (Their spell-like abilities supercede that restriction, of course). Nor may they create magical items. However, Diabolists may still use magical items reserved for wizards.

The most critical disadvantage of Diabolists is the imp familiar, who will attempt to lead the character down the path of evil, and will certainly try to claim his or her soul upon death--indeed, many imps will attempt to hasten the character's death through subtle means!

Wealth Options:

Diabolists receive $(1d4 + 1) \times 10$ gp as starting money.

New NWP:

Fiend Lore

Wizard, 2 Slots, Intelligence, -2 modifier.

Characters with this proficiency are versed in the nature and background of all fiendkind, from the smallest imp to the largest pit fiend or true tanar'ri. They know the proper manner of greeting and conversing with a fiend--in other words, the manner least likely to offend the creature. This ability does not require a proficiency check. In contrast, other characters must rely on successful Charisma checks both initially and every time they commit a potential faux pas (in the DM's opinion).

Characters who have fiend lore also know the hierarchy and organization of fiendkind. At a glance, they can tell whether a creature is a baatezu, tanar'ri, yugoloth, or other type of fiend. They can also tell whether a creature they're conversing with is of Least, Lesser, Greater, or True power by making a proficiency check.

If a fiend is masquerading as a common human, a successful proficiency check reveals the ruse. If this check fails, perception is completely reversed from the truth. In other words, the fiend seems definitely to be a common person, and a common person definitely seems to be a fiend. A character with fiend lore can perform only one check per "suspect." The DM rolls this check secretly (not revealing the die result). If an individual with fiend lore has particular no reason to be suspicious, the check is made with half the usual proficiency score, rounded down.

Fiend lore also enables a character to detect the work of fiends--that is, the physical manifestation of fiend spells, as well as items created by a fiend's spell-like abilities. The chance of success is limited. The character makes the proficiency check using half the usual score, rounded down. If successful the individual may discern, for example, whether a wall has been constructed by fiend magic, whether a meal was summoned into being by a fiend, or whether a princess is enamored magically by the effects of a fiend-granted limited wish.

Fiend lore does not enable a character to detect fiends moving invisibly through the immediate area. Nor does it help the character see through an extraordinary disguise unless the fiend is working some wonder of magic at the time.

Andrew Hauptman

Exorcist

(Priest Subclass)

by J.G. Power

Group: Priest (Sub-class of the Cleric class)

Alignment: LG

Requirements: Con 15, Wis 15

Races: human, half-elf

Level limits: human "U", half-elf "8"

Description:

The exorcist is a sub-class of the cleric, and closely resembles it in many regards. Originally, this was designed for a home-brewn setting. The story goes like this:

Following a disaster which left open a number of temporary gates to the Lower Planes, the deities of good decided to gift mortals with a chance to fight back at the fiends that occasionally escaped their realms and wreaked havoc upon the Prime Material. Their gift was the power of exorcism.

An exorcist is a priest which has dedicated him- or herself to protecting fellow peoples from the might of fiends. As such, their unique talent lies in the ability to turn and/or banish fiends. Recently, a sect of evil exorcists has arisen, but their focus seems to be the control of fiends (as there is no need for mortals to defend themselves against celestials!). These evil exorcists have now been recognized as having little in common with the LG exorcists, therefore have been dully recognized as a different group (which they are!). They are the in fact demonists (a wizard sub-class).

Powers:

Members of this sub-class function as clerics for most purposes. They use the same HD, THACO, saving throws, etc.. However, there are a few notable differences:

- Exorcists are **REQUIRED** to learn the Reading/Writing NWP, as well as two slots of Ancient Languages. They must research old scriptures and tomes, as well as forbidden lore, found at various sites (usually ruined cities and temples, as well as the rare summoning places, etc..).
- They do not receive the free Religion NWP (which they should learn nonetheless), but do receive for free, the Netherworld Knowledge NWP, if there is a teacher available. (i.e. another exorcist with the NWP). If there isn't such a teacher, the exorcist will learn it by him- or herself, upon reaching 4th lvl.
- Exorcists may cast spells as a cleric of their level, abiding by the same sphere restrictions as other priests of their faith do. This faith depends upon the campaign setting, but recall the LG obligation.
- They may turn both undead and fiends. Note that this Turning power can be used to restore someone from possession. A successful turn indicates the fiend is exorcized, and

flees as per a regular Turning. A successful "D" acts the same way, although the fiend is banished to its home realm. A "T" result indicates the fiends are turned, as per DMG.

- They may wield any weapon allowed to their clergy, but cannot wear any armor. That is, they may only wear magical accoutrements that wizards wear, to protect themselves (i.e. no chainmail +3, or chainmail at all; but Bracers of Defense or a cloak of protection are allowed). The exorcist is basically a cleric who spends more time working his spiritual faith and willpower to improve his (her) turning ability enough to affect fiends. However, (s)he requires deeper concentration and freedom of movement to attain a spiritual nexus, therefore armor is prohibited.
- They usually wear robes and cloaks, which may be magical (see above). Loose trousers and tunics may also be of choice. This limitation with encumbrance applies also to the generic term, which means that an exorcist should not be carrying too heavy loads or excessive quantities of equipment. The player must keep in mind the need for loose movement when turning, and watch his (her) encumbrance.
- Exorcists gradually become near-immune to the supernatural fear caused by fiends (although in many cases, they run anyhow!). As such, they gain a bonus to their save vs fear, of +1 per level. A "1" always indicates failure, however. This bonus may or may not apply to undead causing fear. A rule of thumb is that in the case of undead, if the exorcist is sufficiently high-lvl enough to possibly turn it (even if (s)he needs a 20), (s)he receives the bonus. With fiends, the bonus always applies.
- The stress imposed on the mind and body, by the act of turning fiends, is tremendous, much more so than a simple undead turning. Therefore, when a turning fails (only in case of fiends), the exorcist must roll a System Shock. Success indicates the priest has overcome the awful shock of being unable to force the beast away, but (s)he is nearly stunned, so suffers a +4 initiative penalty the next round. Failure indicates that the shock was too great for both mind and body: the priest collapses into a coma. Each day, starting with the following morning, the exorcist may slip out of his-her (mild) coma on a successful Con check. An extra 1d6 days will be required as recuperative rest, however.

Exorcists in Ravenloft?

Truth be told, I designed this kit for my own setting, where it was needed. I can see it developing in the demiplane of dread, but not as easily, for the simple reason that fiends are rare!

The way I can see it happening is for an individual to witness, in his-her youth, a fiend in action. Whatever the background and storyline may be, the youth strives to understand the monsters in order to banish them. (Others, who seek to enslave them, may become demonists.)

In RL, an important rule must be added. Exorcists, while part of the priest group, have their own specialized mindset. While it rewards them with unique powers, it is also very taxing on both mind and body. The "body" part was covered by the CON requirement and the risk of coma after a failed turning attempt. The "mind" part is, fortunately, of little importance, on most worlds.

However, the Demiplane of Dread is **far** from being like most worlds... Exorcists, when faced with extreme circumstances, may react with more strength of will in certain cases. This translates to game terms with modifiers to their Fear, Horror and Madness checks, as follows.

- 1) Fear: +2 bonus (also note bonuses vs. fiends and undead, above).
- 2) Horror: +2 bonus.

3) Madness: -4 penalty.

In a few words, the reasons are simple: exorcists focus on facing creatures of despicable horror and tremendous auras of fear. They strive to overcome these emotions, by training their mind to get used to them and ignore them.

However, this path the way for a certain fragility of the psyche. The exorcist slowly succumbs to his or her sidelined emotions, and any sudden shock to the mind (such as a case warranting a madness check) may completely overturn it. To say the least, those who follow this path are playing with fire...

Final Notes:

Although in mechanics terms, I doubt the sub-class will be of much use (as in combat-wise), it could make an interesting role-playing experience. After all, it is a variant of the cleric, which is very useful in RL. NPC exorcists may be better, but if any player is brave enough to take an exorcist (role-playing the PC's utter dedication, fragile mindset - always on the border of insanity - and LG alignment), then I would gladly allow it.

John Gabriel Power

fakir

By Asplagis

Introduction

The fakir is a name given by people from the core lands to a number of strange individuals from the far off island of Sri Raji. These men are often seen on the streets performing all forms of "magic" acts. Some claim to charm snakes, other claim to cure diseases and others are capable of levitation. Natives of Sri Raji call them sorcerers and view them as entertainers, going as far as calling them street jugglers. But to the eye of an outsider, these men take on a whole new level of mystery. Some were taken back to the core to perform in a circus, carnival or side show of some kind. Most accept since the money they can make in the core is much more impressive than what they make in their homeland or because they know their tricks will amaze those people much more than the natives of Sri Raji.

The fakir is not the real name for this line of work, the name fakir comes from odd followers of Diamabel in Nova Vaasa. These odd men are often found standing on their heads or on one foot, praying and meditating for Diamabel. No one really knows why actually... They are also found in Sri Raji, in fact that's where the confusion started. Some visitors from Mordent saw natives of Sri Raji referring to fakirs and since to them street jugglers and the followers of Diamabel seemed pretty much like one and the same, they coined the term for both groups. For the purpose of performing in the core domains, the jugglers keep the name fakir, although in Nova Vaasa they revert to their original name of *jadoowalla* [Indian for sorcerer].

They are noted for their weird tricks and certainly they have caught the eye of many stage magicians who are curious about their odd tricks. The main reason being that these men perform on the street in open areas with no clothing except a loincloth and turban. Stage magicians have sleight of hand, fakirs have sleight of mind. But few stage magicians have accepted the idea that these men use some form of trickery unknown to them, they cannot understand or cope with the concept of fooling the mind without using their dexterous hands. Some go on long quests to persuade the fakirs of their worthiness so they may learn the tricks as well. In fact, many are convinced that fakirs truly hold magical powers. In a way they are right, many do hold sway to some magic, but a fakir would rather deceive with his mind rather than resort to magic.

Classes Allowed: bards, enchanters, psionicists.

Minimum requisites: Dex 12; Int 14; Wis 15.

Alignments: Any except chaotic (the mental discipline required to be a fakir is too great for the rather individualistic and pragmatic chaotic folks), many are neutral in some aspect or another. The kit itself is subdivided depending on the class of the character. Enchanters are often the ones who do the more "mystical" tricks, such as the magic rope trick or other feats which require mass suggestion or such.

Bards are snake charmers, fire eaters and do other more mundane tasks.

Psionicists are most likely to be the "faith healers" and mind readers.

As such I divided the kit into three parts- Bardic kit, Psionicists kit and enchanter kit.

Bardic Kit

NWP: As a bard (minus the singing proficiency) and they often take flute and harp as favorite instruments to be proficient in. Also they get access to the following NWP at normal cost in proficiencies: religion.

WP: Any found in an Indian setting, swords are a common weapon of choice since they often double as props for their tricks. Spears are also a common weapon type for similar reasons.

Special advantages: Access to the special fakir proficiencies, gets access to the flash skills free (see later part for an explanation on fakir skills). Good reflexes mean he gets an AC boost of 2 points, 3 vs. thrown or missile weapons.

Special disadvantages: Knows his lot in life and refuses to do anything to better it (or worsen it). He feels it is his goal in life to be a fakir, and as such he isn't allowed to live like a wealthy member of the higher caste. Also the fakir refuses to wear heavy armor (anything heavier than a leather armor) and lacks the rallying power of other bards. Fakirs block out magical sound attacks with the use of their music instead of singing.

Description:

Of all the different types of lesser fakirs (true fakirs are a rogue sub-class, described later) the bardic one is the flashiest one. He has an innate sense of showmanship like the others, but it is even keener in him than in the others.

While most fakirs shun clothing in general, these fakirs feel it adds to their shows. As such they wear red or blue suits made out of silk, of course, if silk is unavailable they find the next best fabric they can.

They enjoy showing off and using dramatics when doing their shows, so a contortionist might make painful grimaces in an attempt to get the public's attention even though he actually feels no pain whatsoever.

They are the fire eaters, contortionists, snake charmers and even animal handlers amongst the lesser fakirs.

Enchanter Kit

NWP: As a mage with access to (at normal cost) : religion, local history, fast talking (and other proficiencies relevant to charming and suggestion). Gets hypnotism for free.

WP: As a mage, but prefers the knife or dagger.

Special advantages: Magic rope (as per spell) at second level, 2 uses per day/3 levels (2-3 = 2 uses, 4-6 = 4 uses 7-9 = 6 uses etc...). Access to psychology skills (see fakir skills).

Special disadvantages: As bardic fakir (except armor wearing). Persecution for dabbling in the forbidden arts of magic.

Description:

Of the three types of lesser fakirs, these fakirs are the ones that use their fakir skills the most, simply because their other talents are of a forbidden nature. They were all cunning men who wanted to perfect their arts of hypnotism and suggestion to a greater level. Magic was the key. They studied ancient texts and forbidden lore, they learned of things they shouldn't have known... Most of them forgot that terrible knowledge but kept what was useful and over the years, many young pupils have learned such arts in secret... While the general populace of Sri Raji thinks they are simply cunning individuals, the truth is that they hold sway over magic that makes their acts much more effective.

Their tricks revolve around making people do things they never would under other circumstances, see things that are not there and other feats of mysticism.

All of them know the famous rope trick... fortunately, few ever get to be enchanters so their trick never loses its appeal.

They rarely wear much clothing and have a tendency at hiding all their objects of value in some secret hideout.

Psionic Kit

NWP: As psionist plus access to (at normal cost): religion, local history, healing, herbalism.

WP: As psionist, but would rather use swords (or daggers and knives).

Special advantages: Gets the cell adjustment power for free at the 2nd level as well as complete healing at level 4. Both powers cost 1/4 less PSP and he gets a +2 bonus with all checks for them. At level 8 they can use complete healing on another person once per week. Access to mystic skills (see fakir skills).

Special disadvantages: As bardic fakir, but will not use any armor at all. Must meditate for at least 3 hours each day or be unable to use his powers. Prefers shunning violence, thus will rarely try and fight, unless the situation demands it specifically (a small number of skeletons appear and trap the PCs, a mad killer attacks him etc...). Must choose psychometabolism as his first discipline.

Description:

These are the mystics amongst the lesser fakirs. They are able to suppress and cause pain, can cure illnesses and heal wounds. They have powers relating to manipulation of physical objects with their minds, reading minds... Those are staple Psionist powers, but to an unsuspecting audience

it looks like a true mystical showing. Often times they spare their usage of powers and prefer using more mundane methods of curing, such as rare herbs and concoctions. They are knowledgeable in the areas of medicine and have innate knowledge of how to make someone heal their wounds by thought alone.

They often preach non violence and prefer peace and meditation to strife and battle. They speak of philosophy and mind over matter... They are quite knowledgeable on many different philosophies and can discuss any of them with ease. A encounter with one of them can change your view of the world instantly.

Fakir Skills

The fakirs all use a number of odd skills which are kept secret by them. All fakirs swear to never reveal their secrets and protect the ways of the fakir from prying eyes. These skills fall into three categories : flash, psychological and mystic skills.

The first refers to those skills which are closer to entertainment of a more mundane type. Although weird and certainly original, these talents are not very magical in nature. They are truly skills that are learned and not innate. We find fire eating and even sword swallowing as forms of this skill.

The second one refers to the knowledge of the other's mind and how to trick it. It ranges from simple visual tricks to acts of manipulation through words and even suggestion. The third refers to those weird arts that are simply unexplainable. From levitation to spontaneous healing to esp, these skills demand a very well trained mind and body. But they are still tricks. Often times it is simple knowledge of physics and ingenuity that make these tricks work, in rare cases the powers of persuasion are also used.

How they work:

Exactly like NWP, only with each level a lesser fakir gains, the more his talents increase. But unlike a true fakir, the lesser ones have limits on their learning. first of all, each one has access to a specific set of skills and cannot master any others. Second of all, the knowledge of advanced skills are not known to them.

Flash Skills

Fire Breathing (2d3 points of damage, raise dice type with each 2 levels after the first- d4, d6, d8, d10, d12, d20)

Fire Swallowing (knows how to protect himself from fire, can add +2 to his st. vs. fire based attacks if he prepares)

Sword Swallowing (can swallow large objects and unusual objects as well like glass)

Body Piercing (with spears and swords, can "fake" his death this way)

Sword Dance (agility with a sword, can parry with a +2 on his rolls or add 1 to his AC)

Snake Charming

Animal Training (as per proficiency only no need for a check with smarter domestic animals like cats and dogs)

Psychological Skills

Manipulation of perception (see a good psychology book for such tricks)

Hypnotism (no checks needed for people with less wisdom than him)

Suggestion (check vs. charisma -3, automatic with hypnotised person, can make someone believe in an illusion, minor one, similar to phantasmal force)

Persuasion (can get someone to believe in something or agree with an idea, charisma check)

Emotional manipulation (similar to mage/priest spells dealing with emotions, charisma check)

Fortune telling scam (as real life fortune telling)

Mystic Skills

Better healing (as proficiency only heals 1d6 points and can diagnose an illness)

Bed of nails (can rest on a bed of nails, knows other such physical tricks, like "levitating on a chair", +2 on pain related checks)

Contortionism (can bend himself in various ways, could fit in awkward spaces)

Fortune telling scam

Animal handling

Hiding (can hide various objects in his body, usually in his turban, loincloth, even body orifices) various scams relating to pseudo mystical reasons (levitation, teleportation, disappearance etc...)

Note : Of course this list is incomplete, I could add other powers. These powers are for lesser fakirs (fakir kits) and not the fakir class itself. True fakir can use these powers and stronger versions as well.

Usage:

These powers are not all present in a fakir, but they can be. Fakirs can learn up to three skills at first level then they may add two for each 2 subsequent levels, but using a proficiency can get the fakir earlier knowledge of a skill. They should learn all the skills fairly early.

Flash skills rarely demand any rolls, but are much easier to pull off. Mystic skills work in similar ways, although it may be good to roll a few checks once in a while. Psychological skills almost always require charisma checks.

You may consider that each level brings a better understanding of prior skills, meaning that a Fakir will be able to blow bigger fireballs that go farther at level 5 compared to when he was at level 1. There are no "rules", this was intentional on my part to leave you with your own interpretation.

They may be used as many times as the fakir wants, as long as he has the proper materials and time to prepare (hard to create a fireball with nothing but a match).

The final disadvantage of a fakir is that he is an outsider. They are pious men who believe in the indian pantheon, which may not bode well with the monotheist religions of the core. Also they look different, the core population (like Europeans of the time) are racist and quite frankly, they may not react with respect for these "primitive" entertainers... Also, mysticism can be considered akin to magic in Tepest and other places where superstition runs wild.

Asplagis

Ghost Witch (Wizard Kit) by G. Kimber

Description:

Non-corporeal undead have trouble interacting with the physical world; indeed this can be an impossible torment for some who in life depended upon touch - sculptors, musicians etc. The Ghost Witch is the medium by which a very powerful non-corporeal undead is enabled to interact with the physical world.

For reasons advanced below, Ghost Witches require a minimum Wisdom of 16. They may be of any non-good alignment, although over time they invariably end up the same alignment as the spirit that inhabits them (and as such are likely to become NPCs).

Powers:

The Ghost Witch makes a pact or contract with a willing ghost (wraith, spectre etc), under which the spirit co-habits the physical body of the witch. In return for being the spirit's host, the witch is empowered by the spirit to cast spells. Ghost Witches may specialise as Enchanters, Transmuters, Illusionists, Diviners, Conjurers, Necromancers or Abjurers, but in any case are prohibited from casting and learning any spells from the Invocation/Evocation sphere; such spells mould magical energy into physical form, a task which the non-corporeal undead are ill-suited to doing (besides, witches aren't suited to the "blast 'em away with a fireball"-type of magic).

Ghost Witches are also granted other powers by their parasitic inhabitants, which should be determined by the DM on an individual basis. For example, the witch could have non-weapon proficiencies possessed by the spirit during its life, such as Artistic Ability (Sculpture) or Musical Instrument. As the witch advances in level she becomes the repository of more and more power, invested by her spirit. Such powers could include Turn Undead, Chill Touch (as 1st level wizard spell), Paralysis by touch, the ability to assume Wraithform (as 3rd level priest spell), and even the ability to Energy Drain or age people by touch (at high levels only!).

Hindrances:

Obviously, such powers come at a price. The evil spirit is constantly attempting to take over control of the witch's body. The DM should rule that whenever certain events occur which would provoke the spirit into action, the witch is required to make a save vs. death magic, or a Wisdom check, or some similar roll, in order to avoid being suborned to the spirit's will for a time. If the roll fails, the witch becomes a plaything of the spirit (DM), and acts accordingly. The witch is fully conscious and aware of what's happening, but is powerless to prevent it. The spirit can use any and all of the witch's powers (as it has granted these to her). If the spirit in charge of the witch does anything that requires a power check, then the power check is rolled AS IF THE WITCH WERE CONSCIOUSLY PERFORMING THE ACTION (nasty!). Obviously, Ghost Witches inevitably become evil and corrupt, although strong (wise) witches may be able to avoid the effects for some time before succumbing.

Also, they may be turned as undead of HD equivalent to their current level. If the turning is successful, the witch is immediately taken over by her spirit (no save), and acts as turned undead, i.e. runs away or cowers in a corner. If the turning priest is of a high enough level to "Destroy" the witch, i.e. there a "D" in the turning table when cross-referencing the witch's current level with the priest's level, the spirit is actually ejected from her body, and she immediately loses all powers (including spellcasting). The spirit is treated as if it has been turned, and the turning priest (and any of his allies) may engage it in combat normally. The forceful ejection causes the witch to be reduced to 1-4hp, and she must again go through the time-consuming and expensive rituals to bind the spirit to her service again (assuming it has not been destroyed by the priest and his allies).

Finally, Ghost Witches are vulnerable to the priest spell Exorcism. If subject to an exorcism, both the witch and the spirit must make saving throws. If the spirit fails its saving throw, but the witch succeeds, the spirit is destroyed. If the witch fails her saving throw, but the spirit succeeds, the spirit is merely ejected. In either case, the witch loses her powers and is reduced to 1-4 hp. If both saves succeed, the Exorcism has no effect.

Other side-effects of the spirit being ejected from the Ghost Witch can be invented by the DM.

Weapon & Non Weapon Proficiencies:

A Ghost Witch's weapon and non-weapon proficiencies should be consistent with her powers and the spirit's personality. Suggested NWP's include Astrology, Herbalism, Musical Instrument, Spellcraft etc. There's also some interesting NWP's in the Book of Necromancers which would be very appropriate.

Geoff Kimber

Healer (Priest Subclass)

by J. LaBranche

Group: Priest

Class: Cleric

Sub-class: Healer

Stats

Required: 9 Wis, 9 Dex.

5% Bonus: 13 or better Wis or Dex.

10% Bonus: 16 or better Wis or Dex, or 13+ in both.

Level Progression, Spell Progression, and Saves are as per Clerics.

THACO: As Wizard (They are virtually untrained in combat.)

Alignment: Any good alignment.

Spell-Casting

Option 1: The Healer does not pre-memorize spells, but studies for spell levels. Upon needing a spell, they cast it: if it works, it means it was granted by the deity, if not it wasn't (the Spell is not lost: it just didn't go off - the deity may interchange the desired spell with another more appropriate).

Option 2 (the method): Healers qualify for poor combat ability allowing 7 major accesses (6+All) and 6 minor. They have been given 5 major+All, and 7 minor
Major: All, Creation, Healing, Necromantic, Protection, Traveler.
Minor: Animal, Charm, Combat, Divination, Guardian, Plant, Time.

Benefits:

Their spells heal double to good, normal to neutral, and half to evils.

The Sword of Wounding, and other such powerful magics are curable by the Healer, but at 1/4 their normal amount, and only after the magic has run its course.

All healing/cure spells cast by a healer are considered 1 level lower as far as the usage of a spell when cast. I.e. the 2nd level Priest spell Slow Poison would require a 3rd level Healer to cast, and would require them to use a 1st level spell to do it.

A *Cure Light Wounds* would require a 1st level Healer, who would actually get 4 *Cure Light Wounds* spells by burning the 1st level spell. (If this is considered too powerful give them 2 CLW's for the price of 1.)

Other Planar creatures are harmed by a healer at half damage. If the Creature is from the Lower or Negative planes or is evil then damage is normal.

Proficiencies:

Weapon: As Wizard. At higher levels they may specialize as far as a Fighter can. This may only be done in the staff, and only with Weapon slots gained as they increase in level. Thus they would be able to specialize at 6th level, mastery at 12th, high mastery at 18th, and grand mastery at 24th.

They may use weapons other than the staff as they gain weapon slots, but these must be subdual only (Man-catcher and Lasso for example).

[If you use the ruling that language slots may be used for extra weapon slots, this should never apply in the case of a Healer.]

At first level, the only weapon that a Healer is allowed is the staff.

Non-Wpn: As Priests. Healers get Healing, Herblore, Diagnostics, Pharmacy, Surgery, Toxicology all for free.

They should be completely familiar with any type of medicine/healing available in the game.

Special Powers:

Healers may *Lay on Hands* and *Cure Disease* as a Paladin, this power has effects identical to the casting of spells (I.E. Double, Normal, Half cures and causing damage to specific creatures.)

Healers are naturally immune to diseases, but they will contract them if they use their Empathic healing to remove one from another.

Healers have *Empathic Healing*, the ability to take damage, and negative affects on the body/mind onto themselves, but they do not get saving throws, resistances, etc. in regards to whether they suffer the onset. Later effects of the affect will allow them to use resistances. *Soothing Word* can be used on those who are suffering from fear, horror, nightmares, and even those who are enraged. The "Victim" gets a sv vs paralyzation at -1/4 levels of the Healer. In some cases it might be necessary for the Healer to detain the recipient, in which case the person should get a bonus to their save. Since it is more the calming voice of the Healer than the word choice, this may be used on animals, and those who do not speak the Healer's language, as well. Animals should be more susceptible to the soothing word, because they can sense the non-hostile intent in the healer as well as hear the calming tones in the voice (-1 to -4). This would not apply to basically evil animals (like worgs).

Because of their tact (Healers often act as ambassadors between countries to avoid wars, etc.) healers get a second reaction roll when dealing with the reactions of others due to word choice. (Of course the healer must speak the person's language.)

Because of their innocence, purity, and general non-hostility, animals react better to healers than would normally be expected. Thus, they also get a second reaction roll.

[Also, should you have a Unicorn encountered- a 4th level healer who still has innocence, purity, hasn't failed a powers check for evil actions, and is unmarried may ride it.]

Healers may cure affects like the Sword of Wounding magically, but this cuts their healing to 1/4 of the normal amount. The spell also becomes 1 level higher when used in this way, and will only work once the effects of the magic have run their course.

Example: A good character gets hit by a sword of wounding, it will be 10 rounds (and 10 hp. damage) before the Healer may cure them. A cure light wounds is chosen and the Healer rolls a 5. This is doubled because the recipient is good and quartered because of the potency of Wounding: $(5*2)/4=2.5$ points of damage were healed (I'd round up, but...) The healer burns a 1st level spell for this particular cure.

Some DM's will feel that this ability is too powerful, there are 2 options that would weaken it a fair amount, or get rid of it entirely.

1. Allow only 1 pt/level of the healer be healed from wounding.

2. Allow the Healer to gain this power at a higher level (4th, 6th, 9th, etc.)

Obligations:

Vows of Celibacy, Chastity, Monogamy: Healers have taken vows of Celibacy and Chastity until Marriage. They must take vows of Monogamy during their marriage ceremonies. Note that some cultures would allow the lord to practice polygamy, while the healer remains monogamous. Healers are required to heal all those in pain in priority from most to least injured. They are unable to determine exact hit points. In cases where it is close, have them roll diagnostics to determine who is worse off.

Healers have taken vows of poverty, but not to the extent of self-neglect.

They may keep only enough money to meet their needs. 10% (at least) must go to their church (or a charitable organization if one can't be found.) and the remainder should be disbursed as alms to the poor (not necessarily in monetary form of course.)

Healers do not attract followers and build temples. Instead they may open almshouses, or physickers' shops. They will undoubtedly attract physickers and others interested in the healing arts. Specifics are left up to the DM.

Healers may not use the reversals of cure spells. Damaging spells, the Healer knows the reverse but not the original.

The Healer may never willingly take a life, will only enter combat if it is life and death, and may only strike for subdual with 1/4 of the damage being real. (The rest heals much faster and there are various rules for this -I recommend 1 hp/rnd.)

Since Demons, Devils, Undead, etc. are not considered (by the healer) to be among the living, but a mockery of life, and greatest threats to humanity, they will destroy them in any way possible, but preferring as painless as possible. The healer does not delight in even these deaths, but recognizes them as necessary evils to allow the survival of humanity. Note that a Healer views captivity and maiming as better fates than death and will use these in a heartbeat to avoid killing.

Healers may not use flaming oil, or poisons that cause pain/suffering/death on any living creature. Poisons that cause no pain may be used.

The Healer may not wear armor, nor carry a shield, as these are accoutrements of war. They may wear rings, and cloaks of protection. Bracers are up to the DM. (I do not allow them because they are representative of armor.)

Healers begin the game with both innocence and purity. Should they break the various vows that they have made, lose innocence or purity due to their willing actions, or commit an act of evil that requires a powers check- they will lose all of their abilities until they atone for the action. Should the Healer fail a powers check for an evil action, or willingly take a life, they must atone. Losing all abilities until they do so. In these cases it does not necessarily mean that their deity will forgive them, but this is the only way that they will have a shot at it.

Appendix for Masque of the Red Death Campaign setting.

Pg.55 of A Guide to Gothic Earth states:

"...no one casts a spell without alerting the Red Death to his presence to some degree... To that end, the casting of any spell requires a powers check with a percentage chance of failure (being equal to the level of the spell being cast."

It goes on to state that if it is Necromantic, this doubles, and if it is for evil purposes it doubles again. Thus, a first level spell (like cure light) has a 2% or 4% chance of requiring a powers check, depending on why it was used.

Instead of this, the Healer rolls a single powers check with the percent chance of failure being equal to the highest level spell that they have cast, doubling if they have ever used a spell for an evil purpose. This is done each time they advance in level (instead of each time they cast a spell.).

Jesse LaBranche

Monk

(Priest Subclass)

By B. Kirby

Ability Requirements: STR 9, DEX 13; WIS 9.

Prime Requisite: Wisdom.

Races allowed: Human, Elf (Half elves would normally be allowed [maybe as a PC only] except the taboo of half elves being impure prevents them from being taught)

Class Description:

Believed to have originated in one of the Oriental domains, the [Ravenloft] monk is a dedicated soldier in the war against the non-natural, primarily the undead. Through study, discipline and hard work, they hone their minds, bodies and spirits until they are capable of feats impossible to normal humans and elves. While they are called monks, this term refers to their devotion towards higher principles and ideals that most natives of the Demiplane of Dread cannot even fathom. Monks use the cleric XP table and gain hit dice as clerics. They may, however, select proficiencies from General, Priest, Rogue and Warrior lists. They are skilled in combat, having learned how to use their bodies most efficiently as a means to destroy their foes. They use simple weapons that can easily be made out of existing nearby items (i.e. daggers, hand axes, clubs, staves, polearms, etc), but there is a strong preference for bludgeoning weapons.

Monks wear no armor for it worsens their finely honed reflexes, hinders their body's condition and the armor maintenance distracts a monk from regular exercising of the mind and body. They are allowed up to four magical items useable by the above restrictions and others accessible to rogues. Any more and the monks consider this to be hoarding items best given to others that can help further the monk's cause.

Both male and female monks must shave their heads at least once a month to distinguish themselves, although females are allowed to let their hair grown from the time they discover they are pregnant until the time their child reaches one year.

All monks begin with the ability to do lethal damage with their hands and feet as if they were carrying weapons. This "open hand" ability begins modestly but eventually can prove to be very devastating when the ability to attack several times in a round is learned, but these multiple attacks cannot be increased by magic such as haste. The ability to evade and to fortify their flesh against blows also gives them a bonus to their armor class, which increases by level.

Monks can move faster than a normal human due to their training and heightened body awareness; their movement rate increases as they gain levels.

Their keen senses allow them to perform several their skills. Their skills and base scores are:

Climb Walls	40%
Find & Remove Traps	15%
Hear Noise	20%

Hide in Shadows	10%
Move Silently	10%

A beginning monk starts with 30 discretionary points to add to these abilities and can add no more than 10 points to any skill. At each level the monk gains an additional 15 points to distribute amongst these skills.

While open-hand attacks are preferred over weapons, monks retain key knowledge about undead and shapechanging creatures (Wolfdwer, Werewolf, Red Widow, etc) and are able to cause extra damage when they use weapons against them, equal to the monk's level divided by two (2) rounded up. This extra damage applies only to undead and the hybrid form (half human-half monster) of shapechangers. This cannot be used against humans, animals nor amorphous creatures.

A monk may deflect an incoming fired or hurled missile (arrow, bolt, dagger, stone, etc.) by forsaking any other action and making a successful save vs. petrification.

If a monk is attacked by an effect that requires a saving throw, a successful saving throw vs. the attack results in the monk taking only one hp per die (a successful saving throw vs. a 10d6 fireball would only result in 10 hp of damage).

A monk gains extra hit points for CON as does a fighter (+3 per die at a 17 CON, +4 per die at an 18 CON), but cannot gain any from having a 19 CON (which possibly, though unlikely, may be obtained through wizardly or priestly magics).

Powers:

Monks also gain several special powers as they increase in levels because of their growing mastery over mind, body and spirit.

- At 2nd level, a monk may, once per day per level, attempt to stun a living opponent (size S, M, or L) with an open-hand attack. The monk declares the intent to stun and rolls to hit; if the attack hits, the target must roll a saving throw vs. paralyzation or be stunned (unable to attack and losing all DEX adjustments) for one round.
- At 3rd level, a monk can resist ESP or other thought-reading attempts by making a save vs death magic at +2
- At 4th level, the monk is able to safely fall up to 20' as long as she is within 1' of a wall. This ability assumes the monk can make periodic contact with the wall to slow the fall. A tree or similar solid object counts as a wall for this purpose. The monk gets a +1 saving throw bonus to all fear checks.
- At 5th level, a monk becomes immune to all diseases, as well as *haste* and *slow* spells.
- At 6th level, the monk's hands and feet are considered +1 weapons for the purposes of striking creatures hit only by magical weapons. There is no bonus on damage. The distance a monk can fall without harm increases to 30' as long as he is within 4' of a wall.
- At 7th level, the monk gains the ability of accelerated healing, repairing two (2) hit points a day instead of the usual one. The monk becomes unaffected by charm and mind controlling spells and effects if a successful saving throw vs wand is made; if the resistance roll fails, a normal save (if any) is applied to resist the effect.

- At 8th level, a monk may fall up to 50' safely if within 6' of a wall. The monk's initiative rolls are improved by 1.
- At 9th level, a monk becomes immune to all poisons and is protected from the first level drain of any level draining attack (i.e. a creature that normally drains one level per hit, the level drain wouldn't affect the monk, a creature that normally drains two levels per hit would drain only one level per hit).
- At 10th level, a monk can hit creatures requiring a +2 or better weapon to hit. The monk's initiative to roll increases to +2.
- At 11th level, a monk always gets a saving throw vs. magical attacks, even when one is not allowed. If a monk fails a normally allowed saving throw, only half damage/ effect is taken, if a monk succeeds a normally allowed saving throw, no damage is taken.
- At 12th level, the monk learns the ability to make a "dim mak," attack. Use of it is as follows:
 - It may only be used once per week and must be announced before rolling to hit.
 - It only affects small or man-sized (S or M, not T, L, G or H) that can be affected by the stun attack gained at second level, and only if the monk is of higher level (or hit die) than the target.
 - If the attack hits, it causes normal damage. The monk may slay the target with the vibrations at any time within the time limit of one day per level of the monk; the target gets a save vs death magic to avoid death. If the target saves, the target takes the original amount of damage done when the blow was struck (i.e. if a 12th-level monk uses the dim mak to hit a target and does 8 hps of damage and the target flees, anytime within the 12 days the monk may cause the "dim mak" to take effect. If the target fails, he dies, if the target succeeds, he would take 8 hps, most likely not knowing where the damage came from.
- At 13th level, a monk gains a limited precognitive ability; there is an 85% chance that a premonition of death or serious harm warns the monk 1-4 turns before the event occurs.
- At 14th level, the monk's hands and feet are considered +3 to hit for creatures requiring magical items to be harmed.
- At 15th level, the monk learns to modify the "dim mak" attack and can do double damage to undead.
- At 16th level and beyond, a monk may gain one non-weapon proficiency per level and gains one (1) hit point per level, never to exceed the maximum allowable hit points at 15th level (84) plus any applicable CON bonuses (which would only be +4 going up to 9th level, thus a 15 CON monk at 15th level or higher may never have more than 93 hps while an 18 or higher CON monk at 15th level or higher may never have more than 130 hps [however unlikely that may be]).
- At 17th level, a monk takes no negative side effects from old age, but still gains positive side effects.

Monk Abilities Table

LVL	HD	MV	AC Bonus	# Attacks**	Damage**
1	1	12	+1	1	1d4
2	2	12	+2	1	1d4
3	3	12	+2	1	1d4+1
4	4	15	+3	3/2	1d4+1
5	5	15	+3	3/2	1d6
6	6	15	+4	3/2	1d6
7	7	18	+4	2	1d6+1
8	8	18	+5	2	1d6+1
9	9	18	+5	2	1d8
10	9+2	21	+6	5/2	1d8
11	9+4	21	+6	5/2	1d8+1
12	9+6	21	+7	5/2	1d8+1
13	9+8	24	+7	3	1d10
14	9+10	24	+8	3	1d10
15	9+12	24	+8	3	1d10+1
16	+1hp*	24	+9	7/2	1d10+1
17	+1hp*	24	+9	7/2	1d12
18	+1hp*	24	+10	7/2	1d12
19	+1hp*	24	+10	4	1d12
20	+1hp*	24	+10	4	1d12

*Monks cannot attain more than maximum hit points allowable for 15th level.

**This refers to the monk being unarmed.

Secondary Skill: Dancing, Fire-building or Survival

Weapon Proficiency: See below

Nonweapon Proficiency:

Bonus: Endurance.

Recommended: (General) Cooking, Dancing, Direction Sense, Etiquette, Fire-building, Fishing, Languages (Modern), Riding (Land based only), Rope Use, Swimming, Weather Sense; (Priest) Healing, Herbalism, Languages (Ancient - only in reference for mummies), Reading/ Writing; (Rogue) Blind Fighting, Jumping, Set Snares, Tumbling; (Warrior) Animal Lore (shapechanging animals only), Hunting, Survival and Tracking.

Armor/Equipment: Monks may have no armor and their only equipment is what they can carry on their person (not a pack animal).

Special Benefits: Aside from what is mentioned above, monks do not pay and weapon proficiency points for bludgeoning weapons. Many people in the Oriental cluster/ domains recognize these monks for what they do and often offer free food and shelter, a few in the core understand this as well.

Special Hindrances: A monk must pay an extra proficiency slot to learn any non-bludgeoning weapon (two points for a sword, three for a bow) and can never specialize in any weapon. The first 10% of a monk's treasure (given as a reward, finding a lair, etc.) is given to a church of the monk's choice. A monk may never keep more than 100 gold for himself. Excess is generally given to the next town to which a monk arrives, either to the poor or a local tavern buying drinks, the local religious order, or a monk's own religious affiliation, if applicable. A monk cannot retain more items than he or she can carry unless he or she has a home where the excess is left (such as a desk, tapestry, hammocks, etc). As stated above, a monk will not wear armor except as a disguise. Any wearing of armor cancels all of a monk's special abilities (except for immunity to poison and resist charm) until the armor is removed. Also, a monk may not possess more than four magical items (this can consist of rings or cloaks of protection, magical staves, etc.) that are not restricted.

Author's Note: I have based my monk subclass on the Monk of the Scarlet Brotherhood (priest cast) that can be found in GREYHAWK's *The Scarlet Brotherhood* accessory. I wasn't sure on alignment, thinking either Lawful Good to keep up with the Lawful tradition of AD&D monks, or saying Lawful Good and Chaotic Good (neutral is too lukewarm for this kit/class and evil isn't devoted enough) are the only two allowed.

Brett Kirby

Monster Hunter

By Alanik Ray & Nathan Farrow

Description:

The Hunters (aka Monster Hunters) represent those who shine light into the dark corners of the universe to chase out the horrors that they find there. Along their travels they accumulate great knowledge to help them in their battles.

They shun magic and those who use it, even though Mages and Priests might be useful for them at times. At these times they have no problems with seeking out ones' help or employment but in the view of Hunters such magic use only aids their magically natured enemies. To use such methods lowers you to their level.

This means that Hunters don't cast spells themselves. Tossing around spells would bring them closer to being the supernatural creatures they fight, but they study how magic works and may hire or team up with magic users. However, even if they don't wield magics themselves (i.e. don't cast spells), they use magical items nonetheless in order to succeed in their quests. Each Hunter has a particular type of foe to battle and to specialize with (like the natural enemy of a ranger), choosing from the following categories: Ghost, Vampire, Lycanthrope, Lich, Mummy, Demon (fiends and demonists), Golem, Living Dead (ghouls/ghasts, skeletons, zombies and wights), Dragon (all kinds), Goblinoid (all species), Giant (all species), Sea-monster (all kinds), Witch (hags/witches, necomancers/black sorcerers).

Races Allowed:

Human, half elf, dwarf (max level 12), elf (max level 9).

Required Scores:

Int: 12 / Wis: 14 / Char: 10.

If int or wis = 16+ 10% X.p. bonus.

Weapon Proficiencies:

Hunters should have access to different weapons basing on the Cultural level of the society where each hunter comes from.

Armour allowed:

The Hunter may wear any type of armor up to chain mail or none, it depends on the culture he comes from (a hunter originating in a Medieval world could wear a chain mail, while another coming from a Renaissance culture could disdain armors of any kind).

Non weapon Proficiencies:

Bonus: Tracking (Int)

Required: Linguistics.

THAC0: as Thief of same level.

HD: d6 (max 10d6, +2 hp per level after 10th).

OD&D Advance as: Fighter (see table below for AD&D level progression).

Starting Wealth: 3d6 x 20 gp

Skills:

Thief Skills - Open Locks, Find/Remove trap, Move Silently, Hide in Shadows, Hear Noises. Starts with the percentages of a 1st level Thief, then gains 20 points at each level to distribute among the various skills (minimum 1 point for skill). Find/Remove Traps is treated like a single skill.

Languages - Hunters may gain an additional language for every four levels they attain. They must have spent at least six months with someone who speaks that language however.

Identify Disease - This ability allows the character a chance to identify any disease if allowed to examine the victim. This can not be an instant check and requires at least an hour with a patient. For each further hour a hunter spends with a patient a further 5% bonus can be gained. The ability starts at first level and at 5%. It then goes up in increments of 5% per level. Once the disease has been diagnosed, the Hunter can try to heal the victim, provided he has access to the appropriate medicaments and herbs (this functions only with normal diseases): he has the same probability to succeed.

At 3rd level the Hunter may begin to diagnose diseases inflicted by his particular type of foe (if the creature is able to inflict such diseases) and to cure them from level 6 with the same percentage listed above, minus 5% per level/HD of difference between the creature who spread the disease and the Hunter (if the creature has more HD than the Hunter, that is).

Identify Monster - This ability gives the Hunter a chance to identify the nature of a creature. This does not mean that the player can tell a Vampire or Lycanthrope when not in monstrous form. Merely that when confronted directly with a monster or evidence of one the character has a 30% chance to identify what type the monster is (provided the creature belongs to one of the major monster groups listed at the beginning of the article). The character gains a 10% bonus for each level or hit die he is above the creature but a similar penalty for every level or hit die he is below the creature. If the creature is the Hunter's special foe, then the bonus is 20% for each level/HD above the creature, while the penalty remains 10% per HD. This skill is gained at 3rd level.

Legend and Lore - This works similarly to the bardic skill. The character has a 10% chance per 3 levels to identify a magical object or legendary reference. This does not mean to say that he could use that item or elaborate on the reference, merely that the character understands what it does or who they were.

NOTE: This does not work for obscure occult references. For that the player would need to refer to the occult/arcana sphere of knowledge detailed below.

Spheres of Knowledge - At 5th level the character begins to show a great accumulation of knowledge. (See below.)

Hold at bay - The character can hold at bay a creature as long as he has an allergen to present versus it. For undead, demons and witches the allergen may be a holy symbol or a circle of protection or something special tied to that undead (see Van Richten's Guides for use of Allergens). For lycanthropes aconite (wolvesbane) or silver may work. For Golems a special

metal amulet or item may suffice. For goblinoids and sea monsters use fire. For dragons use precious ancient amulets that have ties to dragonkind. For giants use special minerals or stones.

NOTE: if the Hunter uses a holy symbol, he must worship a specific deity who empowers him against the enemy he tries to hold at bay. This doesn't mean he is a priest of that deity, merely that he is a loyal (more or less) follower.

Using the turn undead tables as if he was a Priest of three levels less than his own (he gains a +2 to the roll vs his special foe though), a Hunter may prevent creatures from entering a circle (radius 5ft) around him. The creatures are not destroyed or turned: they are merely held back. The Hunter temporarily loses one point of Constitution for every 3 rounds he holds at bay a creature. When Constitution reaches 0 the character passes out. The Constitution points can be regained in this way: the first point returns after one hour of rest. The second point returns two hours after that and the third after three hours again. This means that after six hours of rest he will regain three points, etc. If the combined hit dice of the monsters held back (remembering that this ability is only attempting to work on the first row as the back row can't move through them) is greater than the level of the character then healing time is doubled. If the hit dice are greater than double the characters level then healing time is quadrupled (there the progression ends).
EXAMPLE: Our hero Artemis has just rescued a young maiden from the clutches of a Vampire mage. In his rage the Vampire sends 30 zombies after the poor hunter. In an already weakened state the party is wiped out in the first round except for the party mage who flees. The maiden is wounded and unconscious so Artemis, who made his fear checks, stands above her body and attempts to hold the creatures at bay.

He is ninth level and so holds them back at sixth level of ability on the table giving him a base chance of four with a minus two penalty for being in a sinkhole of evil. On a roll of seven he just makes it and the creatures are held back from hurting him or the girl. They are now at an impass. They can not enter the circle but Artemis may not attack them. He may however move towards the exit at 1/3 speed, in this case 4. But with the girl over his arm his speed is reduced to 2. This situation may call for a horror check.

After three rounds Artemis has only moved 60 feet and is halfway to the door but now he loses a point of con. Slightly weakened but otherwise unaffected he moves on. After six rounds he has reached the door but must lose another point of con. The zombies are still following held at bay. On reaching the door he looks up to see the mage return with two clerics and drive off the zombies in two rounds. Artemis collapses in thanks.

When the party rests it is time to determine healing for Artemis. This is an internal wound which can not be healed by the cleric, however his normal wounds can be healed at the same time. During battle he held the undead at bay for eight rounds. Since he loses one point every three he only lost two points of constitution after a long one minute and twenty seconds. He was holding back thirty zombies but only nine were surrounding him on the battle map (as the ones behind can't move through the ones in front). This makes eighteen hit dice of zombies (9 zombies with 2HD each) which exceeds his own level of nine thus doubling his healing time.

The party rests nearby for four hours healing wounds and memorising spells. After two hours his first point returns bumping his con back up to 14. After those four hours they proceed to their next town but Artemis does not ride, rather sitting in the back of a wagon. This counts as unbroken rest so he only has to wait another two hours to regain his lost point and by then they will have reached their destination. He can not train during this time.

AD&D Progression Table

Experience	Level/HD	Title
0	1	Apprentice
2,200	2	Seeker
4,400	3	Researcher
9,000	4	Expert
18,000	5	Inquisitor
36,000	6	Detective
62,000	7	Investigator
120,000	8	Hero
240,000	9	Slayer
440,000	10	Sage Hunter

+200,00 for each level beyond and +2hp to HD.

Bonus table:

- lvl 3: +1 vs natural foe
 - lvl 6: +2 vs natural foe
 - lvl 8: +1 vs another class of foes (at the hunter's choice)
 - lvl 9: +3 vs natural foe
 - lvl 10: +1 vs another class of foes (hunter's choice; can be the same one previously chosen, maximum +2)
 - lvl 12: +4 vs natural foe
 - lvl 14: +1 vs another class of foes (hunter's choice; can be another one previously chosen, maximum +2)
 - lvl 16: +1 vs another class of foes (hunter's choice; can be another one previously chosen, maximum +2)
 - lvl 18: +1 vs another class of foes (hunter's choice; can be another one previously chosen, maximum +2)
 - lvl 20: +1 vs another class of foes (hunter's choice; can be another one previously chosen, maximum +2)
 - +1 vs another class of foes every other three levels thereafter.
- Note: the bonus vs foe is to hit and damage only (acts not as magical weapon unless he has it)

Name Level Hunters:

At 9th level a character may set up a shop in an appropriate area and/or publish grimoirs. If he sets up a library then the character gains +10% on research rolls. At 10th level a Hunter character is obliged to set up a school (cost at the DMs discretion). From this will gain 30gp a month from each of the 6d6 students that attend. If the proprietor of the school leaves for more than one week

in any month without leaving a suitable replacement the student will leave and he will gain no money that month. If no school is established the character cannot reach 11th level.

Hunters gain no followers but can take on one apprentice at level six. The apprentice can train to become a Hunter but may leave after third level (Morale check after each mission or at DM's will).

SPHERES OF KNOWLEDGE

The first percentile roll is the chance to know the answer to any question. The second is the chance to be able to find the answer through research. If the character has a library this chance goes up by 10% for each level he has had the library. The research time is 1d6 rounds for a general question, 1d12 days for a specific question and 5d12 days for an exacting question. The category penalty listed in the leftmost column is added to all research die rolls.

If the Hunter possesses the Biblioteconomy skill, the time needed to find a specific question becomes 2d6 hours and for exacting questions it's only 1d4 days, provided he's searching in a library he is familiar with (and that contains the needed information, of course).

EXAMPLE: Artemis is an 8th level hunter (Lycanthrope hunter). His major sphere, chosen at 5th level, was Arcana with a minor sphere of the Supernatural. He is tracing the Timothy family curse and needs to know who Nathan Timothy's father was. Since genealogy is a humanities field, and Artemis does not have that sphere, he can not find out where his father is or if he is a Lycanthrope as they are exacting questions. He can find out his name however as that is only an exact question. He makes his roll and gets a 55%. This is a fail. He repairs to his library which has just been built. His chances now increase to 20% as a specific out of his sphere plus 10% for being in his library. He rolls 24%, a success, but now needs to know how long until he gets a result. He rolls a d12 and adds three for being out of his sphere, the result being 15 days until he can find out his answer. If that time is uninterrupted study he will find out that Eowin Timothy is the man he seeks.

Finding him would be another matter.

Question is	General	Specific	Exacting
Out of sphere	31% - 50%	11% - 20%	-
In minor sphere	46% - 55%	31% - 40%	11% - 20%
In major sphere	61% - 80%	57% - 60%	26% - 35%
In special field	81% - 100%	76% - 90%	61% - 80%

Level	Minor Spheres	Fields In Major Sphere
5	0	1
6	1	1
7	1	2
8	2	2
9	2	3
10	2	3
11	3	4

12
13
14
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ALL

ORDER OF THE LOST SOULS

By Mark Graydon

This is a company of evil NPCs that prowl the Land of the Mists. The DM is free to use it as a new kind of threat against his PCs (especially overconfident PCs...)

THE GATEKEEPER

Male Human Mage, Chaotic Neutral.

Armor Class: 10

Movement: 12

Hit Dice: 13

Hit Points: 51

THAC0: 16

No. of Attacks: 1

Damage: 1d6

Special Attacks: Spells

Special Defenses: Spells

Magic Resistance: Nil

Str: 9

Dex: 14

Con: 16

Int: 17

Wis: 12

Cha: 11

Com:* 10/6

* His comeliness before the dash is when he is first met, and the number after the slash is when he changes.

Appearance:

The Gatekeeper is a wandering mage of mystery. He was originally came from the domain of Mordent, but has wandered (and changed) much since that time.

When first met, the gatekeeper appears as a greasy looking man in a dark blue robe. He carries a staff, and nothing else. He has an unshaven face, and long strands of unclean hair fall down in front of him.

After awhile, his face will have changed. This change is very gradual, and should only be mentioned when the changes become drastic from what he was.

At the end of the change, his hair will be gone, and his skin will have changed to a dark blue. His eyes will glow a bright green, with tinges of red around the edges. His robe will also have changed to a dark black.

This change is because he has failed a powers check.

Background:

Originally, the Gatekeeper went by the name of Will Fromach. He was curious lad, and when a group of adventurers, led by the famed Dr.

Rudolph Van Richten came to Mordentshire, the lad was the first one out to meet them.

He scrutinized all the people, and finally, found himself fascinated with one member of the group, a mage by the name of Donavus. For his part, Donavus saw a raw talent for wizardry in the boy, and began to train him while he was in the town. But, all too soon, Donavus was called to leave the town with his companions. After saying a short farewell, he gave the boy a book. It was a book that he had had when he was a young child. It basically taught the rudiments of magic, without including any spells.

Will studied the book day in and day out. When he finished reading it, he read it again. His parents were concerned that this would turn into an obsession for the lad. But, Will saw this and took up other hobbies (namely gaming) and averted his parent's suspicions. But he still studied.

Eventually, Will's parents died, and he was left to himself. By this time, Will was a young man, and he took up residence in the house, and was almost relieved to be able to study out in the open. It was at this time that Will also started to experiment. He never was cruel, but in his mind, he didn't care if an experiment came out better or worse than it had before he caught it. This attitude would carry over and follow him for quite some time to come.

Eventually Will struck out into the world. He sought a mage to learn from. He had few spells at his disposal, and the ones he had he had created himself. Thus, he struck out north, and entered into Dementlieu. From there history loses track of the Gatekeeper. Until that fateful day however...

Will was travelling in an unnamed land. (Purposefully kept blank so that DM can insert wherever he wishes.) He was walking through a trackless wood, and came upon a temple. By this time, Will had learned magic, and was only seeking more. Upon entering the temple, he saw before him, a great gate. It was ebony, and had horrid carvings upon it. Beyond the wrought-iron portal, he could see an altar, and some red liquid, blood. Hanging over the blood was a shinning sphere. Through the sphere, Will could see a pleasant country side with livestock, and sunshine. The place was covered in dust, and there were no footprints save his own, yet the blood on the altar was fresh. Clearly, there must be great magic at work here, mused Will, and he walked boldly forward.

When Will touched the portal, a blinding flash exploded before him, and he was blinded. When he could see again, he saw a robed and hooded figure before him. It held out a hand that was merely skeletal and motioned him to go back. Will however, thought that this was merely a skeleton, an easily enough creature to be defeated. As such, he backed away, and launched a blinding fireball at the abomination. When the ball struck, the creature fell in a heap. Satisfied, the Gatekeeper strode forward, but stopped when the blackened skull on the floor spoke to him.

"Fool!" it said. "Was my warning not clear enough? My form not hideous enough? Now you are doomed to become the Gatekeeper for all eternity! Your body will wither, but still you will guard! Oh! Pity! PITY!"

With this, the skull shattered, and Will knew no more.

The Gatekeeper that was Will, for the only thing left of the lad was his talent for magic and his body, stood guard over the rest of time.

He was cursed. He had to guard the portal till he was beaten in some manner of game. The type did not matter, for the curse gave the Gatekeeper a great understanding of all types of games.

Thus, it was almost impossible for him to lose. If he does lose, then he is freed.

However, the Gatekeeper would not go through the gate. He knows that it is a portal out of Ravenloft, and that there is less darkness in that other land to hide himself in. Thus, he would leave after chuckling at the victim, and strike off on his own. Also, the Gatekeeper cannot intentionally lose a game. When he starts, he is compelled to play his best. Also, the Gate will allow him to leave it for the purposes of collecting debts in games, but that is all.

In the years since his curse, others have stumbled upon the place.

Some have been simple people, some have been adventurers, and some have been monsters. The simple people and the adventurers failed at destroying the Gatekeeper, but the monsters pledged their fealty to him, and he now is the head of the Order of Lost Souls.

Current Sketch:

The Gatekeeper stays at his gate, waiting for the day when he will be freed. He has a strange telepathic link with all in his order, and he uses this to direct them about the Core and Islands. He largely doesn't interfere with them, however. Only if their plans would disturb the lord of the domain does he step in. The Gatekeeper knows that to draw attention from such beings is dangerous to one's continued free existence.

Combat:

The Gatekeeper will try to avoid confrontations, unless it is necessary to collect on a debt. He has only his staff and his spells to defend himself. He has one special power though. He can create a special series of gates around anyone. These gates surround the victim completely, appearing above, below, and to all sides of the captive. They cannot be broken by any known force, and each one has many locks, handles, latches, and knobs on it. Thus, the trapped person will not know which one to turn. If they try to turn one, then the player should roll 1d20. If he rolls his character's level, then the gate opens. Otherwise, he must try again. The character can try 3 latches per round.

Spells:

- 1) Corpse Visage, Dancing Lights, Detect Magic, Lasting Breath, Protection From Hunger & Thirst, Read Magic
- 2) Detect Life, Insatiable Thirst, Melf's Acid Arrow, Past Life, Pyrotechnics, Stinking Cloud, Strahd's Baneful Attractor, Vocalize
- 3) Fireball, Ground Fog, Hovering Skull, Iron Mind, Secret Page, Slow, Snapping Teeth, Spirit Armor, Squaring the Circle, Watery Double
- 4) Duplicate, Fire Aura, Mask of Death, Mordenkainen's Celerity, Otiluke's Resilient Sphere, Rainbow Pattern, Rain of Terror
- 5) Domination, Dream, Soul Anchor, Throbbing Bones, Von Gasik's Refusal
- 6) Enchant an Item

The Gatekeeper's favorite spell is Corpse Visage. His variant of it changes his face into a skull with beetles crawling over it.

BARON SAMEDI

Human Male Zombie Lord, Neutral Evil.

Armor Class: 6

Movement: 6

Hit Dice: 6

Hit Points: 40

THAC0: 15

No. of Attacks: 2

Damage: 2d4, 2d4

Special Attacks: See below
Special Defenses: See below
Magic Resistance: Nil

Str: 12
Dex: 10
Con: 10
Int: 9
Wis: 10
Cha: 11
Com: 5

Appearance:

The Baron can have two appearances. In one appearance, he looks like an elderly but lively person. He could pass for a very dirty, grungy, and old, man. His skin is wrinkled and has spots. His hair is frizzled and gray. But his eyes are always lively, and they seem to almost gleam.

The Baron's second appearance is much more frightening. His skin draws tight across his face, and some of the spots widen and break open. His hair is limp, but still holds a hint of it's frizziness, and a large open gash appears on the right side of his forehead. His eyes become totally black, and his voice becomes harsh and commanding.

In either guise, the Baron's clothes remain the same. He wears the remains of an elegant suit, with a pocket watch, and a top hat. All his clothes are faded and ripped however, with his right arm being bare, except for the end of the sleeve, and a white glove.

The Baron is missing the last finger on his right hand, and the top of his head has been laid bare and his brain exposed. He usually keeps this covered by his battered top hat.

Background:

Baron Samedi was born on a small tract of land in the outskirts of Mortigny, Richemulot. He was born into a life of wealth and power, and enjoyed it immensely. As he grew, his ancestral home was the place of many great parties, and the Baron's favorite saying was, "Thrill Me!"

After Samedi's 25th birthday, his parents passed away, also passing the title of "Baron" onto their only child. The Baron, thrilled to this new form of freedom, and threw a great party in honor of the event. However, the advertisements attracted more than what he wanted.

In life, Samedi's father was a very proper man. His greatest fear was that shame would be put on his family's name. Thus he worked long and hard to avoid this. He saw his young son's parties as nothing more than innocent fun however.

But at that first great party, the Baron got a little too drunk. And he spoke a little too much. He spoke of many things. But the main one of concern, was his family's shady business practices. And when the spirit of his father heard this, he arose with a vengeance.

Not caring that the victim of his wrath would be his only son, he arose and materialized in the room, right in front of the Baron. This startled the lad, and sobered him up quite a bit. The boy begged forgiveness, but even as he begged, his father hit him, aging him with his ethereal touch. Finally, the Baron was nothing more than a withered old crone.

It is important to note at this time that the Baron's father never meant to kill the lad. He meant only to take him to the point where he would not be able to have such great parties, and thus, would never repeat his mistake. But when the Baron saw himself in a mirror on the wall, saw how old and decrepit he had become, he cried out in anger and rushed at his father, withered hands out wide. The ghost was surprised, but underestimated the power of his aging. Merely touching the

old man that had become his son, caused the boy to age, and he fell dead, a look of horror upon his face.

The Ghost wept tears of mist, and cried aloud. He had loved his son, but the rage that was brought on by the accident was uncontrollable. The father thought, and finally came up with a solution. He would invade the body of his son, and control the business until a suitable replacement arrived. Deciding this, he bent down and swirled inside his boy's head.

It took the father a long time to exert his control over the body, but by this time it was too late. A wandering priest came to the house, and seeing the dead body before him, saw it as his duty to say last rites and purge the body. Thus, he performed a holy exorcism over the corpse, and the ghost in his weakened condition, could not resist. It was destroyed utterly. But the animating force of the ghost was still there, and in a way, the father gave his son life again. But not the exact sort.

The lad did not wake immediately, but several days later, and after he had been buried. This alone almost drove him mad. But, he broke out, and found that some of his lost vigour had been restored to him. This pleased him greatly, even though he came to realize that he was an undead creature.

The Baron wandered for many a month. In his travels, he learned of his powers, and he took up the study of Necromancy. Then, he met the Gatekeeper. He saw the power in this being, and pledged his loyalty to the man, so that he would live. (The Baron was still rather cowardly you see.) Thus, the first member of the Order of Lost Souls was accepted.

Current Sketch:

The Baron travels aimlessly, going wherever he wishes. He loves great parties, and is almost always attracted there. He stays in touch with the Gatekeeper, and somehow knows where his liege may be found at all times. He nor the Gatekeeper knows how this came about however.

As said, the Baron loves a good party. But after he attended one of the larger ones in Pont-a-Museau and was nearly destroyed by the lord of the land, Jacqueline Renier, he has come to use discretion in his choices.

Combat:

The Baron is a dangerous opponent. He has all the powers of a normal Zombie Lord, plus he has a few extra. Upon a thought, his touch may act as a Hold Person spell. He refers to this power as his "Curse of the Zombie." The duration is 12 rounds, with a saving throw allowing escape.

The other talent of the Baron, is his magic knowledge. His spells are:

- 1) Charm Person, Chill Touch, Feather Fall, Nystul's Magical Aura, Spook
- 2) Hypnotic Pattern, Leomund's Trap, Spectral Hand, Stinking Cloud, Strength
- 3) Hold Undead, Melf's Minute Meteors, Slow, Vampiric Touch

The Baron has been seen about the Core, and is known, perhaps because of this story.

There was a great party to be held in Nevuchar Springs, Darkon. The Baron heard of this, and naturally, attended. His ghoulish stench however, either caused the guests to leave early because of naseau, or to drop dead where they stood. When he saw so many people falling around him, he used his powers to kill more. Then, he caused them all to rise as zombies under his control. Upon completing this, he started the party again. Passerbys saw the undead dancing away, ghoulishly slaving. Needless to say, this caused the belief that the dead were going to rise to reclaim the land to reach a new high.

ANNE DE CHANTRAINE

Female Human Green Hag, Neutral Evil.

Armor Class: -6

Movement: 18, Swim 18

Hit Dice: 9

Hit Points: 35

THAC0: 8

No. of Attacks: 2

Damage: 1d2+6, 1d2+6

Special Attacks: Spells

Special Defenses: Spells

Magic Resistance: 35%

Str: 18/00

Dex: 20

Con: 12

Int: 11

Wis: 13

Cha: 9

Com:* 5/12

* Comeliness before the slash represents in her natural form. Other comeliness is in her form before her change.

Appearance:

Anne de Chantraine's appearance can change at will, being that she is a Green Hag. She has an innate power of Change Self, and thus can appear to be almost anything. However, she usually adopts her form before her change, and her form after it.

Her form before her change, was that of a beautiful young woman, of 17 years of age. She wears simple peasant clothes, and has smooth skin.

Her voice is light and angelic, and her eyes have a calming yet hypnotic effect on those looking at her.

When she changes, her appearance goes through a ghastly transformation. Anytime she changes her person to anything but her natural form, the change back is always the same. Her red hair grows thin and starts to fall out. Her skin becomes marred with angry red lines. Her nose distorts and grows larger, and her teeth become jagged and uneven. Her voice rises much higher at this time, and she snorts occasionally like a pig. Then, her skin starts to buckle and break, and green slimy skin is revealed underneath. Finally, all her skin bursts off, and her true form is revealed. The whole change takes but a minute.

Her true form, has slimy green skin covered by a wet sheen. Her nose is much longer, and her eyes glow red. Her voice is shrill and raspy, and her nails grow out to be fully four inches long and slightly curled! She doesn't snort any longer, but her clothing has changed to be green rags that hang around her body. Her hair is gone, except at the sides of her head, where it hangs limply, like seaweed.

Background:

Anne de Chantraine moved to Tepest from Dementlieu in 744 Barovian calendar. Her family traveled the distance when she was but a babe, south along the Shadow Rift. They entered the sleepy town of Kellee, and settled down.

Anne grew normally, and was one of the prettiest girls in the town. She was shy, but fell in love with a lad named Jordun. Her and Jordun were very much in love, but Jordun had kept a secret from her. He was secretly studying magic. He was by no means a powerful wizard, but knew the basics. One day, when they were together in a clearing in the fall, he decided to show her his secret. Anne was openminded about magic, so she showed only a little fear, and was delighted when Jordun used his magic to outline Anne in her favorite color, green. She laughed and ran around the clearing, in utter happiness. However, they had forgotten that in the fall, it was berry-picking season, and there were others about. A number of the townsfolk saw Anne capering about glowing, and they immediately jumped to the conclusion that she was a witch. Later, when Anne returned home, they ambushed her, and tied her to a stake in the center of the town, accusing her of witchcraft. She pleaded with the townspeople to spare her, that she was no witch, but she said not a word about Jordun either, and thus, there was nothing to help her case. Jordun himself looked at the ground ashamed, and in tears. The townsfolk assumed that he cried because of his love for her and her apparent betrayal of him.

And so, Anne was burned alive at the stake. Her cries were horrible, and before she passed out from the pain, she whispered to herself,

"I'll return. I'm too strong for the flames. I'll return."

Anne's corpse was carried outside of town and left for the wee beasties. Later, Anne awoke. She was deep in the forest, and being pulled by a Goblin. The pitiful creature turned and shrieked, fleeing deep into the forest when he saw her. Anne stumbled in a daze, and came upon a small pond. There she saw her reflection, and finally came to accept what had happened to her. She had become a Hag.

For a few months, she roamed Tepest, killing the people of Kellee quietly and quickly. Her first victim was Jordun who she lured into the woods with her original form. His screams lasted for hours.

Eventually, she burned him alive. This set the trend for all her victims, who she also burned alive. Eventually however, she drew the attention of the Three Hags of Tepest, and she left very quickly, fleeing into Keening. She also traveled through this country fast, fearing the wails of the Banshee.

After travelling in southern Darkon for awhile, she met the Gatekeeper. At this time he was still wandering, and they struck a bargain. Then they went on their ways. When the Gatekeeper was imprisoned, he called her and told her of the changes, and so she went out again, performing all sorts of murders, but always burning the victim's alive, in her own "Witch Hunt".

Current Sketch:

Anne de Chantraine walks Ravenloft, killing most she encounters. She hates wizards above all, and tries to kill them first. She is always interested in rare components for spells however, and she has even set up a permanent residence of sorts. She has a crumbling dungeon in the wilds of Mordent, and there she performs foul magical experiments. She knows of the Gatekeeper's other agents, and occasionally works with them. But she is always the first to snatch up any special ingredients. She is actually the one responsible for Baron Samedi's missing little finger. (She needed a dash of zombie for a spell.)

Combat:

Anne has the normal abilities of a Green Hag, which include a surprise bonus, infravision, and the following spells: Audible Galmor, Dancing Lights, Invisibility, Pass Without Trace, Change Self, Speak With Monsters, Water Breathing, and Weakness. She can also mimic the voice of almost anything.

Anne also has some special spells she has devised for herself. It must be noted that for Anne to use these spells, she must have all the ingredients (which are hard to find) and must have prepared them in her home. Then she can recite the spell at any time to invoke it.

The Which One Spell.

"Mummy is a witch but which one through! You be me. Could be you!"

This spell acts as a Hold Person spell.

Toad's Spell.

"Heads and toads and tails and rats! Crush 'em all and keep 'em in vats!"

This holds the player for one round like a "Hold Person" spell, and causes 3d4 toads to appear and steal 1d4 items from the character. The items are deposited at Anne's feet, and the toads disappear. Multiple toads can carry large items.

The Spell of Black the Cat.

"Black the cat! Black the cat! Black the cat has nine and that's just fine. Cause all these chances are mine."

This powerful spell allows Anne to avoid a hit from a weapon or spell totally, nine times. Nothing can hit her for the first nine normal hits.

Peckin's Spell.

"Peckin' the crow. Peckin' the crow. Peckin' the crow. Tis time to go."

This spell allows Anne to fly, just as if she had cast the "Fly" spell.

Wart's Spell.

"A thought for a caught wart is worth nought."

This spell is like casting a "Forget" spell on one person.

The Spell of Fire.

"Let the witch burn and the pot churn. For now it is my turn!"

This spell allows Anne to cast a Burning Hands spell at 15th level.

Rat's Spell.

"Rat's and mice. Rat's and mice. Rat's and mice. Breed them for lice. Then boil them all with lots of spice."

This spell acts as a "Cloud of Putrifaction" spell.

In Anne's dungeon, there is quite a bit of treasure, and a list of it follows.

2,000 ep.

Poison Potion (Type K).

Potion of Longevity.

COUNTESS ELIZABETH BATHORY

Human Female Nosferatu Vampire, Neutral Evil.

Armor Class: 1

Movement: 14, Fly 20 (C)

Hit Dice: 8+3

Hit Points: 56

THAC0: 9

No. of Attacks: 1

Damage: 1d4+4

Special Attacks: Con drain, gaze

Special Defenses: Regeneration

Magic Resistance: Nil

Str: 18/76

Dex: 14

Con: 18

Int: 12

Wis: 12

Cha: 12

Com:* 16/5

* Comeliness before the slash represents her appearance as normal. The number after represents when she has changed to half-bat.

Appearance:

When she is in her normal form, Elizabeth Bathory is a striking woman. She has long black hair that she has done up in a hive on her head, pale skin, black eyes, and full red lips. There are also two small metal knobs that extend through the flesh on her cheeks. (She explains this as being the remains of a cruel experiment that was preformed upon her by an evil Necromancer.) She dresses in elegant clothes, but only provocative ones.

In her Half-Bat form (the only other form she can assume) she is wildly different. She has dark purple hairless skin, large bat wings for arms, a bloated head, blinding white eyes, and curving metal rods for hair. Her face is also distorted. Her ears become VERY large and pointed, her nose gets small and points down crookedly, and her mouth is reduced to a thin frowning slash. The most noticeable feature however, is a large pair of metal jaws with fearsome silver teeth set in them. These are hooked onto the knobs on her cheeks, and she can make them open and close with perfect accuracy by moving muscles in her jaw.

Background:

Elizabeth Bathory was a cruel woman who lives in her ancestral home of Castle Cathtice in an unexplored southern reach of Nova Vassa. She was a vain and evil person, and when she inherited the castle from her parents, she started making gruesome demands. When her demands made the servants falter, she killed them, and hired new, tougher ones. Eventually all her servants were nothing more than hired thugs.

Her one demand was this: That she have a young virgin girl brought to her castle every week. She would take this young woman, and put her in the castle's torture chambers. There, she

would torture and bleed the girl. The blood would go into a tub, and when it was full, the Countess would bathe in it. It was her belief that she would grow younger and beautiful from this practice.

She was wrong.

All that she got from this practice was death.

The townsfolk of the nearby village learned of her practices, and attacked the castle in a mob. They got down through, and captured the Countess. They would have killed her on the spot, had not a certain man in a black robe intervened. No one knew who the man was, but his advice was better than what they had planned, so they followed it.

The stranger suggested that Bathory be imprisoned in her own torture chambers. There she would eventually go mad, and die from hunger and thirst. This was done.

Bathory spent a lot of time in the chambers, trying not to go mad. But eventually, the thirst got to her, and she succumbed. Her victims were here, as was her tub. The tub was filled with clotted blood, and in desperation, Bathory drank deeply.

She died an hour later from poisoning.

Bathory awoke a full year later. She had become a Vampire and had been granted eternal youth and beauty, but at a price. Nobody would ever see her. She was trapped in her own torture chambers. The victims that hung on hooks and on tables still bled, and thus she has food. But all her victim's are tasteless. She needs new victims to bring a taste in as well.

Eventually, a group of adventurers came upon the castle and explored it. They all met horrible ends except the Necromancer in the group. He was spared by Bathory on the promise that he would make something for her. Up to this point, whenever she was in half-bat form, she could do nothing to harm anyone. Thus, she asked the necromancer to make a set of jaws that she could attack, and that would be able to cause grievous wounds. The Necromancer, fearing for his life, agreed and the jaws were made.

The Necromancer barely escaped with his life after this.

Years later, another visitor entered the crumbling castle. Bathory gasped when she saw him, and rushed at him. The man dressed in the black robes had come back, but he stepped outside of the chamber and shut the door. He told Bathory that she had awakened much sooner than he had anticipated, and that he had known she would change. When she asked who he was, he replied, "My name is Will. That's all you need to know." (The man was really the Gatekeeper.) Eventually, the Gatekeeper had to threaten Bathory with exposure to ensure that she would become his servant, his pawn. Satisfied, the Gatekeeper left, and Bathory has been imprisoned ever since, creating a number of vampiric slaves that will eventually overrun everything around the castle.

Current Sketch:

The one thing that her slaves are kept on the lookout for is any wizards or priests. These are to be captured and brought to the castle to see if they can release the Countess from her curse. So far, none have been able to.

Combat:

Bathory is different from other vampires in many ways. She can only change into a half-human half-bat form. She needs to feed on blood, but blood from a virgin female gives her an extra HD for 1 hour.

In human form, she attacks with a bloodletting dagger, and in half-bat form she attacks with her jaws. Both cause the same damage.

Bathory can fully regenerate her hp once per day, just by transforming.

She can only be killed by a virgin female driving a spike taken from an iron maiden through her heart, and having her head cut off with a torture knife and soaked in a tub of water for 24 hours.

After this time, she will dissolve into a pool of rotting blood. (The significance of the tub of water comes from the saying "There's no water running in <blank> blood.")

Bathory doesn't sleep in a coffin. She spends the days in a tub, which is set up under a dripping victim.

Other than this, she is a normal nosferatu vampire.

KHUFU

Human Male Mummy, Lawful Evil.

Armor Class: 0

Movement: 13

Hit Dice: 9

Hit Points: 39

THAC0: 9

No. of Attacks: 1

Damage: 1d12

Special Attacks: See below

Special Defenses: See below

Magic Resistance: 10%

Str: 18/91

Dex: 16

Con: 14

Int: 7

Wis: 6

Cha: 7

Com: 1

Appearance:

Khufu is a horrid sight. He is a shambling figure, covered in bandages. His skeletal gray face can be seen, and worms crawl all over it, and seem to infest the eye sockets. Snakes seem to have an affinity for him, and he usually has a cobra or two around him.

Background:

Pharoh Khufu was a spoiled brat. He came to rule at a very young age, in the domain of Sebuia before it was drawn into Ravenloft. When he was 20 years old, he proclaimed himself the "King of Death" and had a great tomb erected in the valley of death to glorify himself in.

However, the priests of death in that area, did not take kindly to this self-proclaimed title, and openly opposed him. Many of Khufu's subjects sided with the clerics, and Khufu became afraid. He lived three more years before he was killed in a holy slaying by the death priests.

As was the custom with all Pharohs, his subjects mummified him.

However, the priests of death thought that Khufu had not learned his lesson, and so they mummified him with Linen of Mummification. They thought that if he spent the rest of time as a servant to the very god he spurned, he would learn better.

And so, three months later, the tomb of Khufu was opened. The priests entered, and cast their magic upon his body, awakening it to servitude.

However, they had made on mistake. In the ceremony of Khufu's death, they were supposed to put holy symbols on his body. They did not do this, thinking that he was unworthy to wear such medalions. So, Khufu rose, but he was not under their control. He recognized them, and killed them all.

Khufu arose and went back to his seat of power, destroying the current young Pharaoh. The people trembled beneath him, and he destroyed the cult of the death priests himself. Then, he resumed his ruling, and again proclaimed himself "King of Death".

In the following years, Khufu created a religion of terror. He was brutal, and demanded that all servants obeyed him and his gospel of death. The people readily agreed out of fear, thus Khufu wasn't forced to do anything rash. He sat idly, and eventually tired of his rule. He wanted to convert people all over again. Thus Khufu one day, quietly, left his seat, stalked to his tomb, and fell into a slumber for many centuries.

In his sleeping time, Khufu's empire fell, and all the people died. Then came Tiyet, and her evil deeds drew her into Ravenloft. When this happened, Khufu began to stir. But he did not awake.

Eventually, Tiyet investigated the tombs in the valley, and woke Khufu. He sensed her power, and played as her servant, until a decade later, when he escaped during one of her "parties". He traveled to the land Pharazia, where in the southern heart of the domain, he again established his gospel. However, Diamabel heard of this, and that night, came hunting. Khufu barely survived by fleeing into the Mists and Diamabel was too involved in a rage to raise the borders.

Khufu walked among many of the domains before he was deposited in the Core. There, he amassed a small cadre of people who worshipped him, as the King of Death. Khufu found that his powers had changed when he awoke as well. Also, he found that he needed the veneration of the living. Thus, when he was traveling through Borca, and met a certain black-robed man, the first thing Khufu did was try and recruit him. The man in black merely smiled, and told Khufu that his powers wouldn't work. (The Gatekeeper, for that is who he was, had cast an Iron Mind spell so that the charm didn't work.) The two spoke long into the night, and eventually, the Gatekeeper challenged Khufu to a game of dice. The price was that whoever lost would serve the other one for the rest of his existence. Naturally, the Gatekeeper won. Khufu honored the agreement, and the Gatekeeper told Khufu to seek out magic and power and deliver it. Otherwise, he could do as he saw fit.

Current Sketch:

Khufu is one of the Gatekeeper's most loyal minions. He willingly follows in the Gatekeeper's schemes, but spreads as much terror as he possibly can along the way.

Combat:

Khufu is a mummy of the 3rd rank. Thus, he is powerful. He can only be hit by +1 or better weapons, and takes 1/2 damage from all magical weapon attacks. He can be hit by weapons made of copper however, but he still only takes 1/2 damage from such attacks. He is immune to all cold attacks and normal water attacks.

He can rejuvenate 12 hp per hour, if he rests for a day before, and an hour afterward.

Khufu's touch also drains the life from his victims, being that he proclaimed himself the King of Death. Whenever a victim is hit, he loses 2 hp permanently. These two go to Khufu, and are added to his hp total. Khufu doesn't cause disease with a touch.

The sight of Khufu inspires dread, and this is a very powerful ability of the mummy. Victim's must save vs. spell with a -4 penalty or have a -5 penalty to all attack rolls, saving throws, and ability checks until the mummy leaves the victim's sight.

Khufu can have 27 levels of humans and demihumans under his charm, or he can have 18 levels of animals. He usually has a mixture, preferring cobras to other animals.

Khufu can see in the dark with infravision out to 30'.

As mentioned before, Khufu's body is infested with worms. There is an insidiousness at work here though. If Khufu hits someone, then some of the worms will land on the victim, immediately transforming into Rot Grubs that will start to burrow. The number that will come off is 1d4.

Khufu is very weak against any death-related magical attack. He suffers an extra point of damage per die, but note that any spell that instantly kills its victim will not kill Khufu.

Khufu takes 1d6+1 damage from holy water splashed on him, but will take 2d4 damage if the water is from a priest who worships death.

Any turning attempts on Khufu have a -1 penalty (no penalty if from a diety of death) and the -1 is also applied to the 2d6 roll to see how many creatures are affected. Thus even if the turning is successful, it may not turn Khufu.

Khufu can be held at bay with any genuine crown from someone in a position of power. Fake crowns will not work. (Crowns also include headdresses.) Khufu can be held 5' away. If forced into a corner, then he gets a save vs. spell with a -2 penalty to ignore the aversion for 1 round.

As mentioned before, Khufu needs the veneration of the living. He needs to hold a death masse at least once every 2 years. If he doesn't, then he loses 3 HD, and all his powers drop one rank. It takes him 1d8 days to recover from this loss once he conducts a masse.

GEVAUDAN

Human Male Lowland Loup-Garou/Werejackal, Chaotic Evil.

Armor Class: 10 (4)

Movement: 12 (20)

Hit Dice: 6+4

Hit Points: 30

THAC0: 20 (10)

No. of Attacks: 1 (3)

Damage: 1d6 (1d6, 1d6, 2d4)

Special Attacks: Spells

Special Defenses: Hit only by special or magical weapons, Spells Magic Resistance: 10%

Str: 9 (19)

Dex: 10 (17)

Con: 12

Int: 16

Wis: 16

Cha: 8

Com: 12 (7)

Numbers in parenthesis reflect his were form.

Appearance:

Gevaudan has two forms. His first, is his human form. In it, he is a tall lanky man, slightly handsome, wearing clothes that hang on him.

His nails are dark, and slightly longer than normal.

In his second form, he is much more imposing. He retains his height, and is covered with black fur. His head is that of a wolf, but thinner, and more angular. His hands grow fur and large black claws. His clothes do not burst, because they are made to accommodate the change in musculature. A green saliva seems to seep from constantly from his jaws.

Background:

Gevaudan was born in the domain of Dementlieu, in the city of Chateaufaux. He was a quite boy, and pretty normal in all respects, except this one: His parents were lycanthropes. Two different species to be exact. His father, a werewolf and his mother, a Werejackal. The boy grew in the forests surrounding Chateaufaux, and called his home, the "Forest of le Gevaudan".

The boy grew in isolation, and that was fine with him. Later in his life, he was taught of the nature of the god Anubis by his mother, but he only half embraced the teachings. He started going hunting more and more, and he killed for sheer pleasure. His jackal half gave him a fear of large creatures, but his wolf half gave him a love of battle. Thus, the boy was at odds many times. In a savage frenzy, he would rip into a creature and destroy it, throwing pieces of it far into the woods to get over the inner conflict he felt. Eventually, he left home one night without saying a word, and set off to try and find some answers.

Along the way he savagely killed anything he encountered. He started to love battle and bloodshed, and became somewhat of an expert at ambushes. He learned to quell the lunge of battle from the wolf and listen to the tactics of the jackal. Then, he would launch from hiding and engage the wolf's battle skill to destroy his foes. Finally, he would create an unholy combination of the two, and rip his foes to shreds, eating what he would.

Eventually, the lycanthrope met the Gatekeeper. This man proved more than a match for the creature, and he was about to flee when the Gatekeeper told him that he could make him stronger, and help him.

Gevaudan listened curious, and decided to ally with the Gatekeeper and help him, as long as the Gatekeeper promised to use his knowledge to help him.

Current Sketch:

Gevaudan searches the land far and wide for answers to unanswerable questions and to fulfil his bloodlust. He is a deadly opponent, and not to be taken lightly.

Combat:

In human form, Gevaudan is a 3rd level cleric. He has access to the following spheres:

Major: All, Animal, Combat, Necromantic, Summoning, Travelers

Minor: Chaos, Charm, Elemental Earth, Wards

He usually has the following spells memorized:

- 1) Cause Fear, Command, Curse, Sanctuary
- 2) Charm Person or Mammal, Dust Devil, Hold Person

In wolf/jackal form, he is much stronger and quicker. He attacks with his claws and a savage bite.

Gevaudan can see in the dark as if it were a clear night with a full moon, and can see as clearly as daylight under the actual full moon.

He can only be harmed by magical weapons (which cause only the damage that is indicated by their plus; longsword +1 causes 1 damage) or by any weapon made of silver and copper. Such a weapon inflicts normal damage. A Blessed weapon causes 1 damage per hit as well.

If Gevaudan is faced with an obviously superior force, he must make the equivalent to a morale check. His effective morale is 13. If he fails, he must retreat for 3d4 rounds. He doesn't have to make this check if he is in bloodlust.

Gevaudan can also command undead (3rd level), although he will only use this if he is confronted by a large host of the creatures. Otherwise, he will try to destroy them with brute force.

If Gevaudan is forced to make a check to see if he enters bloodlust, then he gets a -4 modifier to the roll, to reflect his already savage nature, and his willingness to enter the stage.

Gevaudan is a true lycanthrope, and as such, can change whenever he likes. However, whenever he smells blood in the air, he must make a bloodlust check with the above modifier or change involuntarily.

Gevaudan's chemical susceptibility is a mixture of fennel and aconite (wolfsbane).

Finally, when Gevaudan is in wolf/jackal form, he may cause fear by speaking in a menacing tone. This acts just like the spell of the same name.

HELLIN

Human Female Poltergeist, Chaotic Evil.

Armor Class: -1/6

Movement: 6

Hit Dice: 4

Hit Points: 16

THAC0: 15

No. of Attacks: 1

Damage: Variable

Special Attacks:

Special Defenses:

Magic Resistance:

Str: --

Dex: 14

Con: --

Int: 15

Wis: 16

Cha: 13

Com: 11

Appearance:

Hellin is invisible all the time, unless someone can see the invisible. Then they will behold a ghastly sight.

Hellin is a little girl, and she appears as one. Her skin is purple and blue, and she almost looks like a porcelain doll. She wears a tattered nightgown, and a small white ripped bonnet. Blue tears streak from her eyes, but she doesn't appear to be crying; more like the liquid is just oozing out. The most grotesque parts however, are the upper left side of her head, and her lower right cheek. Both parts have burst open, revealing gray brain in the upper left side, and rotting flesh in the lower right.

Hellin's face rarely moves, but she often moves her mouth into a seemingly innocent smile when people can see her.

Background:

Hellin was a little girl in the domain of Borca. She was the daughter of a local aristocrat, and her parents were usually gone to parties and the like. They didn't hate their daughter, quite the contrary. They just didn't want to take the time to look after her.

As such, Hellin was often left with a nanny, but this was always changing. Whenever Hellin was left without her parents, she became very angry. She threw temper tantrums that made some storms at sea look calm and tranquil. As such, no nanny would stay long.

Her parents never saw the blame with little Hellin however. They thought that the nannies were stealing things and then leaving before they could get caught. This was because little Hellin, along with being violent, had a fondness for shiny things. She would steal them and hide them in her little toy box.

Well, when Hellin was three years old, her secret was discovered. A nanny had come, and was looking after the little girl. When Hellin was playing in the main hall, the nanny was cleaning Hellin's toys. She found all the stolen jewelry. When she went down to confront the young girl, Hellin flew into a rage. This was the most horrible tantrum she had ever had, and she picked up all her toys and threw them at the hateful nanny. The young woman was hit on the head with a small wooden horse, and was knocked unconscious.

Meanwhile, Hellin still raged. She screamed, jumped, and threw anything she could get her hands on. Eventually, she caused an aneurysm in her brain, and she died.

The young nanny awoke and found herself in a jail cell. Apparently, the police and Hellin's parents saw the young nanny with all the items, and the dead Hellin and assumed that their young daughter had been killed trying to stop the thief. The fate of the nanny was judged guilty, and she was hung.

Little Hellin arose however, because of the great rage at her death.

Little Hellin haunted her house for awhile, causing mayhem and havoc.

Her parents consulted a medium, and found out that the spirit was of their little daughter. They told their neighbors of the haunting, but did nothing to stop it, because they couldn't find it in their hearts to get rid of their daughter. Then, a spirit looking just like the hung nanny appeared, (with a broken, lolling neck) and killed both of Hellin's parents by strangling. (This spirit was in fact a Valpurgeist.)

The police blamed this death upon Hellin, and she fumed. She Almost no one in the town of Lechberg was unvisited by the ghost, at least for a moment. Then, Hellin fled into the mists of the Shadow Rift.

It was during this rage, that the Gatekeeper was present in Lechberg.

He deduced the identity of the spirit, and in an effort to control her, went to her house, entered her room, and took a single toy, the small wooden horse.

Much later, Hellin suddenly felt a pulling. Something she wanted was near. She followed the pull, and came to the Gatekeeper. She tried to hurt him, but found she was powerless to do so. The Gatekeeper agreed to set her free from her toy, if she agreed to serve him. She readily did so, and prepared to destroy the Gatekeeper as soon as he handed the toy over. Instead, he broke it in half. Half he gave to her, and the other half he kept. Then, he turned and left her.

Current Sketch:

Hellin now roams Ravenloft, attacking wherever she wants to. She can go wherever she wants, but can be called back to the Gatekeeper whenever he wants to. This rages at her, so she is rarely called upon.

Combat:

Hellin never attacks children.

Hellin is fully incorporeal. She can only be hit by +1 or better weapons or normal weapons if the attacker is ethereal. The first number of her AC is when she is ethereal and attacked by corporeal foes, the second is when she is attacked by ethereal foes.

Hellin has the ability to inhabit objects, specifically, toys. She can also attack with such items, causing about 1d6 damage.

Hellin can throw things with her telekinesis ability. She can affect up to 40 lbs. of material. She can throw these items, with weapons causing normal damage, small size items causing 1d3 damage, medium size causing 1d6 damage, and large causing 1d10 damage. It is unlikely that Hellin can levitate anything larger than this.

Hellin takes 1d4 damage from holy water. Clerics have a -3 penalty to any turning against her, due to her innocence and child-likeness.

ADVENTURE HOOKS

These are adventure hooks that might be used for each Lost Soul and Soul Ranger. I haven't thought of using more than one of these guys at the same time, because they are all pretty powerful, and they could use their abilities to nasty effect!

THE GATEKEEPER

"The ruined temple stands in the center of the dark woods...inside lies dust and decay, and one cursed man. He stands by a gate, beyond which an altar covered in red liquid sits, and above that, a shimmering red portal. However, the gate is closed, and the black cloaked figure stands in front of it, tirelessly...waiting..."

- Simple enough adventure...the heroes come upon the temple and play against him. Or maybe they have fought his minions and finally searched him out...

BARON SAMEDI

"The music of the party fills the air...it has been for quite some time. You can hear the dancer's voices crying out for drinks, food, and music. Suddenly, all is still. Even the music has stopped. Then the screaming begins. People run in all directions, running in terror. But there are still some at the party...still some are playing music, dancing, and shouting for more...and above it all a loud gravelly voice shouts, THRILL ME!"

- This one can happen when the players accept an invitation to a party. The Baron also hears of the party, and decides to do a little "crashing".

ANNE DE CHANTRAINE

"The young woman cackles strangely, then her skin starts to flake away! Eventually, in a blinding explosion, all that is left is a green skinned ugly hag in her place. She cackles inanely again, and hunches over her pot, not noticing you yet...or maybe just not choosing to bother with you?"

- She could get the players to start to look for rare spell components for her arcane magics, possibly things like, A dash of Zombie or some such thing...

ELIZABETH BATHORY

"Travelling in the darkness of the castle, you see an open door ahead of you. A lithe figure of a woman stands within, and she beckons, enticingly. You hesitate, and you see the silhouette of her dress fall to the ground. The moonlight glints through a window off a pair of metals jaws lying on a nearby table as she reaches for them. Putting them on, she remarks...Ahhh...Sorry...I just had to put on my face! Then a pair of large bat wings unfold from her back..."

- This one could happen when the players get involved with her bandits and her plot to take over the nearby town. Or they could be searching crumbling Castle Cathtice.

KHUFU

"Travelling through the dank crypt, you hear a droning noise ahead of you. Peeking around a corner, you see a large chamber, brightly lit. There is a small group of people assembled, and they all sway slightly, chanting in drone-like voices. Standing in front of them all is a creature from nightmares. It stands nearly six and a half feet tall, and is covered in bandages. Unfortunately, many of the bandages have fallen away, revealing gray skin, bones, and empty eye sockets, well empty except for the multitude of worms that writhes within them..."

- This one is where the players investigate a disappearance of a number of villagers due to Khufu's evil influence.

GEVAUDAN

"You have been travelling through the dark bramble-filled wood, looking for sign of your quarry. You have tracked it for days, yet the beast always seems to stay ahead of you. You have decided to bed down for the night, but you hear a growling in the woods nearby...apparently some hungry wolves have come upon your camp. Pesky creatures, easily enough delt with. You ready yourself for combat, when a growling voice says, You won't need that hunter, or should I say, prey!"

- This one is more an encounter than anything else, sorry can't think of much else.

HELLIN

"The mansion is eerily quite, but upstairs you hear the sound of children's laughter...but not innocent children's laughter. No, this laughter hints that it knows something you do not, something that is very dangerous...and immediate..."

- This one is how Hellin has taken to haunting a family that reminds her of her original one, so the family calls in the players to do a little "Ghostbusting"...

Paladin of the Mists

(Paladin Subclass)

By C. Phipps

Ability Requirements:

Strength 15

Dexterity 14

Constitution 16

Wisdom 13

Charisma 16

Prime requisites: Constitution, Charisma

Races Allowed: Human and Human only

Description:

Paladins of the mist are a dark and tragic lot usually made from only the most cursed and faithful of mortals. Although some fit the Shining Knight on Horseback image (most notably many of the members of the Circle) there are many other types including rogue samurai in Rokushima Taiyoo, Wandering black cloaked warriors of the Core, and even faithful men of Diamabel's lands have come to join this terrible kit. However it should be noted by curse or by destiny eventually all Paladins of the Mist shall be brought into the Demiplane of Dread or come from it. The Paladins of the Mist serve a very specific function in the Demiplane: to absorb and imprison evil in order to prevent it from reentering the Mists and to affect new generations. This is a supreme sacrifice and any paladin who takes up this kit must be warned that even if he succeeds against countless foes, he risks the chance of waking up one day to look into the mirror and see only another enemy...

Ability Scores:

A Paladin of the Mists must first be a warrior of incomparable skill to survive even a short time in the Demiplane of Dread. The increased Constitution requirement reflects that the Paladin must be able to endure the incredible pain and suffering which accompanies his deeds and have enough strength to hold whatever evil inside. The other abilities reflect a normal Paladin's need to be charismatic, faithful and true just like his fellows. If a Paladin of the mist however have a 17 in both Charisma and Constitution or above (exceedingly rare) they get a 10% bonus to their experience points.

Alignment:

Oddly enough, whether it be because their mission requires them to be somewhat laxer in regards to other beings or because they are somehow "tainted" by the monstrosities they hold inside themselves, Paladins of the Mists may be of any good alignment be it Chaotic, Neutral, or Good. However should any Paladin of the Mists commit any evil act willingly and truly then he shall be forever stripped of what last vestiges of control they have over their body and will become normal fighters (with an incredible evil slamming inside of them). Most Paladins who fall from grace either commit suicide, seek artifacts or magic like the Apparatus or willingly embrace the wickedness they so longed fought to destroy: such is the nature of the demiplane of Dread.

Arms and Armor:

Paladins of the Mists can wield any weapon with an extreme amount of skill if they were trained in it, they may even choose to specialize if they so wish. Most Paladins of the Mists carry weapons that seem appropriate to them, including swords of silver, cold iron, or blessed. Oddly enough many Paladins drop the sword all together and have adapted to using the arquebuses. Their holy mission precludes such trivialities as tradition.

Paladins can wear any armor, and most adopt the good plate mail. Those in more modern settings drop armor altogether, wearing either normal clothes of their region or church vestments.

Spells and Magical items:

Paladins of the mist can learn to cast spells of the priesthood when they reach 9th level (it should be noted that this is exceedingly rare). They can choose nominally from the Combat, All, and Healing spheres-many Paladins however gain an additional sphere from their absorbtions -a disturbing closeness with their charges allows the knowledge of this sphere to be drawn forth (i.e. one who kills Meredoth gains the power to cast from the Necromatic sphere). Paladins rarely use it due to its frank origin.

They can use all the scrolls, rings, weapons, armors, and potions fighters can but the limitation on 10 magical items is still in effect. If the Paladins companions come across a cursed magical item and the Paladin of the Mists has his full allotment he is required to give up one of his own to carry the item to its destruction.

Special Abilities:

Paladins of the mist have the following abilities in the Demiplane of Dread.

- Lay on Hands and heal as a normal Paladin
- Cure Disease as a normal Paladin
- Radiating the lesser circle of protection described in Domains of Dread
- +2 bonus to all saving throws (including their absorbtions)
- Immune to all non magical diseases (save in extreme exceptions as in the case of a wererat or a powerful being of Nosos is absorbed -then the paladin may show a visible side effect such as a cold or fever)
- Turn Undead as a priest of 3 levels lower (this is actually just focusing the evil they have absorbed into an actual command for them to leave)
- Any Paladin of the Mists who wields a holy sword does have a 50% chance of absorbing evil magic into themselves (no aura of dispelling exists however)
- Visions of the Darkness: Paladins of the Mists cannot Detect evil in the Demiplane nor could they actually if they ever left the Realm of Terror. Instead each night a Mist Paladin is haunted by visions of evil and power which somehow relate to his future or missions. In game terms every time the character goes to sleep, the DM can choose to insert a horrid series of visions about the current adventure (these should have valuable clues but should be vague and horrific enough that eventually PCs come to dread them as well as want them). It should be noted that Mist Paladins often suffer nightmares even when not getting a vision and two the ability is bolstered by the evil knowledge of those he absorbs.

- **Lodestone:** This is the most powerful and signature ability of a Mist Paladin. It roughly allows a Mist Paladin to absorb the evil essence of all those he slays and take it into himself. This ability among other things guarantees that an enemy slain will surprise of all things, not return as a ghost, be resurrected, or have his curse (a la Tristan Hiregaard) fall down on another generation. It also makes it possible for a Mist Paladin to operate in secret for Mist Paladins unlike normal holy warriors do not repulse evil, they take it inside them (thus a darklord has no clue where a mist Paladin might be save the prickly feeling on the back of his neck, and that's only if the mist Paladin is within five feet). They can of course be located with magical scrying or other abilities however. This ability only affects those the PALADIN himself slays (if the party kills Harkon Lukas and a thief does the final blow, they better avoid dire wolves...)
The ability is not without its danger however for the mist Paladin must take the energy into himself and should the DM decide that the Mist Paladin absorbs something that is both strong vile and alien to him (basically everything in Ravenloft, DM's call) they must take the energy one of the following ways:
 - **Horror Check:** The Mist Paladin vicariously lives through the experiences of the monster and must make a check not to be affected; bonuses will eventually apply and may actually help the character later on (once you've tasted flesh through a ghoul's mouth seeing it actually happen is a whole lot less scary)
 - **Powers Check:** The Paladin takes the evil actually into his very body and it warps him as such. DMs should assign how much of a chance they have of failing according to the level of evil of the paladins slain (1% to 2% for minor evils, 10% for dark priests and mortals who have forsaken humanity, perhaps even 25% for powerful vampires or liches). Mist Paladins can eventually drive this evil reflection from their body through constant prayer and purification rituals (see repentance).
 - **Pain or Destruction:** Sometimes the Mist Paladin takes the evil of the body actually as pure damage and destruction to his form. In minor evils (such as cutthroats, zombies, ect) this can be just intense pain which incapacitates the Paladin for a few rounds (the absorption only begins after all visible foes are beaten) to major evil (like greater mummies and 3rd to 5th magnitude ghosts) which inflict actual damage on his form (a good rule of thumb is perhaps 1 hit point of damage for every two levels or hit dice of the destroyed with modifiers on special powers, nature of evil ect). Mist Paladins who set out to destroy a Darklord are in for serious trouble for any who absorbs such a loathsome aberration of evil is bound to be in for the fight of his life (I would suggest rolling all three of the above plus a Madness Check or saving throw vs. death to "digest" such power and madness). Also rumors of the Darklords' personality "still living" in Mist Paladins taking them over, or the Paladin being transformed into a creature of the Night have pushed several Mist Paladins to commit suicide to guarantee the utter destruction of their foes.

Special Hindrances:

- Paladins of the Mists never summon a bonded mount (though those who turn to evil can - usually a nightmare or undead warhorse)
- Paladins of the Mists cannot control their absorption power; it occurs once all visible danger has left

- Paladins may only have hirelings or henchmen of good alignment or those who have suffered extremely and been cured of their evil (i.e. a neutral former werewolf)
- A Paladin of the Mists is bound to tithe 10% of his goods and wealth to the needy or spend a similar amount attempting to cleanse evil (i.e. paying some poor yokols way into getting cured of wereratism)
- A Paladin is bound to investigate any evil infestation or innocent endagred (even if he judges himself to weak to challenge it directly)
- Even if he ever left the Demiplane he would suffer an irrestiable an insatiable desire to return there and continue his endless crusade.

Followers and Holdings:

Mist Paladins are usually wanderers but if they should ever retuire to a monastery or build a castle to spend the rest of his life meditating on calming the evil in himself in he will never attract followers.

Anti-Mists Paladins:

There are rare cases that the occasional Mist Paladin surrenders to the evil inside of him or even more terrifyingly is just overwhelmed by the amount of darkness that he has taken over thes beings become as evil as fiends (no exaggeration since they are the combined wickedness of hundreds of destroyed evil beings possibly including fiends). Although they do not absorb good, they wander the mists seeking dark plans to fill lands with evil, depravity and death usually becoming the darkest minions of a Darklord (or lords themselves). They can be of any evil alignemnt but most are Chaotic since they are insane and in many cases some vestige of goodness is rebelling against it (ineffectually).

Charles Phipps

Peacekeeper Class

By R. Sweeney

Group: Priest (Subclass)

Requirements: 9 Wis, 9 Cha.

5% Bonus: 13 or better Wis or Cha.

10% Bonus: 16 or better Wis or Cha, or 13+ in both.

Hit point/level: d4

Advance as: Cleric XP

Spells: Any non-blatant magical clerical spell (i.e. Bless, aid, chant, prayer, divinations, commune)

Granted Power:

Peace and War (soothing word or inspire as per bard)

Restrictions:

No armor

Benefits:

+1 to AC/3 levels.

+1 to Wrestling/Pummeling specializations per 2 levels.

Starts specialized in both Wrestling and Pummeling.

+1/3 levels to initiative dice (if not using Weapon Speed Factors).

Thac0 as Warrior.

If you have the *Fighter's Handbook* you can also add Regular Martial Arts instead of Pummeling.

The same basic format could be used (sans spell casting and granted power) to get a Thief/monk or Acrobat/monk (from *Unearthed Arcana*).

HPs should be low and the Peacekeeper should gain XP for finding solutions to problems that AVOID COMBAT.

Various Kits of Martial Artists that may exist for Peacekeepers:

Death Kit:

Spells: yes

Spheres: Reversed healing and Necromancy

Martial Arts: Yes

Wrestling: No

Rate of advancement: +1 specialization per 2 levels.

AC adjustment: None

Attacks / round: 2 + 1 / 6 levels

Special bonus: Command undead

Special Skills: Use Poisons

Ethos: Mercy is for the weak.

Hard path: (Strength)

Spells: Yes
Spheres: Combat and Reversed Healing
Martial Arts: Yes
Wrestling: Yes
Rate of Advancement: Alternates +1 spec / level.
AC Adjustment: None
Attacks /Round: 2 + 1 / 6 levels
Special bonus: +1 to Strength Per Level ... max 18str.
+1/10 strength point after 18.
Damage is "real".
Special skills: None
Ethos: Only the strong survive

Soft Path:

Spells: Yes
Spheres: Protection/Defensive types, Healing spells
Martial Arts: yes
Wrestling: Yes
Rate of Advancement: Alternates +1 spec / level
AC Adjustment: Tumbling while fighting, one hander style spec x 2
Attacks / round: 3 + 1 / 6 levels
Special bonus: Juggling NWP can catch small missiles if hit AC 0, can catch arrows and such if hit AC -2. Can wear wrist bracers and use as buckler shields.
+1 to Dex per level max 18.
+1/10 Dex point per level after 18.
Adds Dexterity missile fire adjustment to MA attacks and damage. (Not strength).
Damage: 25% real
Special Skills: None
Ethos: To be supple as the tender reed and survive the wind which breaks the mighty oak.

Inner path:

Spells: No
Martial Arts: yes
Wrestling: Yes
Rate of Advancement; Alternate +1 spec/level
AC Adjustment: None
Attacks / round: 2 + 1 / 6 levels
Special Bonus: Telepathic Psionics
1 Attack mode and 1 Defense mode per level until all attained.
1 Psionic Devotion per 2 levels
1 Psionic Science per 3 Devotions
Contact: Free 1st level.
Telepathy: Free 1st level.
Damage: 10% real - the rest is mental.
Special Skills: None.
Ethos: Self-actualization..

Peaceful way:

Spells: Yes

Spheres: Healing, Divination, Protection, Guardian

Martial Arts: Yes

Wrestling: Yes

Rate of Advancement: Alternate +1 spec / level

AC Adjustment: None

Attacks / round: 1 + 1 / 6 levels

Special Bonus:

- +1 wisdom per level until 18

- +1/10 wisdom per level after 18

- double normal stunning percent.

- Free healing and Herbalism NWP

- +1 Healing and Herbalism slot / alternate levels.

- Bardic ability to calm people they speak to.

- Add wisdom saving throw modifier to parry or disarm attacks.

Damage: 5% real - the rest is stunning only.

Ethos: Physical conflict is the last resort.

Dragon:

Spells: Yes

Spheres: Healing (white magic)

Martial Arts: Yes

Wrestling: ? if desired

Rate of Advancement: As per normal Clerical accumulation of Weapon Proffs and Non Weapons Proffs

AC Adjustment: None (but can wear any armor)

Attacks / round: As a specialist fighter Special Bonus:

- Free Healing and Herbalism NWP slot every level.

- Can reverse Healing NWP to add 1d3 (+ extra slots) of damage to any existing wound with a successful hit in combat. (This is due to knowledge of the body.)

- Can make 'called shots' with only a -2 to hit penalty.

- Can learn to use any small easily concealed weapon. (But must use weapon proff slots).

- Can use NWP slots to learn fighting styles from the FHB.

Damage; 25% real.

Ethos: Healing those in need.

Fighter Kits:

Brawler:

Martial Arts: No

Wrestling / Pummeling: Yes

Rate of Advancement: Normal Fighter

AC Adjustment: None (Can wear any armor)

Attacks per round: As specialist fighter.

Special bonus: Brawling WP

Description: The Brawler is assumed to be a master of close quarters combat with his bare hands or any improvised weapon he can find. Each weapon slot the brawler devotes to Brawling gives him +1 specialization with both wrestling and pummeling.

The Brawler's unarmed combat skill still does the standard 25% real and 75% 'stunning' damage typical of unarmed combat. The brawler, however, can pick up nearly any object and use it as a weapon. Thus the brawler can grab a beer bottle, table leg, chair, pitcher, pool cue, or any other typical bar room object and use it as a weapon. He is assumed to be proficient with such weapons. He still enjoys the Rate of attack, to hit, and damage modifiers for his unarmed combat skill while using weapons of this general class. Damage is 'real', however.

Drunkfighting NWP: This helps a warrior function while under the influence of alcohol. Since the brawler spends so much of his time inebriated, they only suffer -1 to hit and damage under such conditions. (Right up to the point where they pass out.) Their drunken state, however, also renders them resistant to pain... they temporarily gain d10 hit points during a brawl (like a non-magical Aid spell.)

Hindrances: The brawler is an uncouth figure, generally rude and illiterate. They lose one point of Intelligence, Wisdom, and Charisma to reflect this upon taking up the ways of this kit. Their rudeness tends to get them into trouble more often than not. The brawler will generally seek out a tavern or bar to pass the time while such amusements are available (if such a place is available and there is no pressing need to do otherwise, the DM assumes the brawler seeks out such an establishment). However, once inside, the brawler's arrogance and crudeness often draw a brawl. (1 in 20 chance for a brawl while the PC is in the Tavern). If a brawl does not break out, the brawler spends his evening drinking and laughing (DM assigns cost).

A brawler may also be drawn into a bar room gladiatorial contest for fun and profit.

Notes:

Upon dropping this kit, the warrior regains one lost ability point per week... Charisma, Intelligence, and Wisdom in that order. They some skill with unarmed combat (no longer being assumed to be specialized with any bar-room style weapon and choosing to place their unarmed skill in either wrestling or pummeling according to the player's decision.

Robert Sweeney

NEW CHARACTER KITS

Poseur

by J.W. Mangrum

Basic Information

<u>Classes Allowed:</u>	Fighter Ranger Mage Arcanist Thief
<u>Races Allowed:</u>	Human Half-Elf Half-Vistani Gnome
<u>Alignments Allowed:</u>	Any
<u>Ability Requirements:</u>	Wisdom 15 - Charisma 15 -
<u>Starting Cash:</u>	Standard

Proficiencies

<u>Available Categories:</u>	Common Rogue
<u>Bonus Proficiencies:</u>	Disguise
<u>Recommended Proficiencies:</u>	Acting

Overview

Although knowledgeable scholars such as Rudolph Van Richten have always found the phenomenon incomprehensible, there are those people in the Demiplane of Dread who aspire to obtain the Dark Gift.

The Children of the Night are purest evil, and often labor under heavy curses, yet some insist on seeing them as dark antiheroes, charismatic icons of the forbidden world of darkness. These individuals, often deluded by overly romanticized depictions of these creatures in the lands of Mists' less reputable fiction, desire nothing more than to become children of the night themselves. They are the followers of Dark Desire.

Requirements

The Poseur kit is available to heroes taking the Fighter, Ranger, Mage, Arcanist, or Thief classes. Avengers have often had their lives ruined by the children of the night, and despise Poseurs almost as deeply as they despise the actual creatures. Clerics and Anchorites already aspire to be true to their gods, and see no need for such distractions. Gypsies are covered below.

A Poseur must also be a human, half-elf, half-Vistani, or gnome. Elves have their own poseurs to worry about, and dwarves simply don't stand for that sort of guff.

To take the Poseur kit a character must not have scores higher than 15 in either Charisma or Wisdom. These individuals are so dissatisfied with their own vapid personalities they have chosen to adopt the identity of an infamous literary character, and they lack the common sense to realize that hanging on the coattails of true children of the night is just a bad idea.

Description

Poseurs have convinced themselves that a particular type of creature is actually the woefully misunderstood victim of prejudice and fearful superstition, and in fact possess incredibly desirable traits. Poseurs do all they can to convince others (and more importantly, themselves) that they really are the creatures they mimic. The Poseur's very identity depends on their ability to "shock."

To this end, Poseurs typically dress in the height of Gothic fashion, and wear as much black as possible. Some are known to use makeup to heighten their ghoulish appearance. Poseurs are often willing to try any sort of behavior considered taboo by the common people around them, and surround themselves with the trappings of Evil. However, Poseurs may be of any alignment, and good-aligned poseurs will often go to great lengths to **appear** evil without actually committing any evil deeds.

To some, it follows that Poseurs would be highly knowledgeable about the children of the night. Sadly, such is usually not the case. For every Poseur who has so much as heard of the Van Richten Guides, ten have gained their full compliment of supernatural lore from such sources as the infamous "Death Travels Fast" romance novels.

Benefits

Each hero taking the Poseur kit must choose a particular type of creature to emulate. Poseurs model their entire personalities around this romanticized ideal, and as long as they do so, they gain two special benefits.

The first benefit is common to all Poseurs: they automatically succeed at any Fear or Horror checks stemming from their chosen child of the night. This "courage" stems simply from the Poseur's total inability to see their role-model in anything but the most favorable light.

The second benefit depends on the specific type of creature selected:

Vampire.

"To be eternally young, forever beautiful; to rule the world of night.

To be able have any woman I want do my bidding! Sure beats what I've got going on now..."

Benefit: Immunity to vampiric energy drain.

Ghost.

"Don't fear the Grim Reaper. After we die, all our troubles fall away, and we exist forever as ethereal spirits. And we can turn invisible (wink)."

Benefit: Immunity to aging attacks.

Lich.

"If only I could wield all that power! Use my magic to do what I want?

Live forever? Rule armies? That's the unlife for me!"

Benefit: 50% Magic Resistance to all necromantic spells.

Werebeast.

"Ah, the freedom to shed all my human foibles, to run wild and pure with the beasts, to do what I please to whom I please! Ah, the power!

Wolves are very misunderstood animals, you know."

Benefit: Immunity to lycanthropy.

Golem.

"To have the ability to create Life? Such is to be a god! I'd create whole new species to serve as my minions, if only I could sew." As may be apparent, most Poseurs imitate the "mad doctors," not their monsters.

Benefit: If a poseur does create a golem, he shares no mental link with his creation. (As discussed in Van Richten's Guide to the Created.)

Ancient Dead.

"You can't take it with you? Tell that to Ankhtepot! I don't know about you, but I'm far too rich to die."

Benefit: Immunity to mummy rot.

Fiend.

"You shall all bow down before my master and unholy father! When the Dark One smites his foes, I shall be made a king of this world, for I am Evil! EVIL!"

Benefit: 50% Magic Resistance to all fiend-cast magic.

Vistani.

"My great-great-grandmother on my... um... mother's side, I think, was Madame Eva herself!

That's why I'm so psychic..."

Benefit: Vistani Poseurs are covered in Domains of Dread under the "Gypsy" character class.

This immunity comes from no special quality inherent in the character himself. Rather, it comes from the simple fact that no self-respecting true child of the night wants to be known as the fool who gave the Dark Gift to one of these parrots and let him "in the club." Thus, the creature in question simply can't bring itself to commit its full effort towards attacks on the Poseur, no matter how pathetic or annoying it might consider that Poseur to be.

Hindrances

The Poseur must adhere to the lifestyle of their chosen Child of the Night. Often, a Poseur's attempts to impersonate their "role model" have much more to do with common folklore and romantic fiction than the dark reality of their chosen creature.

Vampire Poseurs must never carry holy symbols, mirrors, or garlic, and must never go outside during daylight hours without first covering themselves head to toe in dark clothes. Most Poseurs of this type simply lead entirely nocturnal lives.

Ghost Poseurs are extremely concerned with connecting themselves to antiquity. They must wear clothes at least a full generation out of fashion, and must visit a graveyard at least one night a week to "commune with the spirits."

Lich Poseurs must spend at least 10% of their income to purchase, maintain, and bejewel some object of value which they treat as their "phylactery," which they must protect from damage or theft. Many lich poseurs also pride themselves on their skull collections.

Werebeast Poseurs tend to wear jewelry in the motif of their preferred phenotype. However, they will never willingly wear or use any object made of silver, including weapons.

Golem Poseurs must try to create at least one golem per XP level. Note that "try to" does not necessarily equate to "successfully." At the very least, the Poseur must collect the necessary body parts and assemble them, but most Poseurs who then try to gift their creations with the spark of life simply end up burning them to a crisp.

Ancient Dead Poseurs must adorn themselves in expensive jewelry, especially anything they consider to be strange, ancient, or exotic. They must also avoid fire at all costs; they absolutely must not carry any flammable materials, including torches and lanterns.

Fiend Poseurs must not touch holy water or walk on consecrated ground for fear of their immediate immolation. Of course, they don't actually take any damage from holy water or blessed earth, but try telling them that.

If a Poseur ever fails to live up to his requirements, his sense of self-worth and precariously constructed identity threatens to collapse in on itself. Thus, the Poseur must make an immediate Madness check.

Characters may quit the Poseur kit at any time; all they have to do is come to their senses.

John W. Mangrum

Science Wizard (Wizard Subclass) by S. Turner

Foreword:

In the slightly more modern Ravenloft setting, I've had some trouble rationalising the use of magic - is it an accepted practice (as in a generic fantasy setting) or much rarer? As mentioned in the boxed set, magic should be rarer, but how do you fit a PC mage into this setting?

To get around this, I came up with the following subclass for wizards, which allows them to practice without fear of public retribution!

Description:

Wizards of this subclass are those that use the arts of magic *without realising that they are doing so*. Brought up in a world that considers the use of magic "evil" or "witchcraft", those with natural magical abilities still develop them, but hide them under the veneer of *science*.

They are usually specialist wizards, of a school which relates closest to the branch of science they are involved in. For example, Necromancers will often live their life as a doctor, while an Enchanter may pose as a hypnotist.

This subclass can be taken in conjunction with another kit - e.g. Anatomist (from the Complete Book of Necromancers) or the Academician (CBOWizards).

The Science Wizard is likely to have a fairly high standing in society (as learned types tend to do).

Weapon Proficiencies:

The SW can use any weapons normally available to it (including firearms if the campaign includes these).

Non-weapon Proficiencies:

Recommended - A skill representing the scientific background of the character, such as Medicine, Chemistry or Physics (from the Masque of the Red Death set)

Special Benefits:

As the SW is not trained specifically as a user of magic, his mind is not restricted as much as that of a normal wizard. The concept of moroisation of spells does not enter their mind, so they are more free to select the spells they desire. This is reflected in their ability of Spell Combination. Spell Combination allows a SW to add up the total levels of spells that can be cast, and re-distribute this total among spells as he chooses.

E.g. a 3rd level SW can cast 2 first-level spells, and 1 second level spell.

This gives a total of 4 spell levels to distribute. The SW could choose to learn 2 second level spells, or 4 first level spells. The SW CANNOT learn a spell of a higher level that he can normally cast.

As the scientific rationalisation of the science wizard often results in spells that are not quite so powerful as those of traditional wizards (see Special Hindrances) I also allow a SW to select spells as they are cast (rather than memorizing them every day.) This reflects the fact that science wizards are not aware of the powers they wield.

Special Hindrances:

The SW must always have scientific rationalization for the spells that they have learnt. The result is that virtually all spells require some form of material spell component (usually different from that listed in the players handbook) but may lose the verbal or somatic component.

A fireball spell, for example, might be rationalized with a skill in chemistry - a form of gunpowder in a vial causes the explosion. The disadvantage of this is that the vial will have to be thrown by the caster (with all the danger this entails). At the agreement of the DM and player, spells may effectively be changed to reduce danger (e.g. fireball becomes only 10 feet radius to protect the thrower....)

Another example might be the use of a battery (by a physician) to cast Shocking Grasp. The SW wears a glove with electrodes on the fingertips, connected to a large battery in his backpack. This battery may then be used for higher level spells (such as lightning bolt).

This kit does ask for a fair bit of work for players and DMs (choosing spells, coming up with explanations, etc.) but does allow a PC wizard to wander the lands of Ravenloft without fear of public retribution!

Stuart Turner

Vampire Hunter

by S. Turner

The Vampire Hunter is presented as either as a series of archetypes (as in Planescape) or as a Thief or Fighter Kit.

ARCHETYPES

The Inquisitor ("Nobody Expects the Spanish Inquisition")

In every age, a few pious men have emerged from the ashes of troubled times to make straight the path for the many. In their quest for holiness they are often targeted by evil, and tempted with the dark lure of the flesh, offerings of power, and sins of pride. The devil may take many forms (most often that of a woman) and ply an unholy art of seduction upon man. The Inquisition exists to purge the wolves from the fold. By identifying the mark the devil places upon his children, we cleanse with holy water and sword those who are counted among the damned.

Years ago when I was but a novice, I encountered a wretch who's damnation was so complete his fate was sealed before his physical form could surrender his spirit. By feeding on the blood of my congregation through means of a horrible mocking sacrament of communion, an un-Holy Last Supper, he prolonged his unearthly misery. It was then that I became aware of the depths that man could sink to, and the madness that the threats of death could lead one to. From the day, I sent him with flights of angels to meet his final judgement, to this current one I have sought out the children of our Lord who have embraced damnation, and granted peace to their soiled flesh... If only I could do the same for their souls...

Proficiencies: Religion, Occult Lore (Vampires), Reading / Writing

The Necrophile

Not all who stalk the hunter are pious men, or broken men spurred on by rage for vengeance. Some of us have seen the truth, there is no god in some far off heaven listening to every sniveling wretch.

I have seen a god, and he walked among us. His long black satin hair caught hold of the cold november breeze and glistened in my lantern's light, his pale complexion was that of an angel, pale and soft, cold as a pearl that has been left in the snow. His form was fit and vigorous cleansed of imperfections, with a grace no preacher, lord, nor lady could every dare to capture. For years that face has haunted my dreams and memories, flashing in and out of existance past the corner of my eye. One day I shall find another, and grasp it and hold if forver, and make it my own...

Proficiencies: Art, dance, etc...

The Avenger (aka Dr. Rudolph van Richten)

This is the classic character who hunts the supernatural for personal reasons. The character may have lost his family, his beloved, or others to the hunger of the nosferatu. This calamity, and the

revelations that followed, burned away much of the innocence and compassion left in the character's heart, replacing these qualities with bitter hatred for all of these vile undead. These characters tend to be bitter, obsessed, and often merciless. Many of them care about no one else; all human beings that are not engaged in this great crusade are blind sheep who cannot comprehend the urgency of the avenger's quest. The concept of the noble or pitiable vampire is likewise alien to these warriors; after all, everyone knows that all undead are cruel, merciless fiends who toy with mortals for sheer pleasure...

Recommended Proficiencies: Occult Lore (Vampires), Tracking, Hatred (a special proficiency that grants +2 to all saves against vampiric charm abilities).

The Healer (Mina Harker)

The flip side of the Avenger, the Healer is motivated by compassion and pity, not by hatred. This character was often involved in a vampire hunt in her youth, and found the vampire a tragic figure, afflicted with a curse that drove them farther and farther from grace and the possibility of redemption.

The Healer has dedicated her life to freeing the undead from their shackles, liberating their souls and granting them the possibility of forgiveness. Before the vampire's final death, the Healer will often attempt to convince the creature of the tragedy and emptiness of its existence, giving it hope for a brighter future beyond this pitiful shadow of life.

Recommended Proficiencies: Healing, Religion, high Charisma

THIEF or FIGHTER KIT

Description:

The Vampire Hunter is a unique individual who has, in his past, not only encountered a vampire and learned about vampires, but actually survived the encounter. This person recognizes vampires as being real threats, and not mere folklore.

He also knows a vampire's habits and weaknesses and uses this knowledge to combat the undead.

The Vampire Hunter must have an Intelligence of 9 and a Wisdom of 13 as well as conform to regular Thief or Fighter requirements. The Vampire Hunter is invaluable to the party that is combating this particular type of undead and its servitors. However, so single minded is this individual that anything other than a vampire is considered secondary and sometimes beneath notice.

Folk who survive a vampire encounter are few and far between (thus lending to the common disbelief in vampires). So, many people do not believe the Hunter's claims to have encountered the undead. Therefore, there is no "Vampire Hunting Guild" for centralized information sharing. The Vampire Hunter recognizes that his foe possesses strength far and beyond any that the character could ever possess. However, he refuses to admit that the vampire may be more cunning than he. One thing that all Vampire Hunters believe is that a wooden stake is a vampire's

bane. To achieve this, the hunter has used his Weaponsmith (wood) or his Woodcarving skill to create a dagger of hard wood. This dagger is far too dull to cut, but can be used as a piercing weapon for 1D4-1 points of damage.

Alignment and Race:

The Vampire Hunter may be of any alignment.

The Vampire Hunter can be of any race, but is always of the same race as the vampires he hunts.

Secondary Skills:

Scribe, Woodworker/Carpenter

Weapon Proficiencies:

Required: dagger. He also may have, in addition to any weapons normally available to thieves any missile weapon.

Non-weapon Proficiencies:

Required: Weaponsmithing (wood) [this allows the character to manufacture small weapons out of strong wood], local history.

Recommended: ancient history, blind-fighting, disguise, forgery, heraldry, reading lips, set snares.

Thief Skill Progression:

The Vampire Hunter utilizes his thief abilities to gather information, and to keep himself alive, not to gather riches. Therefore he will have higher ratings in Move Silently, Hide in Shadows, Hear Noise, and (if allowed) Escape Bonds.

Equipment:

The Vampire Hunter will never be found without a holy symbol of his choice as well as other vampire-related paraphenalia (depending on the DM and the player these can include, but are not limited to: mirror, garlic, and holy artifacts). He will also always have a special wooded dagger that he himself carved (see above)

Special Benefits:

- The Vampire Hunter is constantly alert and is rarely surprised. This character never rolls for group surprise at the start of an encounter, and is always considered to be anticipating Attack and Suspicious (for a +4 to surprise, table 57 DMG).
- The character also has extraordinary luck concerning vampires and can automatically elude the pursuit of a specific vampire once per level. After eluding, the vampire is prepared for that hunter's "tricks", but the hunter can learn new ones before returning if he is lucky.
- Should the Vampire Hunter be lucky enough to be able to attempt a backstab on a vampire with his special wooden dagger, he attacks as if he wielded a dagger +2 instead of the normal damage.
- So prepared is the Vampire Hunter, that he receives a +1 to all vampire-related fear and horror checks, and should he fail a check, he always either flees or attacks.

Special Hindrances:

- The Vampire Hunter is secretive and egotistical. He will not accept the decisions of anyone other than himself (not in a violent way, more like the "good idea I had, thanks for reminding me" type). However, he rarely tells anyone of his own plans before attempting to implement them. This is because he doesn't trust anyone other than himself. The paranoia of the Vampire Hunter causes friendly and neutral NPCs to react with a -2 adjustment (hostile NPCs will be expecting, at least subconsciously, some paranoia from the party).
- This character also cannot admit that there are larger or even more immediate threats than vampires. He will either misjudge the adversary and assume it is a vampire (should it show "vampire"-like characteristics) or dismiss it as a trifling nuisance (should it not). So unprepared for non-vampires is this hunter, that he receives a -2 to all other fear and horror checks.

Stuart Turner

Witchslayer

by R. Sweeney

Premise:

The fantasy attitude to magic, while making for a fun and interesting game with a lot of possibilities isn't very gothic. Also, its not very reasonable given what I have seen of the normal human Psyche. People fear what they do not understand and thus non-spell casters should have a bit of fear and trepidation around spell users, even 'good' ones.

Races allowed:

Human, Dwarf, Halfling. (Humans and non-magical races).

Classes allowed:

Ranger (but loses spell casting abilities), Paladin (but loses spell casting abilities), fighter, thief, bard (but loses spellcasting abilities).

Description:

Her previous encounters with magic and supernatural creatures has left a bad taste in the witchslayer's mouth. The witchslayer has suffered some greivous loss or injury in her history resulting from those that employ magical spells. This devastating event could be anything from a simple zombie hoard to an encounter with a minor demon, but it left her permanently and irrevocably shaken.

The witchslayer has since spent a good deal of her time studying ways to identify and eliminate witches. These studies have included historical fact, myths, legends, and superstitions. To the witchslayer, in her paranoid fear of magic, these stories, myths, and superstitions are seen as valid.

Special Benefits:

Spellcraft (Identify the school of and general effects of a spell she watches being cast), Forbidden lore, Ancient history (mythological/supernatural), are all free.

In addition to these skills, the witchslayer also posseses special defenses against magic. If she is able to watch a spell being cast upon her, she can recite a warding phrase to protect her against that spell. (A successful spellcraft roll tells her which school the spell belongs to, she then recites a warding phrase against that school. If she correctly determined the school of the spell cast upon her, she adds 1/2 her level as a saving throw bonus. If she was incorrect, she suffers a -2 save penalty.)

She also has a second warding ability. She can create a warding talisman effective against a specific spellcaster's magic. If the witchslayer can get the target spellcaster's spell book, magic wand, or other close personal effect, she can fashion a warding talisman if she makes a successful spellcraft and forbidden lore roll. This talisman grants a +1 saving throw bonus per 2 levels of the witchslayer vs that spell caster's magic. However, if she fails these rolls, the talisman acts as a -1 modifier when saving against the witch's magic spells.

Superstitions:

From 1-4 of the following superstitions are actually true in the witchslayer's presence.

1. Salt burns a witch. (1 pt damage, heals at 1pt/turn).
2. Milk spoils in a day when a witch is present (or Spell Caster)
3. A witch cannot stand on holy ground. (Ground blessed by any good diety).
4. A witch's shadow resembles a shrivled crone.
5. Placing a nail in the footprints (bare foot only) of a witch causes the witch 1-2 pts of damage to the foot, hobbling them for a period. (This damage is temporary, returning at a rate of 1 pt per turn.)
6. Salt poured on a witch's shadow tethers them in place.
7. Witches allways have a familiar. (A small animal begins following the spell caster around. Harming the animal causes the caster to lose 1 pt con. This con comes back in one day. The caster cannot send the animal away.)
8. Fire burns blue in a witch's presense.

Other superstitions that the DM doesn't find unbalancing may be added to this list.

Penalties:

Of course, with this degree of hatred towards magic users, a witchslayer is hard pressed to cooperate with one. The witchslayer suffers a one shift reaction penalty when dealing with spellusers (that she is aware are spellcasters.) (Treat as a ranger dealing with his species enemy). The witchslayer cannot use magic or magical items unless in dire need. (ie, no other course of action has a reasonable chance of success.) A witchslayer can never maintain ownership of a magical item of any kind unless the need to use said Item is truly dire. The same applies to benifitial spells cast upon the witchslayer by her allies.

Some spells can only be cast upon a 'willing' target. Even though the need may be dire, a witchslayer can never let down her guard to allow magic to affect her. She is never, regardless of motivation considered a 'willing' target for the purposes of these spells.

The witchslayer will not accept beneficial spells cast upon her if she can avoid it. Thus, even a 'cure light wounds' spell cast upon her is greeted with a saving throw to ward off its effects. Unconscious witchslayers cannot resist spells, however.

Horror checks:

The witchslayer has a -2 penalty to horror checks when magic has been used to affect her directly. (Change her arm to a bug-limb, for example.)

Roleplaying:

Mages/clerics in party:

The witchslayer can be civil to Mages/clerics in the party if she has grown to trust them (to an extent) and they have convinced her that their powers are not drawn from trafficking with demons/devils. She never fully opens up to them, however, allways remaining at least partially gaurded.

For example, if a PC wizard saved her life from an evil spell user, the witch slayer may strike up an uneasy alliance. Perhaps, the assistance of a spell user is necessary to fight some supernatural foe. When battling supernatural evil, the witchslayer is a tiny bit more flexible, but not much.

Healing:

If the DM allows the witchslayer in the group, it is assumed they either plan to allow 'downtime' for the PC to heal normally, or they have medics in their group that can heal in a non-magical fashion. The witchslayer can receive non-magical healing from a spell casting cleric without complaint, but will only accept curative spells if the need is dire. Even then, they unconsciously resist the spell (roll a saving throw).

Creatures hit only by magical weapons:

The DM should include at least one non-magical weapon that can harm the monster.