

Land-Based Powers Of Golems

By M. Graydon

Following Jack the Reaper's article on domain powers for Vampires, this page details the land based powers for Golems.

Most of the time, I refer generally to Flesh golems. This isn't to say that these are the only golems made, just that they are, in my opinion, the most common in some domains. I have listed in brackets beside each domain name the types of golems that I feel are the most common in that land. But it is important to note that conceivably, any golem could exist in ANY domain.

Note, that I consider that only golem creators that do not cheat in their creations by hurrying or using less than perfect materials may have creations with these powers.

Arak

(Flesh, Chitin, Phantom Flyer, Spiderstone, Caryatid Column)
Golems can cast a 1st -3rd level wizard spell once per day.

Arkandale

(Flesh, Wood, Scarecrow)
Golems have the Swimming proficiency.

Aggarath

(Any)
Any golem from this land takes it's form from Chardath's mind, so many have any powers he chooses.

Avonleigh

(Flesh, Bone, Zombie, Wood, Clay, Phantom Flyer)
All golems will have a special attack that mimics the Chill Touch spell, usable three times per day. Remember to modify it for Ravenloft.

Barovia

(Flesh, Snow, Bone, Zombie, Wood, Scarecrow)
Flesh golems have a great fear of the night, akin to a Flesh golem's fear of fire. All golems constructed here seem to have a more normal looking appearance than elsewhere, and may be able to pass for a living human under the right circumstances.

Blaustein

(Flesh, Wood, Scarecrow, Clay)
All golems are fanatically loyal to Bluebeard. Any golems constructed with a female aspect will try and court him, and become jealous of any females they meet, attacking such people upon sight.

Bluetspur

(Flesh, Gargoyle, Obsidian, Rock, Brain, Stone, Juggernaut, Stone Guardian)
All golems created in this land will have at least one Psionic Wild Talent.

Borca

(Flesh, Wax, Doll, Mechanical, Wood, Caryatid Column, Scarecrow, Necrophidius)
May be able to poison victims with a random type of poison through touch (50%), or may be affected by such toxins (50%).

Cavitius

(Flesh, Bone, Zombie, Ash, Rock, Sand, Burning Man, Stone, Metal, Magma, Phantom Flyer, Juggernaut, Stone Guardian)
All golems have the ability to drain a level with a successful touch attack. They can attack like this three times per day.

Daglan

(Flesh, Bone, Zombie, Wood, Clay, Phantom Flyer, Scarecrow)
All golems have the ability to animate a number of zombies equal to twice their HD, but they cannot control them. (The zombies do not attack the golem.)

Davion

(Flesh, Gargoyle, Glass, Stone, Iron, Caryatid Column, Stone Guardian)
All golems created here will attack a target who is the closest to the current lord. If Davion is the current lord, then the golem will be able to cast a single 1st level spell once per day.

Dementieu

(Flesh, Wax, Doll, Glass, Mechanical, Wood, Metagolem, Scarecrow)
Golems can cast the Hypnotism spell once per day. The golems always suggest that the prey stand still and do nothing.

Dominia

(Flesh, Wood)
Can drain 1d6 PSP's with a touch. No saving throw. Only half of these points (rounded down) can be regained. If victim has no PSP's, then there is no effect. This can be used three times per day.

Dorvinia

(Flesh, Wax, Doll, Mechanical, Wood, Caryatid Column, Scarecrow, Necrophidius)
May be able to poison victims with a random type of poison through touch (50%), or may be affected by such toxins (50%).

Falkovnia

(Flesh, Gargoyle, Stone, Metal, Clay, Juggernaut, Stone Guardian, Scarecrow)
Can fight with a THAC0 equal to a Warrior of the same HD.

Farelle

(Flesh, Bone, Wood, Clay, Scarecrow)

All Flesh golems will be crude, and provoke a Horror check. The rest will be able to command a number of canines equal to twice it's HD.

Forlorn

(Flesh, Wood, Clay)

Flesh golems made from Goblins parts are under the control of the Lord. Flesh golems made from Druid parts and all other golems have the ability to cast a single 1st-3rd priest spell from the Plant or Animal spheres, once per day. Mixing Goblin and Druid parts results in an insane creature that seeks only to destroy.

Ghastria

(Flesh, Wax, Doll, Gargoyle, Glass, Wood, Stone, Metal, Clay, Caryatid Column, Scarecrow)

With a touch, the golem can drain 1d6 hit points. No saving throw is allowed. The victim can only recover up to half of these hit points, rounded down. This can only be used three times per season.

Graben Isle

(Flesh, Bone, Zombie, Wood, Scarecrow, Clay)

All golems constructed here seem to have a more normal looking appearance than elsewhere, and may be able to pass for a living human under the right circumstances.

Gundarak

(Flesh, Bone, Zombie, Rock, Stone, Stone Guardian, Metal, Clay, Wood)

Such golems in this land have the ability to disguise themselves as if they were dead. They can then attack with surprise, causing their enemies to have a -2 penalty to their surprise rolls.

G'Henna

(Flesh, Bone, Rock, Sand, Stone, Clay, Stone Guardian, Scarecrow)

All golems will look thin and withered, no matter what their original shape. They will all be ravenously hungry, healing 3 hit points per round when eating.

Har'Akir

(Flesh, Bone, Zombie, Chitin, Sand, Rock, Stone, Stone Guardian, Necrophidius)

Flesh, Bone, and Zombie golems made from the bodies of slaves will be uncontrollable and angry. All golems get a +4 bonus to save vs. cold and ice attacks.

Hazlan

(Flesh, Snow, Wood, Burning Man, Clay, Stone, Metal, Phantom Flyer, Caryatid Column, Scarecrow)

Golems may be able to cast a 1st-3rd level wizard spell once per day. If it has a Mage's brain, it may cast an additional 1st level wizard spell once per day.

The House of Lament.

(None)

The House would not create golems.

Invidia

(Flesh, Wax, Doll, Glass, Mechanical, Wood, Clay, Caryatid Column, Scarecrow)

Golems get a +4 bonus to attack a certain ethnic or racial group.

Isle of the Ravens

(Flesh, maybe Wood)

No knowledge of this land, so cannot speculate.

I'Cath

(Flesh, Bone, Zombie, Wood, Phantom Flyer, Burning Man)

All golems will have a female aspect, and attack all males on sight.

Kalidnay

(Flesh, Bone, Chitin, Obsidian, Rock, Sand, Wood, Burning Man, Stone, Salt, Juggernaut, Stone Guardian)

All golems may have the ability to drain 1d6 hit points with a touch (50%) or possess a psionic wild talent (50%). There is no saving throw vs. the draining, and only half of the hit points (round down) can ever be recovered. The draining attack can only be used three times per day.

Kartakass

(Flesh, Wood, Clay, Caryatid Column, Scarecrow)

Golems can "Hold Person" by doing nothing for a round except singing. (Saving throw applicable.) Afterwards, golem can act normally, but victims still stand and do nothing for 1d3 rounds. This singing may be used once per day.

Keening

(Flesh, Snow, Zombie, Chitin, Obsidian, Rock, Wood, Stone, Spiderstone)

Can make a strike at a person's shadow, causing AC of the victim to only include Dexterity modifiers, but suffers 4 damage per round in sunlight. Is blinded for 1d2 rounds with the sudden appearance of any light. The shadow striking attack can be used three times per day.

Lamordia

(Flesh, Snow, Wax, Doll, Glass, Mechanical, Wood, Metal, Clay, Metagolem, Scarecrow)

Golems are regenerated from electrical attacks ... or animated by them. They heal as much damage as they would have taken.

Leederick

(None)

There are no golems in Leederick.

Liffe

(Flesh, Wax, Doll, Gargoyle, Rock, Stone, Metal, Clay, Caryatid Column, Scarecrow)

I have no knowledge of this domain, so I cannot speculate.

L'ile de la Tempete

(Flesh)

There is almost no possibility that the Lord of this land would create a golem, but if he did, it would be able to fly.

Markovia

(Flesh, Snow, Wood, Clay)

Flesh golems would be created from the Beastmen, and would have abilities similar to their powers, based on what animals were used.

Other golems will have the minds of beasts, Intelligence being Low 5-7.

Mordent

(Flesh, Wax, Glass, Mechanical, Wood, Clay, Metagolem, Scarecrow)

May have a great fear of all incorporeal undead akin to a Flesh golem's fear of fire (50%), or may be able to control any incorporeal undead with half it's HD or lower, equal to a number of twice it's HD (50%).

Necropolis

(Flesh, Maggot, Snow, Bone, Doll, Glass, Zombie, Wood, Hammer, Clay, Phantom Flyer, Spiderstone, Caryatid Column, Scarecrow)

May have a great fear of the undead (50%), or may be able to animate a number of zombies equal to twice it's HD and cause them to attack everything around except the golem (50%).

Nidalia

(Flesh, Gargoyle, Wood, Rock, Stone, Iron, Clay, Juggernaut, Stone Guardian)

Any golems created in this land fall in love with the Lord, Elenia. They resent other males, and will attack them on sight.

The Nightmare Lands

(Flesh, Snow, Bone, Glass, Ash, Obsidian, Rock, Sand, Wood, Stone, Metal, Clay, Magma, Salt, Stone Guardian)

Most golems in this land are created from material from the Forest of Everchange. Thus, such creatures are subject to changing their substance, but not form. It is the DM's discretion as to what special abilities the creature has when it changes substance, but the changes occur ever 1d4 days.

Nosos

(Flesh, Wax, Doll, Glass, Mechanical, Metal, Metagolem)

All golems can inflict a disease with a touch. 75% can inflict a debilitating disease, 25% can inflict a deadly disease. All disease progress as the Cause Disease spell.

Nova Vaasa

(Flesh, Wax, Doll, Glass, Mechanical, Scarecrow, Necrophidius)

Can control horses (50%) or cats (50%) of a number of HD equal to twice it's HD.

Odiare

(Flesh, Wax, Doll, Wood)

Golems may be made by the children or the toys. Either way, they crave the attention of children, and become very angry when these attentions are denied.

Paridon

(Flesh, Wax, Doll, Glass, Mechanical, Metal, Metagolem)

Mechanical, Metal, and Metagolems may have gunnery built into them. If any of the golems are given a small type S or P weapon, there is a 50% chance they will go berserk on a mad killing spree.

Pharazia

(Flesh, Chitin, Rock, Sand, Stone, Clay, Phantom Flyer, Stone Guardian, Necrophidius)

All golems that are fashioned in such a way that they have a sharp blade to attack with have a special bonus. On a natural attack roll with this weapon, they cut off a part of their victim. 1-2= Hand, 3-4= Foot, 5-6=Arm, 7-8=Leg, 9=Waist, 10=Neck. Flesh golems using type S weapons have this advantage as well. This attack can only be used three times per day.

Richemulot

(Flesh, Wax, Glass, Mechanical, Wood, Clay, Caryatid Column, Scarecrow)

Can control a number of rodents equal to twice it's HD.

Rokushima Taiyoo

(Flesh, Snow, Wax, Bone, Rock, Stone, Wood, Burning Man, Clay, Stone Guardian)

Any golem meeting someone from another island within Rokushima Taiyoo or domain will immediately attack them.

Sanguinia

(Flesh, Snow, Bone, Gargoyle, Rock, Stone, Stone Guardian, Wood, Metal, Caryatid Column, Juggernaut, Scarecrow)

All golems have a base Climb Walls chance of 85% in this land.

Saragossa

(Flesh, Bone, Zombie, Wood, Salt)

Flesh and Bone golems will automatically attack any creature that is the same species as they were in life. (Human flesh golems will attack humans, etc.) If the creature is composed of multiple species, it will attack all of them. Wood and Salt golems have a 5% cumulative chance per day of wandering off and not following anyone's orders again.

Scaena

(Any)

Any golems created here have whatever abilities that Juste wishes them to have.

Sebua

(Flesh, Bone, Doll, Chitin, Rock, Sand, Stone, Clay, Necrophidius)

All golems created by the children have the minds of children. Any golem created by the Lord will hunger constantly for living hearts.

Shadowborn Manor

(None)

There are no golems in Shadowborn Manor.

Sithicus

(Flesh, Wood, Clay, Caryatid Column, Scarecrow, Necrophidius)

May be able to move silently through the woods at a 40% chance (50%), or may get a +1 bonus to attack when fighting with a long or short sword or bow (50%).

Souragne

(Flesh, Wax, Doll, Glass, Mechanical, Zombie, Wood, Clay, Scarecrow, Necrophidius)

Zombie and Flesh golems are under the control of the Lord. All golems can cause themselves to be surrounded by a stench similar to the "Stinking Cloud" spell. They can do this once per day.

Sri Raji

(Flesh, Bone, Glass, Obsidian, Rock, Stone, Wood, Metal, Clay, Phantom Flyer, Caryatid Column, Stone Guardian, Necrophidius)

Golems will have the ability to see through any spell from the Illusion/Phantasm school, including Invisibility.

Staunton Bluffs

(Flesh, Bone, Rock, Stone, Stone Guardian, Wood, Metal, Clay, Scarecrow)

Any golem from this land will be able to control any incorporeal undead with half it's HD or lower, equal to a number of twice it's HD.

Tepest

(Flesh, Wood, Clay, Scarecrow)

May have 2% magic resistance per HD to wizard spells (50%), or may make all saving throws vs. wizard spells with a -3 penalty (50%).

Timor

(Flesh, Rock, Stone, Stone Guardian)

It is very unlikely that a golem would be created here, but if one were to be, it would probably give its enemy's a -6 penalty to their surprise rolls.

Todstein

(Flesh, Snow, Bone, Zombie, Rock, Stone, Wood, Phantom Flyer)

All golems get a +2 bonus to save vs. any fire or heat based attacks.

Tovag

(Flesh, Ash, Rock, Stone, Wood, Burning Man, Metal, Clay, Magma, Juggernaut, Stone Guardian, Scarecrow)

All golems have the ability to age victims 5d4 years once per day with a successful attack roll.

Valachan

(Flesh, Wood, Scarecrow)

Can move silently in the forests with a 40% chance.

Vechor

(Flesh, Mechanical, Wood, Clay, Metagolem, Phantom Flyer, Caryatid Column, Scarecrow)

Any golem's abilities that mimic magic spells act as if they were cast by a Wild Mage. All golems react very quickly to changes in their situations and if the situation ever came up, they get a +1 bonus to all rolls made while in the Nightmare Lands.

Verbrek

(Flesh, Wood, Clay, Scarecrow)

Such creatures can enter a bloodlust, gaining a +2 bonus to attack and damage, but suffering a -2 penalty to AC. If a silver weapon of type S or P is coated in wolfsbane (aconite) and strikes successfully, the monster must make a saving throw vs. death or perish instantly.

Vorostokov

(Flesh, Snow, Bone, Wood)

All golems have a +4 bonus to save vs. fire and heat based attacks.

The Wildlands

(Rock, Stone, Sand, Wood, Clay)

Such golems created here will be made by the monkeys and apes. They will however, have Animal intelligence, and be uncontrollable.

The Winding Road

(None)

There aren't any golems in the Winding Road.

Mark Graydon

Land-Based Powers Of Vampires

By Jack the Reaper

We all know that the lands of Ravenloft hold power; we also know that this power is available for those who know how to get it. First among those beings are the darklords, whose connection with the land grants them its power without the least effort on their side. But other beings - namely, fiends - do also know how to absorb the power of the land for their own use.

Therefore, it seems reasonable enough to assume that this mysterious power may manifest itself within other creatures as well, or at least affect them in some way. And vampires can easily be such creatures; while unable to channel the land's power through arcane rituals, as fiends do, it seems that the domain in which a particular vampire was buried and first awakened does have a role in determining the creature's unique powers and weaknesses.

Following is the list of the domains, and the unique powers or weaknesses they grant to the vampires created within their borders. Those powers remain unchanged even if the vampire moves to other domain.

Note that those suggested powers are only general guidelines; as Van Richten used to say, each vampire is an individual. Vampires may or may not have any of the traits listed for them, and may have additional traits as well.

AMBER WASTES

The few vampires who live in the Amber Wastes cluster are known to be able take the shapes of vultures and jackals or hyenas, or of a small dust-devil. There are documents of at least one Pharazian vampire who had bat-wings sprouting from his back, enabling him to fly without shapechanging. Har'Akirian vampires do sometimes look withered and mummified when going unfed, and some may transmit a weak rotting disease through their touch or bite. In one myth at least, a stone stake was required in order to hold a vampire still.

The powers and weaknesses of vampires, at any land, are greatly affected by the local folklore and legends concerning them. Thus, vampires from foreign countries such as the Amber Wastes, might be completely different from any idea that Core denizens may have about vampires.

BAROVIA

Whether Strahd's slaves or not, Barovian vampires display a great variety of powers and weaknesses. Many of those have to do with mists: the mist form of some may have the effects of a Sleep, Hold Person or Confuse spell, or the vampire may possess the power to charm and drain energy while gaseous. Those are by no way the only salient abilities watched among Barovian vampires, however. In contrast to Van Richten's belief, Barovian vampires do have to sleep over at least one handful of a soil from their homeland. If they don't have any available, they won't be able to sleep, and will be weakened appropriately.

BLAUSTEIN

Vampires in Blaustein are fanatically loyal to Bluebeard, like all the other residents of the domain. They always charm as if they were one age-category older. It is said that the mouths of Blausteinish vampires are permanently stained from the blood they suck, and that this stain cannot be wiped by any means. Therefore, Blausteinish vampires have difficult time trying to conceal their nature.

BLUETSPUR

Other than the illithid-vampires described in *Thoughts of Darkness* and the *RL MC III*, there are no Bluetspur-native vampires. In case that one will be created there, it will most surely be granted at least one psionic wild talent.

BORCA

The saliva of Borcan vampires is poisonous; the victim of their bite must make a saving throw vs. poison. If he saves, he suffers 2d4 points of damage, and should this damage be sufficient to kill him he won't rise as a vampire. If he fails, however, then 2d4 days later he will suffer a sudden heart failure and fall dead on the spot. 1d4 days after his burial, he will rise as a vampire. The blood of Borcan vampires is also rumored to be poisonous, but this claim has yet to be proved.

DEMENTLIEU

The charming gaze of vampires from Dementlieu is more potent than this of their brethren from other domains, resulting in a penalty of -2 or higher to the saving throws of their victims.

FALKOVNIA

Falkovnian vampires have a mad craving for blood; the sight or smell of an open wound or another source of blood drives them into a frenzy. They will do whatever it takes to get to the blood source, unless it will obviously be self destructive. Also, many of them are able to change into falcons or hawks, rather than the traditional bats. Falkovnian vampires do also share a strange weakness: a wooden stake driven into the heart of a Falkovnian vampire destroys it immediately, not only paralyzes it.

FORLORN

Those few vampires who call Forlorn their home have the salient ability to Passwall, as if they were ethereal, once or twice per night, for 2d4 rounds. Their skin, however, is deathly-white, and always gives them away as undead beings.

G'HENNA

G'Hennian vampires have an insatiable thirst for blood, and must consume twice or even thrice the normal amount of it per night.

HAZLAN

Many Hazlanic vampires command a form of Innate Magic, which enables them to cast a specific 1st level spell without having to use any components. There is no limit to the number of times the vampire is able to cast this spell per night. Some Hazlanic vampires can sense it when magic is being used in 1-mile radius around them.

INVIDIA

Invidian vampires may cast a Vampiric Curse once per night (or less frequently in some cases), as described in the VRG. The victim of such a curse will lose one point of strength per night, and when his strength reaches zero, he dies and rises as a vampire.

KARTAKASS

While most vampires get the ability to charm by voice alone only when they reach the age of 400, Kartakan vampires achieve it much faster, some of them while still fledgelings.

KEENING

In the unlikely event that a vampire will be created in Keening, it is theorized that it will be granted the power to Keen. This Keen will not be as powerful as a banshee's, though; a victim who hears it and fails the saving throw will only be affected as if by a Fear spell.

LAMORDIA

Many Lamordian vampires have the salient ability Superior Regeneration, as described in the VRG.

MARKOVIA

It is rumored that a small clan of vampiric broken ones is living somewhere in Markovia. Those vampires incite Animal Frenzy in natural animals from a distance of 50 feet. The animals will fly into panic, becoming all but impossible to control. The gaze of the vampires is said to inflict great pain, instead of charming.

MORDENT

Vampires in Mordent may Age their victims by biting them. The rate of aging is usually five to ten years for each round of feeding. On the other hand, the visage of the Mordentish vampires themselves grows older for every night they go unfed.

NEBLIGTODE

Vampires who dwell on the frozen islands of Nebligtode are more often than not the bio-products of Meredoth's experiments. As such, their traits may be very different from any seen elsewhere. There are reports of at least two vampires who could change into a small mound of snow, or into ice statues. Others were skeletal horrors, their ribcage stuffed with grotesque internal organs, or had additional appendages and limbs attached to their bodies. Rumors insist that Meredoth himself keeps a beautiful she-vampire as his consort; the legend claims that she will only be paralyzed if impaled by an icicle, not by a wooden stake.

NECROPOLIS

Necropolis is the home for about half of the vampires' population in Ravenloft. As such, the powers of Necropolitan vampires are many and varied; there seems to be no general ability shared among them all. It does seem, however, that the gaze of many Necropolitan vampires (and agents of the Kargat especially) can be used to imitate the effects of the spell Forget.

NOSOS

The bite of vampires from Nosos does almost always transmit a disease. This might be either a debilitating or a fatal one. The vampires themselves are always immune to the disease, though they may appear to be suffering of it, and are sometime used by Malus Sceleris as carriers for his evil experiments. Some Nososian vampires are known to change into a puddle of foul liquid or ooze, rather than mist.

NOVA VAASA

Nova Vaasan vampires can fly into Vampiric Rage once per night. The Rage lasts for 2d4 rounds, during which the vampire's number of attacks per round is doubled.

RICHEMULOT

The gaseous form of vampires from Richemulot functions as if it was a Stinking Cloud, and on some rare cases even as Cloudkill. Some of them may change into giant rats, or into a swarm of dozen or so small rats. The legend that a vampire may be enthralled by someone playing a flute skillfully has never been tested.

ROKUSHIMA TAIYOO

Almost with no exception, Rokushiman vampires belong to the sub-group of Oriental Vampires, as described in the *RL MC III*.

SHADOWBORN: Most vampires of the Shadowborn cluster are hailing from Avonleigh. On many occasions, those creatures possess innate necromantic magic. Avonleigh affects its vampires in an additional, odd way: unlike most of their kind, they do cast a reflection in mirrors. This reflection, however, is monstrous and obviously undead, leaving no mistake as to their true nature.

Should a vampire be created in Nidalia (and survive), it is assumed that it will command a form of the spell Emotions or Change Alignment (to evil only).

SITHICUS

Sithican vampires are, almost uniformly, elven or kender vampires, as described in the MC. Few of them are able to take shadow form, rather than mist form, and even fewer are able to shadow-walk.

SOURAGNE

Souragnian folks have many legends and myths concerning their vampires; it is said that some are able to animate and control the dead, and some are able to sink into the ground as if they were ethereal and hide there from the rays of the sun. Many legends claim that Souragnian vampires are not as well-preserved as other vampires, but that their visage is as rotten and bloated as of the corpses they truly are.

STEAMING LANDS

The animal-shapes of vampires from the Steaming Lands cluster reflect the natural fauna of their surrounding. Thus, a Sri Rajian vampire may be able to change into a tiger or marabu, and a

Saragossan one into a shark or seagull. They can also summon and control the animals whose shape they take. As with all countries, the powers and weaknesses of vampires from the Steaming Lands are largely affected by the local folklore and beliefs.

TEPEST

The traits watched in some Tepestian vampires are odd and bizzare indeed, and seem to reflect the various superstitions concerning them. Some of them may shapechange into heaps of straw, and others were created when a black cat had walked over their corpse. Many Tepestian vampires are more vulnerable to mirrors than usual, and may take actual from having to look at one.

VALACHAN

Most vampires in Valachan are the slaves of Urik von Kharkov. They have the ability to Jump, as per spell, 3 times per night, and they shapechange into ravens or black panthers rather than bats and wolves.

VERBREK

Rumors speak about a strange vampiric monster from Verbrek, who could take the form of a half-man, half-wolf, but was vulnerable to silver weapons and could be paralyzed by a silver stake; others claim that Verbrek is the birthland for the horrible race of were-vampires, mortals that change into undead monsters when the moon is full.

VOROSTOKOV

The touch of Vororstokovian vampires inflicts cold-burns, and may paralyze the victim with cold. Some of them may change into a swirling cloud of snowflakes, which are so beautiful that they affect the watchers like an Hypnotic Patern. In addition, some corpses with two little puncture marks were discovered in Vorostokov, whose all blood was frozen solid inside their veins. It might have been the work of a particular Vorostokovian vampire.

ZHERISIA

Vampires who hail from Paridon are able to use ESP at will. Some of them display additional abilities as well, like Invisibility or the power to manipulate fog.

Vampires who were denizens of Timor before its union with Paridon radiate an aura of Fear around them.

Jack the Reaper

Necromantic Spells In Ravenloft

By Mark Graydon

Following is a list of Necromantic spells not mentioned in Realms of Terror and Domains of Dread and their effects in Ravenloft. All the spells come from original TSR rulebooks for AD&D 2nd Ed.

The Complete Necromancer's Handbook

Wizard Spells

LEVEL 1

Animate Dead Animals

This spell animates twice the HD of dead animals, like the **Animate Dead** spell. Casting this spell is cause for a Ravenloft Powers Check.

Corpse Link

This spell remains largely unchanged, except that when the caster utilizes it, his appearance changes. For example, if the caster chooses to see through half-rotten eyes, then while the spell is in effect, his eyes will appear half-rotten. This has no game effect, except to unnerve those who view the caster. Also, bonding with a self-willed undead creature can force a madness check if the creature becomes aware of the caster's presence. The Darklord of a domain is always aware of the bonding. Casting this spell calls for a Ravenloft Powers Check.

Exterminate

This spell preforms as normal, but if the caster animates the creatures he kills with this spell, then they have an extra +1 hp per HD. Casting this spell is cause for a Ravenloft Powers Check.

Locate Remains

If the caster tries to use this spell to search for corporeal undead, then each undead creature gets a saving throw to avoid detection, as described under the **Detect Undead** spell. The lord of the domain cannot be located through this spell. Casting this spell is cause for a Ravenloft Powers Check.

Spectral Voice

There is a 1% per round of spell use that the former spirit of the corpse will become angry that someone is tampering with its remains. Thus, the caster may fast find himself plagued by a ghost. The casting of this spell requires a Ravenloft Powers Check.

LEVEL 2

Emblam

The casting of this spell requires a Ravenloft Powers Check.

Living Link

If the Darklord of the domain is bonded with this spell, then he becomes aware of it, and can force the caster to make a madness check. Casting this spell requires a Ravenloft Powers Check.

Skeletal Hands

This spell undergoes one minor change in Ravenloft. The skeletal hands grow a set of sharp claws that allow them to attack causing 1d4+1 damage each. Casting this spell calls for a Ravenloft Powers Check.

LEVEL 3

Bone Dance

After the caster stops concentrating on maintaining the Bone Dance, the corpse is animated for a number of rounds equal to the caster's level. Then, there is a percentage chance equal to the caster's level that the corpse will become a free-willed skeleton or zombie. Casting this spell calls for a Ravenloft Powers Check.

False Face

When the spell ends, or is ended by the caster, there is a 1 in 20 chance that the face that the caster has copied stays where it is, permanently. The only ways it can be removed are through the casting of a *Limited Wish*, *Wish*, or *Regeneration* spell. A Ring of Regeneration will also do the job, but it has some side effects. It takes 24 hours to completely regenerate a face, and during that time, the ring does not heal the wearer. In fact, any healing it would perform is actually taken as damage. This is due to the fact that the ring is trying to change the character back into something, and there is a lot of painful physical wrenching. During this time, any NPC encounters with the character have a -3 reaction roll penalty due to some deformities that are caused. This is only if the NPC can see the character's face. Casting this spell is cause for a Ravenloft Powers Check.

Skulltrap

Any creature killed by the explosion of the spell must save vs. death magic or instantly rise as an undead creature. Refer to the rules in the Requiem boxed set or make the character into an undead with the closest hit dice to his former during life. Casting this spell is cause for a Ravenloft Powers Check.

LEVEL 4

Brainkill

In addition to the normal effects of the spell, the victim must make a second save vs. spell or lose 1 point of Intelligence permanently. Casting this spell requires a Ravenloft Powers Check.

Empathic Wound Transfer

This spell isn't really changed in Ravenloft, but it is important to note that if the caster tries to take hp from an undead creature, the caster actually takes the amount of hp in damage. This is because the spell opens a conduit through which negative energy flows. Casting this spell is cause for a Ravenloft Powers Check.

Summon Spirit

This is a very dangerous spell in Ravenloft. The chance of summoning a hostile spirit, should the original target of the spell fail to appear are doubled. If the target is successfully summoned, then it gets a saving throw with a -2 penalty to resist the spell, regardless of it's HD. There is also a +10% bonus to the spirit summoning modifiers if the domain the caster is in is a common place for spirits. If the Darklord is the target of the spell, then it automatically knows of the spell, and can choose to respond or not. Casting this spell requires a Ravenloft Powers Check.

LEVEL 5

Bind Undead

All undead creatures get a saving throw against this spell, regardless of their HD. Casting this spell requires a Ravenloft Powers Check.

Bone Blight

Any creature killed by this spell must save vs. death magic or rise as a Boneless (Ravenloft Monstrous Compendium 3). If the caster is present, the undead creature gets a saving throw vs. spell to avoid being placed under the direct control of the caster. Casting this spell requires a Ravenloft Powers Check.

Graft Flesh

There isn't much changed with this spell except for a note. If the caster takes flesh from a cadaver and then meets the spirit of that cadaver, any attempts to possess the caster are much more likely to succeed. The caster has a -4 penalty to any saving throws against this attack. This is because the ghost's flesh serves as a stable conduit. Casting this spell requires a Ravenloft Powers Check.

LEVEL 6

Corpse Host

If the caster dies while in his host body, then a save vs. death magic must be made or the caster will come back and animate the host body as a type of undead closest to his HD or if the DM wants, he or she may use the Requiem rules. Casting this spell requires a Ravenloft Powers Check.

Ghoul Gauntlet

Strangely, there are no changes to this spell in Ravenloft. Casting this spell requires a Ravenloft Powers Check.

Transmute Bone to Steel

Casting this spell requires a Ravenloft Powers Check.

LEVEL 7

Wound Conferral

This spell isn't really changed in Ravenloft, but it is important to note that if the caster tries to take hp from an undead creature, the creature supposedly benefiting from the spell actually takes the amount of hp in damage. This is because the spell opens a conduit through which negative energy flows. Casting this spell is cause for a Ravenloft Powers Check.

LEVEL 8

Death Shroud

Any being killed by this spell must save vs. death magic or rise as an undead closest to the living creature's HD. Or, the DM may use the Requiem system if desired. Casting this spell is cause for a Ravenloft Powers Check.

Life Force Transfer

If the caster transfers his life into the body of a golem, he may animate it and control it. This negates the need for the spells to be cast to animate the golem, but the cost and materials for the

golem are still required. If any spirit is driven out of a body or receptacle and has no other place to go, it has a percentage chance equal to its level to become an undead spirit. Casting this spell is cause for a Ravenloft Powers Check.

LEVEL 9

Death Ward

Anyone slain by the Death Ward may rise as an undead creature equal to the HD of the former living creature. Or the DM may use Requiem. Casting this spell is cause for a Ravenloft Powers Check.

Life Force Exchange

If a spirit is forced to depart because of being killed before the spell is finished, then there is a percentage chance equal to twice the original level that the spirit becomes undead. Casting this spell is cause for a Ravenloft Powers Check.

Priest Spells

LEVEL 1

Ebony Hand

In Ravenloft, the negative energy of this spell adds a +1 bonus to any damage inflicted. Casting this spell is cause for a Ravenloft Powers Check.

Skeletal Servant

There is a percentage chance equal to the caster's level at the spell's end that the corpse will become a free-willed skeleton or zombie. Casting this spell calls for a Ravenloft Powers Check.

Spectral Senses

If this spell is cast upon a free-willed undead, and the undead somehow becomes aware of the caster's presence, then the undead can force the caster to make a madness check. If this spell is cast upon the lord of the domain, then it immediately becomes aware of the spell. Casting this spell calls for a Ravenloft Powers Check.

Undead Alacrity

This spell also gives the undead an immunity to Holy water for the duration of the spell. Casting this spell calls for a Ravenloft Powers Check.

LEVEL 2

Hear Heartbeat

It is rumored that this spell was imbued somehow with the lord of Sebu, Tiyet. Casting this spell calls for a Ravenloft Powers Check.

Resist Turning

Also add the caster's level into the percentage number to find the total resistance value to turning. Casting this spell calls for a Ravenloft Powers Check.

LEVEL 3

Death's Door

Casting this spell calls for a Ravenloft Powers Check.

Life Drain

This spell states that the caster drains 1d8 hp +1 per level of the priest. In Ravenloft, every +1 that the priest takes is lost to the victim, permanently. Thus a victim who lost 1d8+3 hp, would take 1d8 damage, and lose 3 hp, permanently. Casting this spell calls for a Ravenloft Powers Check.

Spirit Bind

The spirits that are bound, get a natural +2 bonus to their saves to see if the spell affects them. Casting this spell calls for a Ravenloft Powers Check.

LEVEL 4

Cause Insanity

This spell basically causes a madness check, that automatically fails. The difference is that the madness can only be removed as the spell states. Victim's get a -1 penalty to save vs. this spell. Casting this spell calls for a Ravenloft Powers Check.

Heart Blight

It is rumored that this spell was somehow imbued and enhanced with the lord of Sebu, Tiyet. Any creature killed by this spell will rise as a Ghast, but instead of feasting upon cadavers, the Ghast will need to feed upon hearts. It doesn't matter whether the heart is alive or dead or not. The DM can use the Requiem rules if he or she wishes. Casting this spell calls for a Ravenloft Powers Check.

Plague Curse

The changes to this spell are minor. The disease now kills in 1d4+2 weeks, thus causing a more malingering death. Also, the spell doesn't wear off until two victims per level of the caster are killed by the curse. Casting this spell calls for a Ravenloft Powers Check.

LEVEL 5

Undead Spell Focus

The maximum spells that can be funneled is increased to two per caster level. Casting this spell calls for a Ravenloft Powers Check.

Scourge

The spell also causes the victim to lose 1 hp per day, and the chance of spreading the infection is 2% per caster level. Casting this spell calls for a Ravenloft Powers Check.

Undead Regeneration

The caster can choose which he change he wants to take advantage with this spell. He can cause one undead creature to heal 3d4 hp plus 1 per caster level, or he can cause two undead to heal 1d4 hp plus one per caster level. Undead get a +1 bonus to save against the reverse of this spell, *Drain Undead*. Casting this spell calls for a Ravenloft Powers Check.

LEVEL 6

Asphyxiate

This spell isn't changed much except that it affects animals, monsters, and anything else that breathes but not undead or plant creatures. Casting this spell calls for a Ravenloft Powers Check.

Summon Undead

The undead arrive sooner, in 1d6+3 rounds, and there is always double the normal amount. Casting this spell calls for a Ravenloft Powers Check.

LEVEL 7

Death Pact

This spell cannot transport someone over the boundaries of a closed domain, and if it tries, the spell ends at the domain border. All effects that were supposed to take place do, but at 1/2 power. This doesn't affect the *Raise Dead* spell, but the victim only gets 1/2 the normal hp, and limbs are only 1/2 regenerated. They don't continue to grow on their own, either. The *Dispel Magic* is invoked at 1/2 the caster's level. Casting this spell calls for a Ravenloft Powers Check.

The Complete Wizard's Handbook

Wizard Spells

LEVEL 1

Chromatic Sphere

Any use of the fire orb causes a 1% chance for a Hearth Fiend to appear.

Corpse Visage

Instead of victim's of this spell making a saving throw, they must make a fear check. Also, at the end of the spell, there is a 5% chance that the caster's face stays the same until a Dispel Magic or similar spell is cast. Casting this spell calls for a Ravenloft Powers check.

LEVEL 2

Death Recall

If the subject of the spell died in a particularly horrible way, then the caster may have to make a fear or horror check. Casting this spell is cause for a Ravenloft Powers check.

Detect Life

Casting this spell is cause for a Ravenloft powers check.

Ghoul Touch

The duration of paralysis is increased to 2d6+4 rounds. Casting this spell calls for a Ravenloft powers check.

LEVEL 3

Bone Club

The club only acts as a club +3 against undead in Ravenloft. Casting this spell is cause for a Ravenloft Powers check.

Delay Death

Casting this spell is cause for a Ravenloft Powers check.

Hovering Skull

In Ravenloft, the skull has 6 hp and causes 1d6+1 damage with its bite. The skull can also be commanded to attack itself to an inanimte skeleton and animate it. The caster can then order the skeleton to do anything that a skeleton could normally do. The skeleton is the same as a normal skeleton except that it has 7 hp, and attacks with a bite causing 1d6+1 damage. After the spell expires, there is an 80% chance that the skeleton stays animate and attacks the caster in resentment of its servitude. This only happens if the skull was commanded to attach itself to an

inanimate skeleton. The skull cannot detach from the skeleton. Casting this spell is cause for a Ravenloft Powers check.

Pain Touch

The spell duration is extended to 1d8 rounds. Casting this spell is cause for a Ravenloft Powers check.

LEVEL 4

Fire Aura

This spell has a 4% chance of causing a Hearth Fiend to appear.

LEVEL 5

Force Shapechange

If the victim successfully saves, he does not change form, and only takes 1d10 damage. Casting this spell is cause for a Ravenloft powers check.

Mummy Rot

The mummy rot that the caster inflicts varies with the level of the caster as shown on the following table:

Level	Rank of Mummy Rot
1-3	First
4-6	Second
7-9	Third
10-12	Fourth
13+	Fifth

Casting this spell is cause for a Ravenloft Powers check.

Throbbing Bones

This spell causes 1d4+1 damage per round. Casting this spell causes a Ravenloft Powers check.

Wall of Bones

If the spell is cast in a graveyard or battlefield, or similar spot where there are many corpses around, then the wall is formed from the bones of those who rest there. The spirits of these bones will cling to them, and moan and wail constantly. When the spell ends, there is a 50% chance that 2d4 skeletons will form and seek revenge on the caster. Casting this spell is cause for a Ravenloft Powers check.

LEVEL 6

Blackmantle

This spell also causes all living creatures in the area to take 1 damage, from the negative energy of the spell. This damage is only taken when the victim first enters the spell area. Casting this spell is cause for a Ravenloft Powers check.

Dead Man's Eyes

All saves against this spell suffer a -1 penalty. Casting this spell is cause for a Ravenloft Powers check.

LEVEL 7

Zombie Double

The caster must make a Madness check upon casting the spell. This is because of the splitting of the caster's consciousness between bodies. If the caster moves farther than 30 yards away, the zombie must make a save vs. death magic as a Ju-ju Zombie. If the save is successful, then the corpse is inhabited by an evil spirit, and no longer under the control of the caster. For all purposes, this corpse is a Ju-ju Zombie. If the save fails, then the corpse falls to the ground, as described in the spell. Casting this spell is cause for a Ravenloft Powers check.

LEVEL 8

Defoliate

If an Evil Treant is affected by this spell, it gets a saving throw vs. death magic. If it succeeds, then it becomes an Undead Treant. Otherwise, it is destroyed. Casting this spell is cause for a Ravenloft Powers check.

Shadow Form

A victim killed by the caster in Shadow form becomes a shadow, but isn't banished to the Negative Material Plane. There is also a 10% chance at the end of the spell that the caster is transformed into an undead shadow. The DM can use the Requiem rules to allow the player to carry over his character into shadow status. Otherwise, the character is lost. Casting this spell is cause for a Ravenloft Powers check.

The Complete Sha'ir's Handbook

Wizard Spells

LEVEL 2

Rain of Blood

The damage that this spell causes is increased by adding a +1 to damage for every level of the caster. Casting this spell requires a Ravenloft Powers Check.

LEVEL 4

Lifesurge

This spell advances the character three levels ahead, instead of the normal two. However, the damage taken at the end of the spell is increased as well. The damage is equal to the max hp from 1 HD from the character's class, multiplied by three instead of two. Casting this spell requires a Ravenloft Powers Check.

LEVEL 5

Death Bump

While this spell functions as normal, any creature brought back to life must make a Resurrection Survival Roll. Failure means the victim comes back as a hostile undead creature that is closest to the HD of the victim while alive. Alternately, the victim may come back using the Requiem rules. Also, any creature that is killed by this spell has a 1 in 20 chance of rising as a Revenant bent on the destruction of the caster. Casting this spell requires a Ravenloft Powers Check.

LEVEL 6

Animate Blood

While this spell doesn't have any changes in Ravenloft, it should be noted that the instant the spell is cast, there is a 25% of a half-strength Blood Elemental (Ravenloft Monstrous Compendium 1) coming into existence. This creature will not be under control of the caster. Casting this spell requires a Ravenloft Powers Check.

Construct Undead

Undead created through this spell are stronger in Ravenloft, having the statistics of normal skeletons. Casting this spell requires a Ravenloft Powers Check.

The Complete Bard's Handbook

Wizard Spells

LEVEL 3

Instant Audience

When this spell ends, there is a 1 in 20 chance that an audience member turns into an undead spirit of some kind. Type is left up to the DM.

The Complete Druid's Handbook

Priest Spells

LEVEL 1

Whisperward

This spell cannot cross the borders of a closed domain.

LEVEL 2

Beastspite

The lord's control always overrides spells, so if the caster enchants an animal that the lord can control, it is only hindered by this spell if the lord allows it.

Forgotten Realms, Adventures

Wizard Spells

LEVEL 1

Corpselight

This spell calls for a Ravenloft Powers Check.

LEVEL 2

Cloak Undead

The duration of the spell becomes 2 rounds per level, and the circle extends to become a 20' radius. Casting this spell calls for a Ravenloft Powers Check.

Undead Mount

The undead mount is enhanced by Ravenloft, giving it the ability to attack as a skeleton, causing 1d4 damage, and also gives it an extra 1d8 hp. Casting this spell calls for a Ravenloft Powers Check.

LEVEL 3

Mummy Touch

This spell only provides protection against first-rank mummy rot, and even then the caster must save vs. spell or be affected normally. Also, the mummy rot the caster inflicts is based on the caster's level. The tabel below shows the caster's level in accordance with the rank of rot.

Level	Rank of Mummy Rot
1-3	First
4-6	Second
7-9	Third
10-12	Fourth
13-15	Fifth

Casting this spell calls for a Ravenloft Powers Check.

Paralyze

This spell paralyzes the victim for 2d6 rounds, instead of 2d4. Casting this spell calls for a Ravenloft Powers Check.

Revenance

In addition to having a resistance to being turned, any character that tries to turn the undead suffers 1d3 damage from a magical backlash. Casting this spell calls for a Ravenloft Powers Check.

Skull Watch

The warnings that this skull gives off cannot cross the closed borders of a domain. Casting this spell calls for a Ravenloft Powers Check.

LEVEL 4

Spendelard's Chaser

Casting this spell calls for a Ravenloft Powers Check.

LEVEL 5

Disguise Undead

There are no changes to this spell, but note that tryng to detect the creature through the use of *Detect Undead* has the normal affects for being cast in Ravenloft. Casting this spell calls for a Ravenloft Powers Check.

Nulathoe's Ninemen

The only change to this spell is that if an attempt is made to animate the body, then the corpse must make a save vs. spell, using the value it had in life. Casting this spell calls for a Ravenloft Powers Check.

LEVEL 6

Grimwald's Greymantle

This spell states that it prevents only spells that heal hp. Well in Ravenloft, it affects any spell that works in any healing or curing way at all. Cure Disease, Repair Injury, Aid, Heal, etc. are all affected. Casting this spell calls for a Ravenloft Powers Check.

Imbue Undead With Spell Ability

Undead can now have two spells at a time, and the highest level can be 6th. Casting this spell calls for a Ravenloft Powers Check.

Lich Touch

When this spell is in effect, any paralysis the caster is subjected to calls for him to make a save vs. spell with a +4 bonus or the *Lich Touch* protection doesn't work, and the caster is affected normally. Also, the paralytic touch lasts for 1d6 hours, instead of 1d4. Casting this spell calls for a Ravenloft Powers Check.

Teleport Dead

This spell cannot cross the closed borders of a domain. Casting this spell calls for a Ravenloft Powers Check.

LEVEL 7

The Simbul's Synostodweomer

When cast, there is a 1 in 20 chance that this spell causes a madness check. Casting this spell calls for a Ravenloft Powers Check.

LEVEL 8

Death Link

The effects of this spell cannot cross the borders of a closed domain, but the spell isn't ended, it just doesn't affect either party. The spell does work through the Mists though, so it is possible for someone on an open island and someone on the Core to be affected normally. Note that if the victim dies, then he is likely to rise as a Revenant or other undead to torment the caster. Casting this spell calls for a Ravenloft Powers Check.

LEVEL 9

Master Undead

The caster can only affect a number of undead equal to 2/3 of his level. Casting this spell calls for a Ravenloft Powers Check.

Players Option: Spells & Magic

Wizard Spells

LEVEL 1

Detect Phase

Any undead that would be detected by this spell get a saving throw to avoid detection.

Protection From Vermin

Vermin that are under direct control and in the presence of the lord, get a saving throw to get through the spell.

Ray of Fatigue

Any character severely encumbered must make another saving throw or fall fast asleep as per the *Sleep* spell. The normal elven resistance doesn't protect against this, as it is a function of pure exhaustion. Casting this spell calls for a Ravenloft Powers Check.

LEVEL 2

Protection From Poison

The lord of a domain isn't affected by this spell in any way. Such a lord might be Ivan Dilisnya or Ivana Boritsi.

Wall of Gloom

When this spell is cast, the DM should decide if it acts as a conduit for a random encounter, for such things have been known to happen...

LEVEL 4

Conjure Elemental-Kin.

As with all conjuration spells, any summoned creatures get a save vs. spell with a -2 penalty to avoid control, and once they get free, they will find themselves trapped in Ravenloft.

Psychic Protection

The lord of a domain isn't affected by this spell in any way. Such a lord might be the Illithid God-Brain.

LEVEL 6

Arrow of Bone

Any character killed by the bone, will rise as an Archer Skeleton (Ravenloft Monstrous Compendium 3). This creature will be free-willed, and will probably go about amassing a horde of skeletons for it to control. Casting this spell calls for a Ravenloft Powers Check.

Etherealness

The caster and companions can only move into the Border Ethereal, and no farther.

Trollish Fortitude

Casting this spell calls for a Ravenloft Powers Check.

LEVEL 7

Descent Into Madness

This spell can induce a Madness check if the DM wishes for simplicity.

Seven Eyes

Note that any spell effects the eyes produce are modified for Ravenloft.

LEVEL 8

Heart of Stone

If the caster is killed while the spell is in effect, then there is a 1 in 20 chance that the magic will warp and twist, and the caster will become a Stone Golem. The caster will become mindless, and go on a killing rampage. Casting this spell calls for a Ravenloft Powers Check.

Priest Spells

LEVEL 1

Calm Animals

Animals under the direct control of the lord may be immune to this spell.

Dispel Fatigue

Casting this spell calls for a Ravenloft Powers Check.

LEVEL 2

Astral Awareness

Any chance to detect ghosts or the like is affected. The undead gets a saving throw like under

Detect Phase.

Ethereal Barrier

The lord is unaffected by this spell.

Restore Strength

This spell isn't as effective against the draining effects of undead. The victim instead gets a saving throw to avoid the strength draining. Casting this spell calls for a Ravenloft Powers Check.

LEVEL 3

Control Animal

Any animal under the control of the lord is unaffected by this spell.

Detect Spirits

Any undead creature gets a saving throw to avoid detection.

Etherealness

The spell is mainly unchanged, but characters cannot be hurled into the Deep Ethereal. Instead, they are hurled back into Ravenloft.

Summon Animal Spirit

At the end of this spell, there is a 25% chance the spirit remains and becomes an evil spirit. Casting this spell calls for a Ravenloft Powers Check.

LEVEL 4

Omniscient Eye

This spell cannot see through any special mists, such as the Misty Border of Ravenloft.

Suspended Animation

Casting this spell calls for a Ravenloft Powers Check.

Unfailing Endurance

Casting this spell calls for a Ravenloft Powers Check.

LEVEL 5

Animate Flame

This spell is very risky in Ravenloft, because it is very likely to create a Hearth Fiend (Ravenloft Monstrous Compendium 3). There is a 3% chance per level of the caster that the flame becomes a Hearth Fiend at the end of the spell.

Dimensional Translocation

Any undead subject to this spell gets a saving throw to avoid its effects.

Impregnable Mind

The lord of a domain isn't affected by this spell.

LEVEL 7

Conjure Air or Water Elemental

When the elemental is summoned, it realizes that it is trapped. This may alter it's feelings towards the caster, so beware.

Impervious Sanctity of Mind

If the caster is subjected to a mental attack from a lord, then he gets a saving throw with a -4 penalty to avoid it's effects. That is all though.

New Land-Based Powers Of Fiends

By J.W. Mangrum

Foreword

This article is intended as a compendium to what has been written in *Van Richten's Guide to Fiends*, in that it lists powers for fiends linked to lands not mentioned in this supplement.

NIDALIA

By lecturing a mortal for no less than 6 hours about the follies of his naïve morality, the inevitability of decay, and the undeniable existence of evil in the heart of every living heart, the fiend can try to convert the victim to its point of view, souring the poor fool's soul with its curdled reality. If the victim fails a save vs. Spells (taking their wisdom modifier into account) their alignment shifts one step towards Evil. If the victim is already evil, the Law-Chaos aspect of their alignment shifts one step toward the fiend's alignment. This ability can only be used on one victim at a time, and may not be used on any single victim more often than once a month.

NOSOS

The fiend can cause everything in his reality bubble to start releasing noxious fumes. Within 1D4 rounds, the fumes grow so thick and toxic they have the effect of a Stinking Cloud, which lasts as long as the fiend wishes.

SARAGOSS

The fiend can cause everyone within its reality bubble to enter a vicious "feeding frenzy." If a victim fails a save vs. Spells (treat as a charm spell) he must launch a berserk attack the closest person it sees, friend or foe, with whatever weapons he has available to him. The fiend must use this power on everyone in its bubble at once; it is not a selective power.

SEBUA

Grants the fiend the ability to Wither (the reversed form of Regenerate) by touch, once per day.

SOURAGNE

Grants the fiend the ability to Animate Dead, by touch, at will. The fiend can reanimate the corpse as any sort of undead up to the victim's original Hit Dice.

STAUNTON BLUFFS

The fiend gains the ability to Speak With Dead at will.

TIMOR

Fear becomes a tangible aspect of the fiend's reality bubble. The fiend is surrounded by a Fear aura to a range equal to the fiend's Hit Dice. Also, any fear, horror, or morale checks made while in the fiend's reality bubble suffer a -2 penalty, whether or not the fiend itself is nearby (possible with the larger bubbles).

VECHOR

The fiend gains the ability to animate any crafted object within its reality bubble. Thus, it can make doors slam shut and lock, portcullises open or close, chains lash out like tentacles, etc.

VOROSTOKOV

Grants the fiend the ability to cast Ice Storm 1/day. This freezing assault can fill as much of the fiend's reality bubble as it wishes.

WILDLANDS

This ability can only be used between a fiend and those who have entered into a Blood Oath with the fiend. If the minion is willing (the fiend cannot force him, but any manner of deceit is allowed), he can "give" the fiend a personal trait. That is, the follower can give the fiend one of his class abilities or proficiencies. For example: a thief could give the fiend his ability to climb walls, or a mage could offer a level of spell-casting ability. Once the minion grants the fiend the ability, he loses it himself and must rebuild it from scratch. Each minion can only grant one ability, ever.

ZHERISIA

The fiend gains the ability to Polymorph Self at will. The fiend can even take on the appearance of specific individuals.

John W. Mangrum

New Rules For Horror And Madness

By A. Jordahl

The rules for horror and madness in DD have some serious drawbacks. The following points make it necessary to do something about it (which I have done below):

- A PC goes from perfectly sane to ravening mad or horrified into serious problems from a second to the next. This does not fit the mood of the game, and it ruins most attempts at role playing. What is needed is a gradual development that can be roleplayed, where the player knows that his PC is on the verge and going down.
- If a character succeeds with a check he is not affected at all! It is a situation of all or nothing. It should be the other way around: if you witness something horrifying you shouldn't be able to get away totally unaffected even if you don't go crazy.
- The book says that if a player lets his PC behave in a frightened manner, then he doesn't need to role the horror check. Well, how can I as DM know how he will react? With this system, if the PC sees a horrific scene, like a monster approaching, then he should roll the check directly and get to know the results so that he can roleplay accordingly. If the DM instead waits and let the PC take action, he might well throw a spell, attack or start to talk calmly to the monster - and then the DM more or less has to tell him that he shouldn't do that. The player instead has to go back in time, roll the dice and get his punishment. This is the utter failure for a DM, saying "you can't do that", taking the PCs actions back and then punishing him.
- The system makes the whole group into nutcases as soon as the rules are used. Especially at low levels the PCs can't face the scenes a RL adventure is supposed to include without

getting SERIOUS problems. For example, a level 1-3 character even has some pretty good chances of DYING just by witnessing one single event, since his chances of making the checks are so bad.

- There is no real connection between horror and madness. Though madness is a possible result of a horror check, a clear connection between repeated horrific scenes leading to madness is missing. Of course, after failing a lot of horror checks, it is possible to start discussing if the PC should be labeled sane or mad...but I won't go into that.
- The rules place too much stress on the level of the PCs. At lower levels you can't escape madness, at high levels you can witness most anything and still have a good chance of getting away with it just because of your level. I think the psyche of the character should be one of the things that does not change a lot with level. After all, a level ten fighter is still just a human being with the same problems and weaknesses as any man when it comes to the dark side of man's psyche. Especially in RL. (My suggestion below does not solve this problem though.)
- Because the check is a one time event it is hard to get the player involved in the PCs madness. The PC sees something, fails a check and then the DM consults the tables, tries to come up with a fitting, related effect and tells the player what happened. The player is not involved, and will play accordingly. Asking the player "What kind of madness do you want?" just to get him involved is not much more natural.

NEW RULES

The following rules are for horror and madness only, fear can be handled normally (or as the DM wishes).

Use the basic rules from the book, but change the results of both failed and successful checks.

Use the table below as a chart for the PCs mental health:

1. Fully sane / normal level
2. Upset
3. Uneasy
4. Shaken
5. Horrified (effects of a failed horror check)
6. Panic-stricken
7. On the verge of madness
8. Mad (effects of a failed madness check)
9. Raving mad
10. Drivelling nutcase

All PCs can use the same table as their individual characters have their effects upon the dice rolling. A PC begins at nr 1 (fully sane). When he rolls a horror or madness check the results vary (in words, also see table below).

A failed horror check moves him two steps down towards madness. A failed madness check moves him 4 steps. Any successful check will still move him 1 step down. The rules for perfect

results and fumbling are used, so a 20 (perfect) means no movement and fumbling (a 1) means one additional step. This means:

Successful horror check: move 1 step down.

Failed horror check: move 2 steps down.

Perfect horror check (20): no movement.

Fumbled check (1): 3 steps down.

Successful madness check: 1 down.

Failed madness check: 4 down.

Perfect check (20): no movement.

Fumble (1): 5 down.

At step 1-4 there is no game mechanics changed for the character. At step five he gets the equivalent of a failed horror check (see below). Every time he moves down between step 5 and 7 he gets this effect. When he reaches step 8 he gets the effects of a failed madness check. The same happens at 9 and 10 with worse effects accordingly.

The PC has to rest for some time (I havent decided how long) in a very quiet and safe place to regain mental health. Maybe a full day for every step.

In this way horror turns into madness and the character can stand some scenes before he goes crazy. These rules are more dangerous in a way though, since repeated checks in the end always will give the PC problems even if he makes them.

The whole point with this system is that the player should get to know that his mental health is changing. The DM should tell the player in which situations the PC lose mental health and the player should roleplay the way down into madness. The player may use the WHOLE adventure combined with his character to portrait the mental problems. Then, when the PC reaches step 5 and gets the equivalent of a failed horror check the DM can adapt the result to how the player already has been acting. This makes for continuity. If the player is really good, he need not get any changes in the mechanics of the game. This the DM should tell his players in advance so they have incentives to really play scared. In this way they will play horrified even before they see something that calls for a check, and they will also be extremely scared of seeing anything horrid at all when they are at the lower steps, because they know that just seing it (even if they make the checks) will eventually drive them over the edge.

Anders Jordahl

Ravenloft: Alternative Gaming Rules

by F. Santos

With all this talk about gothic horror games being about ordinary faced against the supernatural, I decided that the AD&D combat system and level advancement isn't suited for gothic horror campaigns, but rather for high-fantasy, heroic campaigns. With that mind I made a few changes to both of these systems, using some rules from the White Wolf system and Call of Cthulhu system.

1st) Characters gain XP not for killing monsters, but for role-playing. Randir once said (a long time ago...) that 4 or 5 adventures are necessary for a character to gain a level, and I agree with him on this topic.

2nd) The character's hit point doesn't change as they advance level. Their initial HP will be their HP for the rest of their lives (more realistic). We now don't have things such as 80-hp fighters.

3rd) The PC's health has various levels, called Health Levels. They form some sort of scale, and the farther down the scale, the more the PC is hurt. With each Health Level, the PC's gain penalties for die rolls and movement. These penalties are cumulative.

4th) PCs start the game at full health. If they suffer a single point of damage, they go down to the first Health Level, Bruised. After they suffer a number of points of damage equal to their HIT POINTS, they go down to the next Health Level, and so on, until they DIE.

5th) For example, the character Joe has 6 HP. If he suffers 5 HP of damage, he would go to Health Level 1- Bruised. If he suffered then more 9 points of damage, he would go down to the THIRD level (1 more DP (damage point) for the first Health Level, 6 DP for the second Health Level, and 2 DP for the third Health Level).

6th)The Health levels are:

1st	Bruised	Character suffers no penalty
2nd	Hurt	1 penalty. Character can move normally
3rd	Injured	2 penalty. Character has little hindrance to move
4th	Wounded	3 penalty. Character can't run, but can still walk
5th	Mauled	4 penalty. Character can only hobble about
6th	Crippled	5 penalty. Character can only crawl

After Crippled, the character is incapacitated, and can't move. Any hit will kill him.

7th) By this system, a character with 6 HP behaves as if he had 36 HP. But, before you crucify me, note that there is a significant difference between a 36 HP character under this system and a 36 HP character under the old system. Under the old system, the PC could suffer up to 35 points of damage, and he still would be fighting as good as ever. Under the new system, the same character can only crawl and suffers a penalty of -15 to all his die rolls.

8th) For monsters and stuff, the system works this way: you roll the HP normally, and then you divide the number by 6 (round up) to find how many DP each Health Level can stand. But only for Man-sized monsters. For those smaller, you divide by larger numbers, and for those larger than man, you divide by smaller numbers. No need to worry much with that, though, for in Gothic Horror most of the opponents will be man-sized, and those few which aren't can usually be easily killed (like rats and spiders) or shouldn't be messed with (if they are BIG).

9th) The time needed to recover from each Health Level is cumulative, so a wounded character needs to spend One Month, one week, and three days recovering. See the table below:

1st)	Bruised	One Day
2nd)	Hurt	Three Days
3rd)	Injured	One Week
4th)	Wounded	One Month
5th)	Mauled	Three Months
6th)	Crippled	Three Months and PC permanently loses one point from each physical attribute (Str/Con/Dex)

Characters incapacitated heal at a time decided by the DM. Some may stay on coma forever...

10th) Finally, piercing weapons and shotgun weapons may Impale. For them to Impale, the attacker must roll more than 1/5 of his chance of hitting (plus his chance of hitting). For example, if PC needs to roll a 15 to hit with a spear, he will Impale if he rolls a 18 or more. Damage by Impale is doubled, and each bullet in a shotgun weapon may Impale. Further, hand-held weapons are stuck in the body, inflicting damage each round and giving a -2 penalty to die rolls.

Fabio Santos

Ravenloft Wild Surge Table

By A. Madden

This is a modified Wild Surge table for use only within the demiplane of Ravenloft. Its contents have been constructed to represent the effect of the land and the mists on all magic. Except where stated otherwise, this table operates exactly as described under Wild Surges in the *Tome of Magic*, pages 6-8.

Surge Frequency: Wild surges are twice as likely to happen in Ravenloft. Thus, on the Level Variation Table in the ToM (p. 6), a surge will result if the number in bold is rolled, and also if the exact opposite number from the bold number is rolled. Thus, a 5th-level Wild Mage in RL would surge on both 8 AND 13.

To preserve the feel of Ravenloft, the player should not be the one to roll on the surge result tables. Instead, the DM should roll all surge results in secret, and only tell the player whatever is obvious to his character. This is done because some of the surge results have hidden conditions not immediately apparent to the wild mage (sometimes not until it's too late...).

Wild surges in Ravenloft are actually summoning the attention of the Dark Powers themselves. The effects of a surge are the manifestation of the Powers' will. Therefore, any time a wild mage surges voluntarily in Ravenloft (via *Nahal's Reckless Dweomer*, or other method), then the DM must roll a Powers Check for that character in secret. If a Wild Mage surges three times in the same 24-hour period within RL, then a Madness Check must be rolled in secret.

Wild Surge Results:

As in the ToM, if the result makes reference to "the spell," then the spell the caster was trying to cast does function, but the effect is altered. (d100)

1. Wall of Thorns appears in front of caster.
2. Caster stinks of rotting flesh for spell duration.
3. Caster shoots forth eight non-poisonous snakes from fingertips. The snakes do not attack.
4. Caster's clothes are filled with insects and vermin, caster is +2 to initiative because of the itching, biting and stinging.

5. Caster effectively drains light from the surroundings. This has the effect of a Globe of Darkness centered on the caster.
6. Spell effect has 60' radius, centered on caster.
7. Next phrase the caster speaks comes true for one turn, but it is twisted so as to be gruesome or macabre.
8. Caster's hair turns white. The next time this result is rolled, it grows one foot in length.
9. Caster's neck becomes rubbery, and her head turns 360 degrees. No harm is done, and the effect is over in one round.
10. Blood flows from the caster's eyes like tears for one round. No harm is done to the caster.
11. Caster develops irrational fear of his magical items. Character will not allow herself within 10 feet of them for 1d6 turns.
12. Caster's hair turns into a mass of nonpoisonous, living snakes for 1d3 turns.
13. Caster immediately grows fangs, and becomes a ravenous cannibal for 1d6 turns. Every round, a save vs. paralyzation must be made, or the caster will attempt to chow down on the closest living creature. In this state, the caster can do nothing except attempt to devour flesh. If the saves are made, the caster is suffering from immense hunger and bloodlust, but can otherwise act normally. Once a save is failed, the effect lasts for the rest of the 1d6-turn duration (no other saves are rolled)
14. Caster falls madly in love with target until a Remove Curse is cast.
15. Caster forgets that she cast the spell. She still believes she has it memorized until she tries to cast it again.
16. Caster polymorphs into either a wolf or a bat.
17. Caster falls into a trance, and utters a prophecy. There is a 90% chance the prophecy will be accurate, but it will always be buried in a mass of babble and nonsense, or may even be in riddle form. The effect lasts for as long as it takes to speak the prophecy, after which time the caster will "wake up," and will not remember the time spent in the trance.
18. Reversed Tongues affects all within 60 feet of the caster.
19. Wall of Ice encircles caster.
20. The caster's body becomes withered and weak. Movement is reduced to half normal, the caster suffers a +4 penalty to initiative, and STR, DEX, and CON scores are lowered by 6 each (min 3). This lasts 1d3 turns.
21. Caster suffers same spell as target.
22. Caster is carried off by a swarm of ravens. She is effectively Levitated 20' for 1d4 turns.

23. Cause Fear for 60' radius centered on caster. All within radius must save vs spell at -3 or flee in stark terror (except caster).
24. Caster's voice becomes harsh and guttural for 1d6 days. Sentences are punctuated with growls and snarls. Reaction adjustments for the character are penalized by 4.
25. Caster gains ESP for 1d6 rounds, but there is a 10% chance that all information gained by it is false.
26. Caster ages 10 years.
27. Silence, 15' radius centers on caster.
28. 10' x 10' section of ground in front of caster explodes with skeletal arms, and the hands grab any creatures in the area who fail a save vs. Paralyzation at -2. Creatures grabbed are held immobile. If they spend a round trying to free themselves, they get a new save, no penalty, with a bonus equal to any "to-hit" adjustments they receive from Strength or Dexterity. The arms remain for 1d2 turns, and there is a 50% chance they try to grab the caster as long as she is next to the area (per round).
29. All corpses within 60' of the caster animate as zombies or skeletons (depending on freshness), and attack the caster. The undead exist for 1d2 turns, then fall lifeless.
30. Blood pours from the caster's fingertips.
31. Spell effect rebounds on caster.
32. Caster is affected by Wraithform, cast at the caster's level.
33. Dancing shadows and small ghostly apparitions pur from caster's fingertips and engulf those in front of the caster. The effect is otherwise identical to Color Spray.
34. Swarm of Death's Head moths pours from the caster's mouth.
35. Caster leave's monster-shaped footprints instead of her own, until a Dispel Magic is cast.
36. Caster weeps uncontrollably, and the tears become 3-30 gems worth 1d6x10 GP each.
37. Haunting, mournful music fills the air.
38. Nothing happens now, but the next time the caster sleeps, she will transform into a wolf (or other preadator, depending on terrain) and spend the evening hunting. All kills will be brought back to the caster's sleeping spot, and then the caster will change back and resume sleeping. Upon awakening, the caster will not remember the incident, nor will she know where the kills came from. While under transformation, the caster will have all the normal stats, intelligence, and characteristics of an animal of that type, but will have her own hit point total. If killed in this form, she will revert to her true form.
39. All normal fires within 60' of caster are extinguished by a cold, howling wind.

40. One magical item within 30' of the caster (randomly chosen) is turned to salt. The item is permanently destroyed.
41. One normal item within 30' of the caster (randomly chosen), becomes permanently magical. There is a 10% chance the item will be cursed.
42. All magical weapons within 30' of the caster get their bonus increased by +2 for 1 turn. Each weapon has a 10% chance of being cursed, and curses are permanent.
43. Smoke trickles from the mouths of all creatures within 60' of the caster for 1 turn.
44. Dancing Lights.
45. All creatures within 30' of the caster begin to weep uncontrollably, adding 1 to all casting times, and imposing -1 to THACO. This lasts 1d4 rounds.
46. All normal doors, secret doors, portcullises, etc. (including those locked or barred) within 60' of the caster are blown open by a shrieking blast of cold wind.
47. Caster and target are engulfed by a cloud of mist. The mist fades almost immediately, but when it does the caster and target have exchanged minds. This lasts until Dispelled.
48. Spell affects random target within 60' of caster.
49. Spell fails but is not wiped from caster's mind. However, this spell is now marked, and a surge will automatically result the next time the wizard tries to cast it. After that, the spell will have a normal chance to surge on each casting.
50. Monster Summoning occurs. Roll 1d6 to determine level. Use Ravenloft monster tables.
51. Sudden change in weather, but always for the worse, with emphasis on storms and rain. This lasts for 1d6 turns.
52. Howls and screams fill the air in a deafening cacophony that affects all within 60' of the caster. All those in the area that can hear must save vs. spell or be stunned for 1d3 rounds.
53. Caster and target exchange voices until a Remove Curse is cast.
54. The domain's Lord experiences a brief vision, in which (s)he learns the caster's appearance and exact location at that time.
55. Spell functions, but all positive energies become negative. (i.e., light becomes darkness, loud noise becomes silence, heat becomes cold, etc.)
56. Spell effectiveness (range, duration, area of effect, damage, etc.) decreases 50%
57. Spell reversed, if reverse is possible.
58. Spell takes physical form of free-willed elemental and cannot be controlled by caster. Elemental is considered Chaotic Evil, and remains for spell duration. Elemental's touch releases spell effect.
59. All weapons within 60' of the caster emit a glowing, ghostly mist for 1d4 rounds.
60. Spell functions, and any applicable saving throw is not allowed.

61. Spell fails to appear when cast, but occurs 1d4 rounds later.
62. All magical items within 60' of the caster emit a ghostly glow and low moans for 2d8 days.
63. Caster and target switch personalities (including alignment) for 2d10 rounds. Identity is retained, however.
64. Slow spell centered on target. Affected creatures feel a bone-locking chill.
65. Caster completely forgets the target's existence until either the target specifically attacks the caster, or 1d2 turns pass. After this time, the caster remembers the target exists.
66. Enervation spell shoots toward target. If the caster is below 4th level, then she will be assumed to be 4th level where this surge is concerned.
67. Target's physical form transforms into whatever the target is standing on (wood, stone, earth, etc.) All saves are now made on the item saving throw table. If the target is flying, then it transforms into air, and cannot damage any physical object. The target transformed is still mobile, much like a golem.
68. Darkness centers on target.
69. Target affected by Cause Disease. There is an 80% chance it is debilitating, 20% it is lethal.
70. 1,000 pounds of non-living matter within 10' of target animates (as per Animate Object spell).
71. All corpses within 60' of the target will animate and attack the target. All animated undead are zombies or skeletons, depending on their state, but each undead has a 5% chance of being a Revenant. These undead will exist for 1d2 turns, then fall lifeless.
72. Target turns to stone.
73. Spell is cast, material components and memory of spell are retained.
74. Everyone within 10' of caster receives the benefits of Heal (there is a 10% chance that Harm occurs instead).
75. Target is assaulted by waking nightmares, which leave it stunned and nearly incoherent (-4 AC and THACO, cannot cast spells) for 2d4 rounds.
76. Wall of Ice encircles target.
77. A mass of ravens swarm around the target and lift it off it's feet, effectively levitating the target 20' for 1d3 turns.
78. Target is affected by a Phantasmal Killer.
79. Target is charmed as per Charm Monster.
80. Target Forgets, as spell.
81. The target's body becomes withered and weak, reducing movement to half normal, adding +4 to all initiative rolls, and reducing Str, Dex, and Con by 6 each. This lasts for 1-3 turns.

82. All metal objects on the target's person are affected by a Chill Metal spell (reverse of Heat Metal) cast at the caster's level.
83. Target polymorphs into a random undead creature.
84. Target falls madly in love with the caster until a Dispel Magic is cast. This love is obsessive, and the target will gladly kill to be with the caster.
85. Target becomes insane.
86. Clouds gather and rain blood in a 60' area centered on the target. There is a 5% chance it rains live frogs instead.
87. Stinking Cloud centers on target.
88. Target's skin grows painful thorns, doing 2d20 points of damage and reducing AC by 4, due to ruined armor. Magical clothing worn is ruined, and armor must save vs. Crushing Blow to escape ruination. Finally, the target must succeed a Dex check to hold anything in the hands.
89. Target begins vomiting. No spells can be cast until fit passes. THACO and AC suffer -4 penalties. This lasts for 1d6 rounds.
90. Spell effect has 60' radius centered on target. All within radius suffer the effect.
91. Target's clothes are infested with vermin and biting insects, imposing a +2 penalty to initiative for 1d10 rounds.
92. The target's body parts polymorph randomly until a Dispel Magic is cast. All changes and anatomy affected are random, and need not match each other (one leg is frog-like, the other is a tentacle, etc.). There is a 10% chance that the changes drive the victim insane.
93. Target turns ethereal for 3d4 rounds.
94. Target is Cloned. The clones do not seek to kill each other, but will react as normal for the target's personality. However, there is a 20% chance that the target, the clone, or both will become insane (separate rolls for each).
95. All cloth on target bursts into flame.
96. Target's skin is covered with a brittle bark. This does no damage, and may be stripped away without harm.
97. Target sprouts a useless, deformed appendage (limp, rotted arm, small bat's wing, tail, etc.)
98. Target sweats blood instead of perspiration until Dispel Magic is cast.
99. Spell has a minimum duration of one turn.
100. Spell effectiveness (range, duration, area of effect, damage, etc.) increases 200%.

Note: You will notice that some of the surge results are unchanged. These are results that I could not come up with changes for, or that I thought already fit the theme. Of course, I invite any ideas concerning altering them to better suit Ravenloft, as well as any other comments regarding this table.

Please note that Wild Magic, Wild Surges, Ravenloft, or any of the spells, mechanical terms or monsters mentioned above are NOT my creations, but are trademarks of TSR, Inc.

Afreau Madden

Revised Madness Check

By A.M. Goulart

I have changed the mechanics for Madness rules (I let Fear and Horror as they are, because they don't usually have long last effects). But Madness is more delicate, because it puts the character in such a state that he usually is unable to keep going on the adventure if role-played well. So, after I played a Call of Cthulhu adventure, I devised a simple and slightly changed rule for Madness checks.

Players still have a Saving Throw vs. Madness, but now they have an Insanity stat: this attribute starts at 0 for all characters. When the players are required to roll against Madness and fail, they accumulate Insanity points (1 for small traumas, 1d4 for medium traumas, and 1d6 for greater traumas). Once the situation gets calm (fear and horror effects wear off), the player rolls an Insanity check (he must roll equal or higher than his actual Insanity stat). Only if he fails this check he starts acting like a raving maniac (using the same madness table of the original).

The only way to reduce madness points is through a treatment in an asylum or sanatory, or through *psychic surgery*.

This system works fairly well, and the players are scared of receiving Insanity Points, which is very good for keeping the Ravenloft mood.

I guess that the system can be expanded for the other checks (fear and horror), but so far I don't think that's necessary, good role-playing is better in those situations.

Adriano Maneira Goulart

The Path Of The Werebug:

Thri-Kreen in Ravenloft

By C. Phipps

The last digest I received inspired me to think about the Thri-Kreen, the huge elf eating bugs on Athas. I thought about how and ever so how they could be fit in the Demiplane, since unfortunatly unlike a Mul or other race they really aren't going to be that interested in their new surrounding - they might be overjoyed at the new food supply and a little angry that the humans are so rude to them but not terribly affected.

So I decided to develop a system of power checks that I think could help any Thri-Kreen in RL from playing the part of the monster. If you have no pressing interest in having a huge flesh eating bug in your campaign you might be interested in this for its "new" monster value or in developing a power check system to turn humans into bugs.

1) The Thri-Kreen who commits one of any of the numerous acts it will deem natural to its race (cannibalism, mass murder, assassination, robbery) will probably find itself at this level and gain a most unnatural talent. The next human or demihuman of the same sex as the Thri Kreen he kills he will feel an irresistable urge to done his skin and the Thri-Kreen will be horrofied to find he can assume the humans shape for up to a day, gaining such oddities as human speach ect. Most Thri-Kreen will quickly see the advantages of taking human form for stealth purposes and continue this.

However disturbingly a Thri-Kreen who dons a human skin will find himself dreaming of life as a human with vivid clarity-something extremely unusual for the hunter race.

2) The Thri-Kreen which continues on its murderous ways, for it at this point probably does not have any reason to turn back around will discover to considerable digust and horror that he/she/it can no longer sire children-which might be blessing in disguise for male Thri-Kreen it still is disconcerting.

The Thri-Kreen also gains the ability to wear his human skin for up to three days without needing to shed it.

3) Thri-Kreen may be finding out at this point there is something awfully strange going on around here but most likely will not have connected any of the pieces yet and will now find that the human skin they don now allow them to see with perfect human clarity in addition to their normal senses - this sensory overload once overcome will make them extremely hard to surprise as they gain senses of smell, the ability to focus, and feeling hands (-4 to enemies surprise).

The Thri-Kreen will develop then a fondness to imitate the human race and begins having even more disturbing dreams about humans-usually ones about the opposite sex which are vivid disgusting nightmares for a thri-Kreen.

4) The Thri-Kreen now no doubt realizes something is wrong and may realize it has something to do with his actions but turning away from them is unthinkable and not to mention a violation of the sacred natural order at this point.

The Thri-Kreen will at this point develop the ability to hold a human skin on him for a full week at a time, and indeed will become very possessive and insistent on wearing it - like an alcoholic with his flask. Human speech becomes increasingly easy for a Thri-Kreen and normal Kreen speech harder. This is psychological though.

5) A Thri-Kreen is probably now under the impression that the land is driving him away from the natural order and the abundance of "new game" is actually driving him mad. He will become very homesick and no doubt will strive with every ounce of his fiber to cling to Thri-Kreen behaviors while trying to avoid human customs but the difficulty is incredible because so much of Thri-Kreen society is based on the hunt and there is a sadistic perverted ecstasy now that comes with taking human form and a lust for the abundant land he is currently in.

Thri-Kreen gain the power to "Change Self" at will, no longer need they wear human skins but may take the appearance of a human of either sex like a werewolf. Thri-Kreen are usually encountered as PCs at this stage because they are by now possibly seeking a cure and longing for human company.

Thri-Kreen at this stage will also discover to their horror that they are no longer sterile-they can sire new Thri-Kreen... with humans! The process is invariably fatal to the human but tempting.

6) Thri-Kreen will probably at this time be either searching for a way to go home to Athas where they can be among their kind and actively trying to not tread these "unspoken" rules created by elemental spirits, land, whatever (most Thri-Kreen by this stage will have some passing familiarity with human religions). Accidents will happen though, especially if elves are encountered.

The Thri-Kreen gains a ability to "charm" members of the opposite human sex by rubbing thier claws together and by using powerful pheromone outputs. This can be simulated song wise with a lute and some Thri-Kreen may begin masquerading as bards.

An intense mating fever begins to overcome a Thri-Kreen and he will at least three times a year unless forcibly restrained seek out a mate among humans. A experience that can no doubt be horrible beyond imagination for both parties.

7) Thri-Kreen now are on the verge of either breaking or collapse, they MUST stop all behavior (giving up the TRUE Thri-Kreen way) for at least some semblance of normality, or they will fall prey to humanity and their horrible new urges. Unlike with humans this is an extremely muddled line and many thri-kreen cannot see the difference between embracing Thri-Kreen cannibalism and their true natures (thus condemning them) and seeking to be human (thus condemning them) and looking for a middle path.

The Thri-Kreen now posseses even more powerful senses as both are melded perfectly in ability. The character can now tell virgin from nonvirgin (important later), living from undead (suitable

for food and mating and unsuitable), and werebeasts from non-werebeasts (dangerous food but preferable mates). The Thri-Kreen sadly have missed the boat for help from their kind, All Thri-Kreen will shun the character as an unnatural abomination and will try to destroy the human like thing the moment they see it.

8) The Thri-Kreen now may be considered almost totally without hope for he has probably realized he can no longer return to his people. Most Thri-Kreen who do not develop strong beliefs anchoring them back to their original racial purpose (Druidism, Rangers) will submit to humanity's dark urges. Most Thri-Kreen by this point can no longer look on their kind as their own, viewing them much like they view humans. Similar to them but food and must fight a desire to slake their thirst on their own kind.

Thri-Kreen who reach this stage of corruption become powerful healers of their skill and regenerate three hit points per round of their chitinous flesh, their blood to any Thri-Kreen who is pure horror is human blood however. The Thri-Kreen will not heal severed limbs though or those done by flame, acid, ect.

The mating fevors double in number to six times per year and the Thri-Kreen will seek out only virgins of the race to massacre above all others.

9) Thri-Kreen here have failed in their chance to return to their races ways and failed to follow the human way as well, as such Thri-Kreen here either commit suicide - an unthinkable action to a Thri-Kreen on Athas - or become perverts of the most sadistic degree revealing in their unnatural lusts given to them by the land and spreading "their" race. Their alignment is Neutral evil or worse if not already.

Thri-Kreen now are Mantis-Weres who can shift back from human form to non-human form at will. They pass as beautiful humans of the Thri-Kreen's normal sex in any form but always appear sultry or somewhat "of low moral standard". Usually setting their sights on young and pure.

The Thri-Kreen however is trapped with a overwhelming desire to sire and propugate his race, which involves seductions and careful creation of entire dens underneath populated areas. Most Mantis-Weres seek love among humans and long for Thri-Kreen mates (finding the idea of mating one another aberrhant) but the former will not survive a female conception or a male's children's birth and the latter actively hunt these abominations.

10) Thri-Kreen here usually endept themselves to a lord or perhaps become lord of a small "warren" of his kind that move themselves underneath populated areas mistically (note the pun on word) but never stays long enough to acquire the "right" mate or see child's birth. They are irredeamably evil and their alignment will shift to Chaotic evil (if not already).

Thri-Kreen gain the ability here to control the lesser among his kind (mantises, and less developed Thri-Kreen turning into Mantis-Weres) but gain an insatiable taste for the flesh of the Thri-Kreen, human, and demihuman race, unable to overcome it. At last the Thri-Kreen has found his place in the Demiplane's ecology.

I speculate that Thri-Kreen would have interesting reactions to werebats and the two races would be natural enemies. Though the werebat race would not be aware of it at first their bat natures would eventually inform them as would the Thri-Kreen's unending desire to destroy them. Normal Elves I feel of course wouldn't know about their kinds aversion to Thri-Kreen until it was too late, but then again seeing giant insects probably would make them think monster anyway.

Note that this path to darkness can be applied to human and demi-human characters as well by inverting the terms "thri-kreen" and "human" in the text.

Charles Phipps

RULES FOR CREATING LYCANTHROPIC PLAYER CHARACTERS

by J.W. Mangrum

Why These Rules?

I don't really feel that the Ravenloft setting is screaming for "monstrous" player characters. It can be difficult to keep the setting in the right mood, and done poorly a "monster PC" campaign can turn into a dark take on the superhero genre.

But there is material to be found here. In *Requiem*, TSR presented rules for undead PCs. These PCs have great power compared to their mortal comrades, but must constantly battle against the unavoidable influence of the Negative Material Plane.

Werebeast PCs are assumed to be struggling to maintain their humanity in the face of their own bestial, savage soul. Playing evil lycanthropic PCs who can fearlessly tear through every village they come across is not recommended.

My original "inspiration" for these rules was Van Richten's *Guide to Werebeasts*. Of all the "gothic" monsters, werewolves are my favorites, but this tome disappointed me. Other Guides in the series did a wonderful job of opening up the possibilities of these creatures, adding special powers and flaws, all with the intention of changing these "AD&D monsters" into fully fledged individuals. VR's *Guide to Werebeasts*, on the other hand, seemed content to explain the basic biological functions of these creatures. Not only did it add precious little to Ravenloft's lycanthrope lore, it actually restricted a DM's possibilities! There are creatures (such as the *loup du noir*) and NPCs (such as the lord of Saragoss) who go directly against rules set up in VR's *Guide*.

Originally, I was trying to think of a way for an infected lycanthrope to gain control of his lycanthropy. Not as a way to easily increase a character's power, but to show the threat of letting the Beast into one's life.

As my example, in the movie *The Howling* anyone infected by a werewolf gains the ability to control their changes. But they are also deeply, darkly changed, and are no longer truly the individual they were before infection. I was never able to come up with a completely satisfactory set of rules to cover this (and I'm still a little iffy on the optional rules I include in Section IV).

There have been other attempts to create lycanthropic PCs, usually as a character class. I wasn't crazy about these rules; they seemed a little artificial for something as fluid as a shapeshifting curse.

Then *Requiem* was released, and if nothing else, I really like the rules for undead PCs. This got me thinking, and ended up in the rules presented here.

CREDIT WHERE CREDIT IS DUE

These rules are based heavily on the *Requiem* character creation system, although they aren't identical. I have also relied heavily on three other sources:

Van Richten's *Guide to Werebeasts*: rules on werebeasts in the Ravenloft setting.

Night Howlers: rules on werebeast PCs for D&D rules

Pin Back Their Ears!: (Dragon #198) An article on werebeast PCs for AD&D rules.

Although I liked what was presented in this article (can utilized it here), the article doesn't cover as much as I'd like

From the four sources, I cobbled together the rules here.

CHARACTER CREATION

These rules will let players create PC true lycanthropes for the Ravenloft setting. This is a proficiency-based system, which allows for maximum flexibility. Lycanthrope PCs in Ravenloft can enjoy a great deal of power compared to their comrades, but they pay for it in the hunger of the beast, and the subtle pull of the Dark Powers on their souls.

As a note, I went for a mix of game balance, flexibility, and simplicity in these rules. A werebeast PC created with these rules may not be exactly like the same werebeast in the *Monstrous Manual*.

TERMINOLOGY

To keep things straight, I'm going to use some specific terminology throughout these rules. These terms are taken from Van Richten's *Guide to Werebeasts*; if you've read that guide you'll be familiar with these terms.

Aspect: the shapes a lycanthrope is capable of taking. Throughout these rules, "aspect" and "form" are interchangeable. In other words, "animal form" is the same thing as "secondary aspect."

Primary Aspect: This is always humanoid: human, dwarf, what have you. It can also be considered their "true form"; lycanthropes revert to their true form when they die. I may also refer to the primary aspect as "human form".

Secondary Aspect: Always resembles some sort of natural animal, be it wolf, shark, giant rat, etc. Although legends claim it may be different in other lands, such animals are always predators (or at least scavengers), and are usually mammalian. A werebeast in this form is generally large for its species, but not unnaturally so. A werewolf in secondary aspect would be difficult to pick out of a pack of normal wolves.

Tertiary Aspect: A horrid cross of man and beast. Typically, it retains most of the animal's features, but walks upright. It retains the secondary aspect's attack forms, but gains the use of human hands. It is up to the player to decide just what mixture of man and beast makes up his PC's tertiary aspect.

Bloodline: A chain of lycanthropic infection. All bloodlines start with a true lycanthrope, the creature which started the chain. This werebeast is called the **PROGENITOR**. This true lycanthrope infects others, making them infected lycanthropes. These cursed victims may then infect others, passing on the dread disease and lengthening the bloodline. All the infected lycanthropes who can trace their bloodline to a given true werebeast are the **PROGENY** of said true lycanthrope.

Phenotype: A "species" of lycanthrope. In simple terms, what kind of animal does your PC turn into? A wolf? Then he's a werewolf phenotype.

ROLLING UP STATS

Do this as you would do it for any other PC. There are no stat requirements to be a lycanthrope, nor are there any modifiers. If you really like stat modifiers, though, you can consider this optional rule: -1 Wisdom, +1 to EITHER Str, Dex, or Con. Although the player can choose which physical

stat to place the extra point in, it should reflect the PC's phenotype. In other words, a wererat should take +1 to Dex, a werebear +1 to Str, etc.

RACE

The werebeast can be of any human or demihuman race, although most werebeasts are "human".

Some lycanthropes may be restricted to certain races, however.

For example, all werebadgers are dwarven. This will be listed in Section III under each phenotype.

The PC has all the abilities, penalties, stat modifiers, class level limits, etc., of the race they pick.

Keep in mind that the PC's race is his primary aspect.

CLASS

Lycanthrope PCs can choose any class available to their primary aspect (race).

In other words, a werewolf who can take human form can take virtually any class, while a dwarven lycanthrope cannot be a mage.

There are a few additional restrictions:

* Lycanthropes tend to be a chaotic, impulsive lot, not suited to spending long hours in quiet study or deep contemplation. Therefore any lycanthropic PC needs an extra 10% XP to advance in level in any spellcasting class.

* A lycanthrope's alignment may change during the course of a campaign.

Players should know that if their PC's class requires certain alignments (such as rangers, psionicists, or specialty priests) they may be forced to give up that class.

* No lycanthrope can be a paladin.

As with other PCs, class determines hit points, THAC0, saving throws, etc.

ALIGNMENT

PC lycanthropes can be any alignment. However, they may not keep this alignment for long.

Each time a lycanthrope kills a sentient, intelligent victim, it must save vs. polymorph. If the PC fails the saving throw, his alignment shifts one step towards Chaotic Evil. The player may choose which half of his alignment to shift.

For example, a Neutral Good werebear fails his save. The werebear's player can choose whether to change his PC's alignment to Chaotic Good or True Neutral.

If a lycanthrope PC becomes evil, it becomes a matter of DM judgement whether the player can still play his character well. If the PC becomes Chaotic Evil, he becomes an NPC.

Note that this rule only applies when a lycanthrope kills for food or other, non-life-threatening reasons. Even in Ravenloft, werebeasts aren't punished for killing in self-defense.

1. Roll up stats and select PC race and class. Keeping the rules presented last time in mind, this is done just like it would be for any other PC. In this case, the race presented is the lycanthrope's primary aspect.

2. Select phenotype. "phenotype" is just V.R.'s term for the various "species" of lycanthropes; in other words, what kind of animal do you turn into? I'll provide a list of phenotypes later.

3. Pick powers and weaknesses for the lycanthrope. This is done as a proficiency system, and will be covered now.

Lycanthropic Powers

Typical lycanthropes share certain general powers and weaknesses, which are familiar with most AD&D players. PC lycanthropes can have a little more variety, and as such a PC werefox may not be exactly the werefox in the MM.

PC werebeasts need to split their time between the human and animal worlds, and it takes a great deal of time and training for a true lycanthrope to gain total control over his "heritage". Thus, PC lycanthropes must buy all of their powers with proficiency slots. They may spend either weapon or non-weapon proficiency slots to buy powers. A few powers become more potent as the PC allocates additional slots to it. PCs get no powers for free; they must spend prof. slots to acquire each power they want.

PC werebeasts also have certain weaknesses, which they must take automatically. There are additional weaknesses which a lycanthrope can take; each weakness taken earns the PC an additional slot which can be used to acquire lycanthropic powers. A PC may never take more than 1D4 optional weaknesses.

Lycanthropic Proficiencies

Proficiency	Cost	Stat	Modifier
Animal Summoning	1*	Chr	-
Damage Healing		1	- -
Damage Immunity	4	-	-
Damage Resistance	2	-	-
Fearful Howl	1	Chr	-
Ferocity		1	- -
Magic Resistance	1	-	-
Progeny Control		*	Chr -
Regeneration	*	-	-
Savage	1	-	-
Sharpened Senses	1	-	-
Transformation		1*	Con *

*: varies; see listing below

Required Weaknesses

Bloodlust
Chemical Vulnerability
Dietary Requirement
Weapon Vulnerability

Optional Weaknesses

Additional Vulnerability
Allergen
Allergen Ward
Animal Repulsion
Mark of the Beast

Token

Proficiency and Weakness Glossary:

Additional Vulnerability: Most lycanthropes are immune to most forms of damage but retain certain vulnerabilities; forms of attack which can cause them real damage no matter what their form. A PC taking this weakness adds another vulnerability to that list: a form of damage which normally would not harm him.

This could be poison, or an additional weapon or chemical vulnerability. The player chooses the vulnerability with the DM's approval, but it must be natural (i.e. non-magical) and fairly common. Use the listed vulnerabilities (listed later) as guidelines. This weakness may be taken multiple times.

Allergen: All PCs have both a weapon and chemical vulnerability. However, the typical werewolf can adorn himself in as much silver as he wants, or wear a sprig of wolfsbane in his hair, for all he cares; until someone wounds him with it, the allergen causes no harm.

PCs with the Allergen weakness are a bit more vulnerable. These lycanthropes have, essentially, an allergic reaction to the dangerous material. The werebeast finds the material uncomfortable to the touch, and takes 1 hp of damage per turn spent in direct physical contact with the substance.

For example: Alicia is a werewolf with an Allergy to silver. Her unwitting suitor presents her with the gift of a silver necklace. The jewelry feels loathsome in her hands, but she puts it on to appease her suitor.

However, ten minutes (one turn) later, she rips it from her throat, unable to stand the itching any longer. Where the necklace touched her skin, angry red welts have appeared (and she's taken 1 hp damage). I don't think the relationship, or the suitor, will last long. This weakness can be taken multiple times, once for each vulnerability.

Allergen Ward: The PC finds the object of its chemical vulnerability utterly disgusting and vile; the creature cannot stomach its presence, much like a vampire and garlic. For example, a werewolf may not be able to bear the odor of wolfsbane (which no one else around it can even smell).

When the PC is presented with its allergen, it must make a successful fear check to avoid fleeing the area. Even if the check is successful, the creature is unable to approach within 10' of the offensive substance.

In some cases, an allergen can be used to create a barrier that the lycanthropic PC cannot cross. Example: powdered wolfsbane could be poured in a circle to keep out a werewolf with this weakness.

Animal Repulsion: Natural animals can sense the beast within. Whenever the PC with this weakness comes within 100' of an animal, that animal will become nervous and skittish. If possible, the animal will move away from the PC as quickly as possible. If prevented from retreating, the animal will become increasingly more frantic until, when the PC comes within 25', the animal becomes panicked.

If the animal is still prevented from fleeing, its behavior will depend on its nature. Hunters, like dogs, wolves, or great cats, will attack the PC. Less aggressive creatures like horses, cattle, or deer, may injure or even kill themselves in their wild drive to escape.

It is impossible for the PC to mask his true nature, even with the aid of magic. Spells may fool common folk, but the senses of animals are far keener. As a note, animals of the same phenotype as the PC (such as bears and werebears) do not react strangely to the PC's approach.

Animal Summoning: Werebeasts with this power are able to summon a specific type of animal, typically the same species as their phenotype. The number of animals is determined by the Hit Dice (level) of the creature summoning them.

A number of animals, with total Hit Dice equal to three times those of the summoning PC, will appear 2D6 rounds after they are called. Of course, this assumes that the animals being called are native to the area. An attempt to summon tigers on an arctic plain would simply fail.

Once the summoned animals arrive, they will act according to their natures, although some direction from the summoner is possible. Normal morale rules apply, and the summoned animals will not take any action that is contrary to their nature or obviously suicidal.

To use this power, a PC must be in his secondary or tertiary aspect.

Bloodlust: The call of the wild is strong in the werebeast. Bloodlust is perhaps the most fearful element of the lycanthrope, one which even the werebeast himself may fear. Briefly, the PC may fly into a berserker rage whenever exposed to freshly spilled blood, fresh, raw meat, or physical pain.

The werebeast will seek to kill the nearest foes and prey, and then to sate its hunger. It will continue to attack anyone it sees until it snaps out of bloodlust.

Whenever the PC is exposed to a stimulus for bloodlust, the werebeast must save vs.

Polymorph. This saving throw suffers certain situational penalties:

Condition	Penalty
Other werebeast(s) nearby already in bloodlust	-2
Each day beyond 4 of food debt (see below)	-1
Werebeast tastes blood	-1
Werebeast suffered 25% damage	-1
Werebeast suffered 50% damage	-4
Werebeast suffered 75% damage	-7

Lycanthropic PCs are normally candidates for bloodlust only when in secondary or tertiary aspect. If they are reduced to less than 50% of their total hp while in human form, however, they must save vs. Polymorph at -2 or enter bloodlust. If they do succumb to bloodlust, they will immediately transform to either of their other forms.

Effects of Bloodlust: A lycanthrope in bloodlust will attack the nearest living creature in a wild attempt to slay it. During this berserk rage, it gains a +2 bonus to attack rolls and damage; however, it's AC is decreased by 2 steps (AC 4 becomes AC 6, etc.). The bloodthirsty lycanthrope cannot retreat from battle.

Shaking Off Bloodlust: Once a PC in bloodlust has consumed enough flesh to satiate it urges AND killed all foes in sight, it must again save vs.

polymorph. All previous modifiers are eliminated, except for any relating to damage suffered. In addition, the PC gains a +2 bonus. The PC must make this saving throw each round until he succeeds. Once he makes the save, he shakes of the bloodlust and regains full control of his actions.

This is a required Weakness.

Chemical Vulnerability: All lycanthropic PCs have a chemical vulnerability, a natural material which is deadly poison to them. Specific chemical vulnerabilities will be listed with each phenotype. If the chemical is placed in the PC's food and is consumed by the creature, it must make a save vs. poison or die instantly. However, a lycanthropic PC about to consume such poison has a flat 75% chance to detect it before any harm is done.

If the substance can be used to coat a weapon blade, that weapon can damage the werebeast normally for 1D6 successful hits, at which time the substance must be reapplied.

This is a required Weakness.

Damage Healing: Whenever the lycanthrope changes shape, it heals 1D6x10% of all damage taken -since the last time the PC changed shape-. This power will not heal damage taken from armor constriction.

Damage Immunity: The PC is immune to all normal damage, including falls, drowning, attacks from normal weapons, etc. Such non-wounding attacks heal as quickly as they are inflicted when the werebeast is in secondary or tertiary aspect. When in human form, the attack may -appear- to cause harm, but such wounds are purely cosmetic; no hp are lost and the character suffers no ill effects. The cosmetic wound fades over the course of about an hour.

The werebeast can still be damaged by its weapon and chemical vulnerabilities, magic, acid, fire, or creatures with at least 4+3 HD.

Damage Resistance: The werebeast can be harmed, but never killed, by normal weapons and attacks. If the creature is reduced to -10 hp or less (or to 0 hp if you don't use the Death's Door rule) in this manner, it reverts to human form and enters a "death-coma". To all eyes will appear quite dead. The lycanthrope remains in this death-coma, slowly regenerating, until it reaches 1/3 of its total hp, at which point it wakes. Until the moment the PC wakes, he still appears dead; he does not breathe, his heart does not beat.

How long it takes for the PC to recover from normal-weapon damage varies. If the PC is in secondary or tertiary aspect, it recovers at the rate of 3 hp/round. In human form, the character heals quickly, at the rate of 1d8 hp/day. Severed limbs are considered regrown when all damage is healed.

The PC is not entirely immune to normal weapons, however; any lycanthrope with Damage Resistance that is decapitated is instantly killed and will not regenerate.

Note that the PC will not regenerate in this manner damage caused by any of its weapon or chemical vulnerabilities, magic, acid, or fire. If it survives such attacks, the werebeast must heal from such wounds at normal rates.

Dietary Requirement: Lycanthropes have powerful metabolisms, and engines which run so hot require great amounts of fuel. Furthermore, all lycanthropes are strict carnivores. Although they -can- eat fruits and vegetables, and may possibly even enjoy their taste, werebeasts derive sustenance from only one source: flesh. Each phenotype must consume a given amount of meat each day, listed later. As a note, Good lycanthropes require only half the listed amount.

Although werebeasts can subsist on older flesh, they greatly prefer fresh meat; still bleeding, if at all possible. Cooking meat lessens its sustaining value by half. For example, two pounds of cooked meat feeds a werewolf as well as one pound of raw meat. Note that (unlike vampires) werebeasts are not required to feed from sentient creatures; it's just that many lycanthropes find the taste of sentients particularly succulent.

For each day beyond four that a lycanthrope goes without enough food, the creature loses 1/8th of its hit point total (rounded up). This hp loss can be avoided if the PC makes a save vs. polymorph. However, this save must be made each day the PC doesn't get enough meat. For example, a werewolf who normally has 24 hp is forced to go without food. For the first 4 days it suffers no ill effects. On the 5th and each subsequent day it must save vs. polymorph or lose 3 hp.

A PC can not regain hp lost to starvation by changing shape or regeneration. However, so long as the werebeast eats -something- clerical magic can heal this damage. (A PC could subsist on bread, water, and the ministrations of a caring priest.) The creature recovers all starvation points as soon as it eats -all- of the meat it should have eaten up to that point.

Progressive starvation also increases the chance that the PC will enter Bloodlust (see above). This penalty vanishes as soon as the creature makes up for all the time its gone without food. If a werebeast PC grows hungry enough, he may well start looking at his companions in a "new light". This is a required Weakness.

Fearful Howl: Simply by throwing back its head and loosing a bone-chilling howl, roar, or shriek (whatever's appropriate to the creature), the PC can force everyone within 50' to make a fear check. In a combat situation, this counts as the creature's action for the round. To use this power, the PC must be in secondary or tertiary aspect.

Ferocity: When in secondary or tertiary aspect and using natural attack forms (i.e. fighting tooth and claw) the lycanthrope can use the Warrior's table to determine THAC0, regardless of the PC's actual class. Obviously, PCs who actually are of the warrior class have no use for this proficiency.

Magic Resistance: A few creatures are imbued with a natural resistance to the powers of magic. Every slot allocated to this special ability gives the PC 5% magic resistance. Thus, the allocation of 3 slots would provide 15% MR.

Mark of the Beast: Any lycanthrope who takes this weakness exhibits certain subtle hints of its bestial nature even while in human form. Many of these marks are well-known among the superstitious, such as joined eyebrows or hairy palms. Of course, many people who have these features haven't a lycanthropic drop of blood in their bodies. The typical "enlightened" person living in RI's cities may think nothing of these features, but fearful peasants and would-be werebeast-hunters will quickly pick the character out as suspect. Typical Marks are listed later with each phenotype.

Progeny Control: The PC can control the actions of his progeny (the victims he has infected, including those infected by the werebeasts he infected, and so on; everyone below him in the bloodline). This control is tenuous; the controlling lycanthrope can control his progeny only in general terms. It can prompt an attack against a certain target, or prevent one. It can keep its progeny quiet, or send them ravaging forth in a fury. This control is not telepathic; the progeny must be able to hear the commands.

The amount of control the PC has over his progeny is determined by the number of slots allocated to this power:

For ONE slot, both the controlling lycanthrope and the progeny in question must be in secondary or tertiary form.

For TWO slots, the PC can control his progeny even when he is in human form. The progeny must still be in their bestial form; the PC still has no control over his victims while they are in human form.

For THREE slots, the PC gains the insidious ability to trigger his progeny's transformations at will. Forcing someone to change into a werebeast is an evil act, worthy of a Powers Check. To use this power, the PC must be able to see his progeny; he then simply wills the change, and it occurs.

For FOUR slots, the PC gains the ability to Charm his progeny even when they are in human form (as per the spell Charm Person). The victim is still entitled to a save vs. spells, and any additional protection (such as that enjoyed by elves) still counts. Even if the progeny makes the save, they will feel a certain, inexplicable kinship towards their progenitor. The PC may attempt to Charm any given progeny no more than once a month.

Regeneration: Some werebeasts are able to heal wounds incredibly swiftly. For every 2 slots allocated to this ability, the PC heals 1 hp of damage per round.

This will regenerate any kind of damage except acid or fire. As an important note: if a werebeast PC is killed by their vulnerabilities or magic, they will -not- regenerate. They have died the true death. If, however, they escape the battle with 1 hp remaining, they may be back in prime condition in a matter of minutes.

Savage: The lycanthrope can enter bloodlust at will! However, while in Bloodlust it suffers all effects, good and bad, and can only leave bloodlust via the rules given above.

Sharpened Senses: The PC has an animal's sharpened senses even in primary aspect. In game terms, this has two effects: first, the character has a +1 bonus against being surprised. Second, if the PC takes the Tracking proficiency, they do not suffer the -4 penalty applied to non-rangers. If the lycanthrope is a ranger, they receive a +1 bonus to their tracking checks.

Token: The werebeast possesses some sort of magical item which it requires to use the Transformation ability. These tokens often take the form of pungent salves or articles of clothing, such as a belt or a cloak. One known type of lycanthrope dons the specially prepared hide of a wolf to effect the change.

These lycanthropes have usually gained their occult powers through dark curses or unholy rites. If the PC's token is stolen, he cannot transform until it is recovered.

Transformation: This is THE lycanthropic power. However, all PCs start out with only a primary aspect. To be able to transform into their other aspects, they must allocate slots to this ability. The more slots they allocate, the greater control they have over their power.

For ONE slot, the PC gains the ability to change into their secondary aspect. While in that form, they gain any special attacks or movement forms of that phenotype. They also lose the use of human hands and the ability to speak. Spellcasting is obviously impossible.

For TWO slots, the PC gains the ability to take tertiary form, that of the man-beast. In this form, they retain the special attack and movement forms of their phenotype, but can keep the use of their hands. They can usually speak, with effort, but the result is rumbling and slurred. Spellcasting is possible only with a successful Dex check; if the check is failed, the spell is funbled. While in this form, the lycanthrope's Str and Dex change to new levels, listed later.

It takes a full round to transform from any one aspect to any other aspect. During this round, the PC may take no other action, and any attacks against him enjoy a +4 bonus. Those attackers usually must first succeed at a horror check, however.

For THREE slots, the PC has gained so much control over his transformations that he can effect only partial changes; he can give his face a more feral cast, or cause his eyes to reflect baleful yellow light, for just two examples. Most shapechangers (not just lycanthropes) consider this sort of display akin to a parlor trick.

This can also have uses in combat. Instead of spending the entire round changing, the werebeast can simply grow fangs in his mouth or sprout claws; in these cases, the character uses one attack to effect the partial change. He may use any attacks remaining to him in the round to do battle, and his foes do not receive the +4 attack bonus.

Fangs or claws in this nearly-human form do 1D4 hp of damage.

In order to change shape, the PC makes a proficiency check. The relevant ability for this power is Constitution, but there is a situational modifier:

Time of Day/Month	Modifier
Night of Full Moon	+4
Day of Full Moon	+3

Night of Gibbous Moon	+2
Day of Gibbous Moon	+1
Night of Half Moon	-1
Day of Half Moon	-1
Night of Crescent Moon	-2
Day of Crescent Moon	-3
Night of New Moon	-4
Day of New Moon	-5

The PC may attempt to change once every round, but whether or not he succeeds, the attempt to transform must be his only action in the round.

Weapon Vulnerability: All werebeasts are vulnerable to a certain type of material. When weapons are fashioned of this material, those weapons can cause the lycanthrope real damage. Folklore proclaims that weapons of silver can harm any lycanthrope; although several types of werebeast do share this vulnerability, other creatures can scoff at a silver long sword (perhaps fearing cold iron instead). Specific vulnerabilities will be listed with phenotypes.

PHENOTYPES: What follows is a list of lycanthrope phenotypes. Players may choose any phenotype they want for their PCs, but be aware that the more powerful phenotypes also have powerful appetites (see Dietary Requirement in Section II). For some of these creatures, feeding may become a full-time job.

For quick reference, these are the phenotypes offered:

Werebadger	Werebat	Werebear	Wereboar	Werecocodile	Werefox
Werejackal	Werejaguar	Wererat	Wereraven	Wereseal (seawolf)	
Weretiger	Werewolf				

Each phenotype is listed in the following format:

WEREBEAST PHENOTYPE

AC: The natural Armor Class of the lycanthrope in secondary or tertiary aspect.

MV: The movement rate the PC enjoys while in secondary aspect. The PC's MV while in primary or tertiary form is equal to the norm for the primary aspect's race (i.e. 12 for humans). Special forms of movement (such as flight) may also be listed. If so, the PC can use these movement forms when in secondary or tertiary aspect. Some phenotypes may differ from the rule I just set forth; this will be covered under each such phenotype.

#Att: This refers to the number of attacks, and the attack forms used when the PC enters combat using his natural weapons. For example, is a creature is listed with "#Att: 3; claw/claw/bite", the werebeast gets 3 attacks per round when using natural weapons. These natural weapons are two claw attacks and one bite attack.

PCs may only use these natural attacks when in secondary or tertiary form, unless I mention something different under specific phenotypes.

PCs may use weapons while in tertiary aspect (the man-beast), but then their number of attacks per round will be determined by their class and level.

A PC may not use both weapons and natural attacks in the same round.

DAM/ATT: The damage caused by attacks from the above natural weapons.

Size: The PC's size category while in secondary or tertiary form. This may affect the PC when wielding weapons or taking damage.

STR: The PC's Strength stat while in tertiary form. If the PC already has a higher Str stat, use the higher of the two. While the PC's Str will typically be high, it does -not- grant any bonuses to attack or damage rolls while using natural weaponry. If the man-beast uses a weapon, however, the bonuses do apply.

DEX: The PC's Dexterity stat while in tertiary form. If the PC already has a higher Dex stat, his Dex drops to the listed number (some werebeasts simply aren't terribly agile). The defensive bonus of this Dex has already been figured into each phenotype's listed Armor Class. If the PC uses a missile weapon while in tertiary form, he may use any Dex bonuses to his attack.

WV: Weapon Vulnerability: Weapons made of this material can cause the PC real damage.

CV: Chemical Vulnerability: This natural substance is highly toxic to the PC.

Restrictions: Any restrictions this phenotype might require. Typically this will have to do with the race of the primary aspect.

MB: Marks of the Beast: A few sample "telling features" a PC might exhibit in his primary aspect which hint at the beast within. If you take the "Mark of the Beast" weakness for your PC, use these examples to flesh out your character's appearance.

DR: Dietary Requirement: The amount of raw meat, in pounds, which the werebeast must consume each day to avoid starvation. (See the weakness in the last section.) Remember that Good-aligned lycanthropes require only half this amount.

As a rule of thumb, Small-sized creatures can supply 50 lbs. of edible flesh (including internal organs, marrow, etc.). Man-sized prey supplies 100 lbs. of flesh. A Large creature supplies 150 lbs. Anything larger than that, and you should just make sure that IT doesn't eat YOU.

Notes: Miscellanea of interest.

THE PHENOTYPES

WEREBADGER

AC: 4 MV: 6, Burrow 3

#Att: 3 (claw/claw/bite)

DAM/ATT: 1D6 / 1D6 / 1D4

Size: S (4' tall)

Str: 18/91 Dex: 16

WV: Silver CV: Poppy-seed oil

Restrictions: All true werebadgers are dwarven in their primary aspect. Races other than dwarves are highly resistant to this form of lycanthropic infection.

MB: Thick, unkempt nails; Silver streak in hair or beard DR: 25

WEREBAT

AC: 5 MV: 9, Flight 15 (D)

#Att: 3 (claw/claw/bite) The claws are actually on the man-beast's feet.

DAM/ATT: 1D4 / 1D4/ 2D4

Size: M (6' tall)

Str: 18/01 Dex: 19

WV: Silver CV: Skullcap

MB: Aversion to bright lights; Keen night vision; Upturned nose; Large ears; Long bony fingers

DR: 2

Notes: The werebat's secondary form is that of an ordinary vampire bat. Its bite does 1D2 hp dam. The stats listed above reflect its tertiary aspect. In this form, the creature cannot use its hands effectively, although it can grasp objects with its feet, and can still fly. Due to its aerial attacks, a werebat can only bite if both of its claw attacks hit.

WEREBEAR:

AC: 2 MV: 9

#Att: 3 (claw/claw/bite)

DAM/ATT: 1D3 / 1D3 / 2D4

Size: L (6' - 9' tall)

Str: 20 Dex: 15

WV: Cold-forged iron CV: Belladonna

MB: Large, stout physique; Thick hair growth; Rumbling voice DR: 50

WEREBOAR:

AC: 4 MV: 12

#Att: 1 (gore)

DAM/ATT: 2D6

Size: M (5' - 6' tall)

Str: 19 Dex: 15

WV: Oak (spears) CV: Camphor

MB: Stocky, muscular physique; Short, stiff hair; "Piggish" nose; Rolls of fat; Vulgar demeanor

DR: 20

WERECROCODILE

AC: 1 MV: 3, Swim 12

#Att: 2 (bite/tail slap)

DAM/ATT: 2D6 / 1D8

Size: L (8' - 12' long)

Str: 20 Dex: 14

WV: Flint CV: Mandrake root

MB: Dark, leathery skin; Constant grin; Sharp features; Long nose and chin; Noticeable overbite

DR: 50

Notes: Wercrocodiles can only bite foes to their front or sides. They can only use their tail slap against foes to their sides or rear.

WEREFOX (Foxwoman)

AC: 2 (fox) 4 (vixen) MV: 24 (fox) 18 (vixen) #Att: 1 (bite)

DAM/ATT: 1D2 (fox); 2D6 (vixen)

Size: S (fox); M (5' tall) (vixen)

Str: 18/76 Dex: 18

WV: Canine bone CV: Juniper berry

Restrictions: All werefoxes are female, thus the name "foxwomen." Only females are susceptible to infection. Also, the primary aspect should be elven; no matter what the race of an infected woman, over the course of 1-2 years her body slowly transforms into a shapely elven form.

MB: Silver or silver-streaked hair; Widow's peak; Extremely vain DR: 5

Notes: The man-beast form is often called a "vixen". It is essentially unchanged from its elfmaid form, save that the creature's body is covered in silvery fur, it has the head and tail of a large fox, and has slightly fox-like feet. It is thus capable of taking tertiary aspect without tearing through its clothes (or armor). It is quite graceful and retains the ability to speak clearly.

Werefoxes are barren, part of their curse. Thus, all foxwomen are actually infected lycanthropes. 3 days after infection, a woman becomes a "true" werefox.

Foxwomen are known for their bewitching beauty. A foxwoman PC can increase her Chr by 1 point for every proficiency slot allocated, to a maximum of 20.

WEREJACKAL

AC: 5 MV: 15

#Att: 3 (claw/claw/bite)

DAM/ATT: 1D6 / 1D6 / 1D10

Size: M (6' tall)

Str: 18/00 Dex: 17

WV: Copper CV: Fennel

MB: Surly, insulting personality; Long, dark nails DR: 20

WEREJAGUAR

AC: 4 MV: 15

#Att: 3 (claw/claw/bite)

DAM/ATT: 1D3 / 1D3 / 2D4

Size: M (6' - 7' long)

Str: 18/00 Dex: 19

WV: Ebony CV: Mercury

MB: Hair is sandy and streaked with black or vice versa; Movements fluid and graceful.

DR: 20

WERERAT

AC: 6 MV: 12

#Att: 1

DAM/ATT: by weapon (see below)

Size: S-M (3' - 6' tall)

Str: 18 Dex: 19

WV: the player may choose CV: the player may choose

MB: Thin, wiry build; Short stature; Darting, beady eyes; Nose and mouth twitch when excited;

Followed about by normal rats and mice DR: 2

Notes: Wererats have no effective natural weapons, but they have learned that by smearing their blades with their own saliva, they can still spread their dread disease.

WERERAVEN

AC: 6 MV: 1, Flight 27 (C)

#Att: 1 (peck)

DAM/ATT: 2D6

Size: M (5' tall)

Str: 18 Dex: 17

WV: Silver CV: choose

MB: Beaklike nose; Smooth, silky black hair DR: 1

Notes: The wereraven's secondary form is that of a huge raven; the stats here reflect the man-beast form. In this form, the wereraven's arms have grown into mighty wings. The wereraven can fly in tertiary aspect, but cannot use its hands. It can grasp objects with its feet.

WERESEAL (Seawolf)

AC: 6 (animal) 7 (man-beast) MV: Swim 30 (animal); 12, Swim 12 (man-beast) #Att: 1 (bite) or 3 (claw/claw/bite)

DAM/ATT: 2D4 (animal) or 1D2 / 1D2/ 1D4 (man-beast) Size: M (6' - 7' long)

Str: 20 Dex: 16

WV: Whale bones or teeth CV: Amaranth

MB: Thickly muscled; Tiny ears; Long hair that covers head and shoulders like a mane; Webbed digits

DR: 50

Notes: Like werefoxes, anyone infected with this form of lycanthropy becomes a "true" seawolf. Anyone the wereseal infects becomes a true wereseal over the course of 2-5 days. Once the last night falls, the transformation is complete.

Unlike werefoxes, seawolves can also breed naturally.

The seawolf's secondary aspect (referred to as "animal" above for brevity) looks like a frightful melding of wolf and seal. The tertiary aspect is similar to a wolfman, but its fur may be more matted.

Wereseals breathe air. Underwater, they can hold their breath for 1D8+16 rounds while in secondary or tertiary aspect.

WERETIGER

AC: 3 MV: 12

#Att: 3 (claw/claw/bite)

DAM/ATT: 1D4 / 1D4 / 1D12

Size: M (man-beast) or L (tiger) (6' - 9' long) Str: 21 Dex: 18

WV: Obsidian CV: Ginseng

MB: Sleekly muscular; Taller than average; Roll their r's.

DR: 50

WEREWOLF

AC: 5 MV: 15

#Att: 1 (bite)

DAM/ATT: 2D4

Size: M (6' tall)

Str: 19 Dex: 16

WV: Silver CV: Wolfsbane

MB: Eyebrows which meet; Index finger as long as middle finger; Hairy palms DR: 25

Notes: Werewolves have one advantage none of the other phenotypes can really claim: thanks to Verbrek, there is a place where werewolves can "be themselves" in the company of their own kind, without worry of interfering humans.

FINAL THOUGHTS

All lycanthropic PC are capable of spreading the dread disease whenever they attack a human, demihuman, or most humanoids with their natural weaponry. Thus, they need to keep two things in mind:

TRIGGER: As a true lycanthrope, the PC is immune to the dread disease. The moon will never force him to change against his will. In fact, as a natural shapeshifter, he even has a certain immunity to being polymorphed: like other natural shpaechangers, if he is polymorphed, he is trapped in the new form for one round. After that round, the PC can change back into one of his natural forms at will. The only spells which may break this rule are those specifically aimed at controlling lycanthropes.

That said, you must still choose a Trigger, the stimulus which causes an infected lycanthrope to change into the beast. Why? Because, although it will never effect the PC, it will effect the victims the PC infects. The player and DM should decide on a trigger when the PC is first created.

BLOODLINE: For the PC, starting a lycanthropic bloodline can be a double-edged sword. On the one hand, the PC may have control of his progeny, the makings of an unnaturally loyal army. On the other hand, the more victims he infects, the better the chances one of those progeny may come hunting for him someday.

Remember: in Ravenloft, for any of the PC's progeny to be cured, the PC must die.

OPTIONAL RULES

RULE #1

WHAT happens if I make a werebeast PC, but I don't take the Transformation power?

Well, this could come up. You may want to rule that the PC's lycanthropy is latent; that is, although the PC is a true lycanthrope, he's never changed and doesn't realize his true nature (a lycanthrope like this appeared for a moment in *Sea Wolf* in *Dungeon Magazine*). In terms of rules, this could be handled one of two ways:

1) The PC's curse is completely submerged. Until the player allocates at least one slot to the Transformation ability, the PC can't use any of his other powers, no matter how many slots he's allocated to them. On the other hand, they are also not subject to any of their weaknesses until the Trans. power is taken. This isn't too exciting, though.

2) The PC has never accepted his bestial nature, and has always sought to be rid of it. Yet he cannot be totally rid of the beast. The PC has access to any of the other powers he took, but he is also subject to all of his weaknesses, including Bloodlust. In fact, the only time the PC can change is when he is affected by Bloodlust. The PC remains in bestial form for as long as the Bloodlust episode lasts. After it wears off, the PC can change back whenever he wants, but is then stuck in human form again (until the next time Bloodlust strikes).

RULE #2

I HAVE a PC who was infected with lycanthropy, and now I want to learn to control the curse.

Van Richten wrote that this was impossible. Yet, there are a very few lycanthropes in Ravenloft who claim to have accomplished just what you're asking about. (Notably, the lord of Saragoss.)

A player seeking this path should be dissuaded for two reasons.

First, if they think they're learning to control the beast, they're wrong.

Some would claim just the opposite: that the beast is learning to control the man. At the very least, those who integrate the curse into their spirits change for the worse. They become more emotional, more prone to violence.

Second, it's no coincidence that the very few lycanthropes who have learned to control their curse are caught up in the Dark Powers. In effect, such an individual has weighed salvation (the cure) and damnation (control), and willingly chosen to follow the path of damnation. This is exactly the sort of person the Dark Powers watch very closely.

So what does this mean in game terms? Let's consider an infected PC as a werebeast PC who has allocated no slots to any lycanthropic powers. He is subject to his trigger and has no control (becoming an NPC) when in beast form.

At the same time, the PC in human form is subject to none of the werebeast's weakness. The PC can start allocating proficiency slots to lycanthropic powers as they become available to him. Each time he puts another slot in lycanthropic powers, he has to make a save vs. polymorph. If he fails, the PC's alignment moves one step towards CE, as discussed in Section I. He is also subject to a Powers Check, which may be as high as 10%.

Until the player allocates at least two slots into Transformation, the PC is still subject to his trigger, and still has no control over their actions when their transformation is "triggered".

RULE #3

SO, I just took the Transformation power. So does that mean one day I can't change, and the next day I can?

Not exactly. Any lycanthrope, whether they are a true werebeast or an infected fool trying to master his curse, they must learn to control the art of transformation. When a PC first takes the Transformation proficiency, they go through a brief, frightening period where they learn to control their changes.

This period lasts 1D3+1 days. During this time the lycanthrope changes aspect every 1D6 hours. For each change, randomly determine which aspect it assumes.

Each time the PC changes shape, he must save vs. polymorph at -2 or go into bloodlust.

Any PC who puts at least one slot into Transformation during initial creation can be assumed to have already passed through this ugly phase.

RULE #4

Just a note that, with a little tinkering, these rules could be used to create non-lycanthropic shapechangers, such as red widows, wolfweres, etc.

Essentially, remove any rules dealing with lycanthropic infection and bloodlines. If you make a wolfwere, just use the werewolf phenotype; you're just approaching it from the opposite direction (in other words, the PC's primary aspect would be a wolf, and his secondary aspect would be human). You may want to try making new powers, weaknesses, and phenotypes to cover some situations if you want to pursue this.

New, Optional Lycanthropic Power for the Lyc. PC Rules:

Proficiency: Cost
Power of the Blood *

Power of the Blood: Lycanthropy can be a wretched curse, but it can be seductive, as well. The Beast is powerful, and sometimes having a werebeast's blood flowing through one's veins can grant a portion of the creature's strength. The taint of the werebeast can keep a body strong and healthy.

For ONE slot, the PC receives immunity to all normal disease (but not to mummy rot or other magical ailments).

For TWO slots, the PC receives a prolonged youth: a werebeast's flesh can resist the siege of time. Starting in adulthood, the PC's aging slows so that his apparent age is about $2/3$ of his actual age. This can delay the penalties associated with aging, and push back the PC's maximum age. However, this power grants no protection against magical aging attacks. Rumor has it that several members of the Timothy clan enjoy this power...

John W. Mangrum

The Realms Beyond

[New Rules for Ravenloft Psionicists and Bluetspur]

By J.W. Mangrum

From the research journals of Dr. Sean McClintock, doctor-in-residence of Saulbridge Sanitarium, Mordentshire:

Such a mysterious realm, the mind. Often, at the end of my rounds, I look up at the portrait of Saulbridge's esteemed founder, Docteur Germain d'Honaire, and wonder if we have truly learned anything more about the mind's secrets since his day. The mind can twist and contort, can hide the past or rewrite it. There are many in the world too weak to bear life's weight; they retreat into themselves, or lash out at the world they think has harmed them.

In the cells of this facility, and in the journals of my colleagues, I have seen many pitiful accounts of the mind's collapse. Such is our profession, and the sorrow of man is something we have come to accept. So why does this report linger in the shadows of my mind?

This account was brought to me by a pair of travelers. Although it is quite fanciful, I ask you to give their tale due consideration. Sadly, it is a tale which may not yet be done.

There are people in these lands who claim to possess preternatural mental abilities. The example which comes quickly to mind is the common superstitious claim that the Vistani can see into a man's future or past, but I have encountered other tales of individuals professing unusual Psychological powers. I have even heard that a few people make it their work to study these "supernatural" areas of the mind with all the scientific clarity which those in our profession apply to the "natural" mind. Although I have never met such an individual, they call themselves "psionicists," and call the psychological abilities they tap into "psionics." These are individuals who spend their lives in the mysterious seas of the psyche, stretching their consciousness into uncharted waters. And it would appear that sometimes, when a man sails into those boundless seas, he can come across islands no man was ever meant to see. This is a tale of one such psionicist, relayed to me by his worried companions.

For the sake of this account, I will assume what they told me is true; at the very least, I conclude that they believe every word of it. The man's name is Marcu V. and his current whereabouts are unknown. Originally hailing from Borca, this man traveled with a small entourage of friends, and he was traveling in the southern lands when he becomes of interest to us. Although Marcu's friends claimed he was quite skilled in the use of psionic abilities, it seems Marcu made his money at the tables. Marcu apparently had the ability to see into the minds of other men, and on occasion was known to psychically communicate his own thoughts. Needless to say, he was a masterful card player. Marcu's companions described him as jovial and relaxed, a peaceful, if not entirely honest, man given to sessions of quiet contemplation. He had no history of violent or irrational behavior.

The account of Marcu's collapse begins three months ago in a gambling hall in Zeidenburg. Marcu was the gambler; his two companions (Artur C. and Lidia K., also of Borca) were there in case those who Marcu beat at cards didn't take the loss well. By their account, this scheme had worked quite well for quite some time. On this night, Marcu and his two companions were staying at a typically seedy Zeidenburg inn, relieving a few locals of their coppers. Outside, a heavy rain kept most patrons away, but those already in the inn's common room could be easily persuaded to sit by the fire for "one more hand." For several hours, Marcu had been peering beyond the senses to pluck the thoughts from his opponents, and of course he'd done well. Apparently, the use of these psionic powers is draining, and Marcu was ready to wrap it up for the evening. By all accounts, it had been a good night.

Then a patron entered the inn, her cloak pulled tight around her body, her cowl pulled up over her head to keep off the rain. By Artur's account, Marcu glanced briefly at this newcomer, then looked back at his cards. An instant later, as if given a physical shock, Marcu's face blanched; his head snapped back toward the newcomer, still closing the door behind her. Marcu leapt to his feet, knocking his chair out behind him, and rushed to the woman.

To the shocked eyes of all, Marcu roughly ripped the hood back to reveal... the entirely normal face of a terrified woman. Marcu backed off, apologizing, appearing to be as shocked and

confused as everyone else. The innkeeper "suggested" they retire to their rooms, and the cards were done for the night.

Upstairs, Marcu tried to explain his sudden, manic reaction. When had he glanced at the newcomer, he swore that out of the corner of his eye he saw a pinkish, ropy, glistening tentacle sneak from the cowl's shadows, only to retreat back into its hiding spot as quickly as it appeared. His reaction had been one of fear, a basic, primal instinct of fight or flight. He had no explanation for what he thought he had seen. After this disturbing episode, life went back to normal for more than a month. (1)

The next incident occurred in Ungrad. Marcu's delusional episode had been all but forgotten, and the threesome had continued to travel from card game to card game. During this period, Marcu had continued to use his psychical abilities in his usual fashion.

The following incident comes from the account of Lidia K. It is apparent that Marcu and Lidia were more than friends; at the time of this event, the two had retired to Marcu's room after a successful night. Lidia reports that she had already fallen asleep. Suddenly, Marcu awoke Lidia with quite a clamor; at the moment she woke, Marcu's reactions convinced her they are being attacked. But there was nothing. Marcu was in a panic, wet with cold sweat. He was obviously badly frightened and seemed confused. Upon waking Lidia, Marcu, lit the nightstand lamp, plucked a dagger from his pack, and proceeded to feel about the walls of the inn room, as though searching for something. Only with some pleading did Lidia convince Marcu to abandon his strange search and tell her what had happened.

Marcu's tale was bizarre. He had been lying in bed, his mind calm, slowly drifting off to sleep. Then, in the calm, he heard noises. These noises started barely audible, but seemed to grow closer. At their loudest, the sounds were soft and distant. These unnatural sounds, slithering, rasping noises, seemed to be the sounds of movement somewhere else in the building, but Marcu could not tell where they were coming from. Marcu described the disquiet as the most "fascinatingly grotesque whispers."

Then a sharp scent reached Marcu's nose, an acrid, salty stench. Momentarily, in the dark room, Marcu discerned eerie, unnatural shapes emerging from the walls like bathers slowly rising from the surface of a lake. These shapes were creatures: horrific, weird inhuman things. Although their shape was vaguely human, they were nothing of the sort. Their moist, glistening flesh was the color of an infected wound. Their heads owed more to the cuttlefish than to man: their faces were made up of writhing, reaching tentacles, and they turned to look at Marcu with bulging, black eyes.

Marcu claimed that the alien beings stared at him with their expressionless eyes for an eternity, but he later admitted that the entire encounter up to this point had probably not lasted more than a few seconds. He screamed in panic, shaking Lidia awake. In that instant, the alien things disappeared completely. He searched the walls for hidden passages, but could find nothing, and he was unable to return to sleep that night. As with the earlier hallucination, Marcu could offer no explanation for what he had experienced. The incident left Marcu badly shaken. He became sullen and quiet. Since he had no proof that anything had actually happened in either incident, Artur and Lidia had to doubt their companion's sanity. Privately, they decided to keep a careful eye on Marcu. They hoped these delusions would prove to be an isolated episode. Their hopes came to nothing. (2)

We pick up with Marcu again three weeks later. Although Marcu was on edge, they had continued to travel, and Marcu continued to use his psionic skills on a regular basis. At the time of this incident, they were staying in Rotwold. If Marcu had suffered any further delusions during this period, he did not admit to them. It was the dinner hour, and Artur and Lidia were in the common room, waiting for their companion to come downstairs to join them.

Suddenly, his terrified screams could be heard upstairs. They could hear him thrashing about in his room, but before they could run to join him, Marcu came hurtling down the stairs, literally throwing himself past them in a frenzied dash to escape some unseen horror. There was nothing chasing him, and nothing found upstairs. Marcu's room was in disarray, but it was obvious he had done this himself in his frenzied panic.

An hour later, Marcu was calmed enough to explain his actions. He claimed the weird creatures had come for him again, giving details corresponding to the earlier "attack." This time, however, he knew he had not been dreaming, and the hallucination seemed even more real. He claimed that when he had thrown himself down the stairs, the entities had been nipping at his heels. Marcu could scarce believe that no one else had seen anything. (3)

Artur and Lidia grew wary of their companion, and began to wonder if Marcu didn't pose a threat to himself or to others during these violent episodes. Lidia took to staying in a separate room. For his part, Marcu grew surly and suspicious, obviously angry that no one believed his incredible claims. Marcu insisted on going about his business, but became increasingly paranoid. More than a week passed, and Marcu suffered no more delusional attacks. However, his disposition degenerated. Marcu demonstrated that he neither liked to have people behind him nor sit with his back to the wall. He often seemed distracted, and it was Artur's opinion that Marcu was commonly using his psychic abilities to peer into the minds of those around him, apparently in a paranoid notion that his enemies were lurking behind these mundane faces.

Artur and Lidia had been trying to gently urge Marcu in the direction of Mordentshire (intending to bring him to Saulbridge for examination); they had gotten as far as Habelnik when Lidia discovered just how seriously Marcu's sanity had deteriorated.

At the end of this day, Marcu took Lidia aside and asked her to stay with him. He said he was afraid to be alone, because he knew "the things" were coming for him. When Lidia resisted, Marcu confessed that he could "sense them" all around him. Their brackish stench was always in his nostrils. In quiet moments, he could hear their rasping, slithering sounds. And out of the corner of his eye, he could see them. They surrounded him. Somehow, Marcu sensed that these things wanted him for some dire, inconceivable purpose, but that somehow Lidia's presence helped keep them "out." (4)

Lidia was shaken, but agreed to watch over him. Privately, she confided to Artur that Marcu was teetering on the brink of madness, and they decided to bring Marcu to Saulbridge as quickly as possible. They made it as far as Waterford, a hamlet to the south of Mordentshire, essentially little more than a way-station for travelers. Marcu was notably paranoid, convinced his inhuman

creatures were always just beyond his ability to sense, and he continued to use his psionic gifts to see beyond his sight, all in the hopes of keeping his guard up.

The following account is a combination of the testimony of both Artur and Lidia. They took rooms in Waterford's bed & breakfast, and sat down to dinner in the common room. The owner of the establishment and another two guests were also present. Just after dusk, Lidia and Artur tried to quietly and calmly explain their intentions to Marcu. What they claim happened next must be taken with a grain of salt; they were both in quite an agitated state when they testified for these events.

Marcu stared across the table at them, disheveled, brooding, and silent. Artur believes Marcu was using his psychical gifts to scan their minds, looking for signs of betrayal. Both Artur and Lidia say they saw Marcu's gaze shift from their faces to some unknown space beyond. They claim that the lamps and the fire blazing in the hearth all dimmed until they gave off nothing more than a dull, crimson glow which did nothing to illuminate the room. In the next moments, there was an uneasy pause as everyone's eyes adjusted to the darkness. Then came the first crash of lightning, and Marcu's hysterical shriek. As an electrical storm suddenly burst into life outside, Marcu threw himself into a frenzy, pulling a concealed dagger and acting like a caged animal. Each flash of lightning seemed to heighten Marcu's panic, and he started shrieking gibberish and reacting to the shocked people around him as though they were demons biting at his flesh. Artur tried to restrain his friend; Marcu lashed out with the dagger, slicing open a gash on Artur's bicep. Artur fell back, clutching his arm. For a moment, a twisted grin fluttered across Marcu's lips, as though he considered wounding his companion a victory, but this look of triumph immediately wilted. For a moment, Marcu's eyes cleared, and he looked about, afraid, but apparently aware of his surroundings again. Looking to Lidia, Marcu let the dagger clatter to the floor and clasped her face in his hands, pressing his forehead to hers. They both screamed in unison, and Lidia collapsed to the floor. The madness overtook Marcu again, and he fled the room screaming, rushing up the stairs. Artur chased after his friend, worried the man would inflict some harm upon himself. Artur swears he was no more than a few steps behind Marcu, and in the darkness could still hear Marcu's frantic cries. But when Artur reached the top of the stairs, Marcu was nowhere to be seen. Artur could still hear Marcu's screams, but these grew

more distant with every passing moment. Artur quickly searched the second floor, which was small to begin with. Artur could not find his friend, and after a few moments the screams drifted away. Marcu V. was gone. Vanished without trace. The storm outside died as quickly as it had come, and the lights returned to normal. Artur's arm still bled, Lidia still lay dazed on the floor, and the others present were still shocked, but all signs of Marcu and his unnatural madness had been erased. (5)

Lidia and Artur came to Mordentshire the next day and gave me the account I have just presented. Marcu and Lidia's final moment intrigued me; although she had experienced - something- unusual, she had no memory of that moment. At my request she allowed herself to undergo hypnosis. Under a trance, I was able to explore this repressed memory, and learn what she had experienced. In Marcu's last lucid moment, he had reached out to Lidia, mind to mind. As he clutched to her sanity, she saw the scene through his eyes. What Marcu was experiencing is the stuff of nightmare.

Marcu saw himself in a strange, unfamiliar place. Although it had the same basic dimensions as the common room he actually stood in, the walls, ceiling, and floor were rough, reddish stone. The air carried a thick, briny stench, and a droning tone buzzed in his ears. Five of the alien, man-shaped horrors surrounded him. Three grasped at him; another clutched a wounded limb, the gash weeping viscous fluid. He found himself grappling one of the monstrosities, his fingers entwined with the squirming tentacles on the creature's head.

But Marcu and these five inhuman fiends were not the only ones present. Marcu sensed the presence of a vast, unknowable intelligence beating down on his psyche, oozing into the cracks of his intellect. It was this intelligence which had reached out to touch his mind.

I have placed Lidia K. in Saulbridge for further examination, and leave my colleagues to draw their own conclusions. I am currently unsure of what to make of these proceedings. The strongest possibility is that Marcu V. fled into the night, and still lurks in the area, dangerously delusional and paranoid, believing the people around him are loathsome monsters. If so, he poses a distinct

danger to himself and others, and I have notified our local Sheriff Finhallen of the threat this mind-reading madman poses.

But my mind is unable to rest on the matter. As much as I try, I cannot totally accept this conclusion. Looking through treatment records, I have pieced together a second, more dreadful possibility. I do not claim to be able to prove any of what I am about to claim; it is just a possibility.

Before the Great Upheaval, there was a land to the south commonly known as Bluetspur. It was a place of madness, where the few travelers who did return seldom came back with sanity intact. Something inherent in the nature of that blasted place snapped the mortal mind. There were also fantastical tales of freakish creatures similar to those Marcu claimed were pursuing him, although I've found nothing in the record that the existence of such creatures was ever proved. When Bluetspur disappeared, we all counted ourselves lucky to be rid of it.

But I fear that Bluetspur is not gone. It has simply moved beyond the limits of our world, just beyond our senses. Bluetspur is beyond our vision, and we are beyond its senses as well. But there are those who seek to see further than the senses, to explore the psychic realms beyond. I fear that one of these realms beyond is Bluetspur, home to some vast, ravenous, utterly inhuman intelligence. When these "psionicists" stretch their minds beyond the limits of our world, they touch the boundaries of this intellect. Having tasted the psionicist's mind, is it so incredible to believe that this eldritch intelligence could reach out, find that little mind, and devour it? I do not have the answer, and I pray I never find it.

Dr. S. McClintock,

Saulbridge Sanitarium

Mordentshire-on-the-Sea

DM'S NOTES

The lord of Bluetspur is an Illithid Elder-brain, a massive conglomeration of the brain of every dead illithid, merged together into a new, living, entirely alien entity. This creature has the memories and psionic strengths of every brain joined to it, but it is trapped; powerless to do anything but float in its subterranean saline pool, surrounded by the slithering forms of barely-sentient illithid tadpoles. It is a vast intelligence robbed of the ability to directly experience the world around it. The Elder-brain tries to feed this craving by searching the minds of those around it. The Elder-brain can read the mind of any creature in its domain, and on rare occasions it can sense the minds of individuals beyond the borders of Bluetspur. It can only sense the most powerful of these minds, those of characters with psionic abilities. If the Elder-brain senses such a mind, it may decide to try and integrate this mind into itself.

The chance of the Elder-brain detecting the use of psionic abilities is not great. The DM should note the highest number of PSPs a psionic character uses in a single round in any given day. The percentage chance of the Elder-Brain noticing the character is equal to half this sum, rounding fractions up.

Alternately, the DM could make this check in any round when the character rolls the Power Score when using a psionic ability. The percentage chances are the same, equal to half the PSPs the character spends that round.

Once a roll determines that the Elder-brain has taken notice, the alien intelligence will attempt to abduct the psionic character with the intent of adding his mind to its own. This is a gradual process, during which the Elder-brain slowly superimposes the reality of Bluetspur over the area the psionic victim occupies. The Elder-brain uses the psionic character's own mind as the conduit for this process; in the beginning, this course of events can be dismissed as an overactive imagination. However, with time the psionic character is at risk of slipping entirely into Bluetspur; and only the anchoring presence of other human minds can save him.

Each time a roll determines the Elder-brain has noticed the use of a psionic ability, the PC in question acquires a level of Dire Attention. Once a PC acquires a new level of attention, the DM

should not make another check for a game week, giving the effects of each level time to manifest. However, after that week, the chance of drawing the Elder-brain's attention rises: the PC adds his level of Dire Attention to any future checks. (A PC at level 2 adds 2% to any Dire Attention checks.)

(These numbers correspond to the notes in the research journal above).

1. **Level 1:** The psionic PC suffers from brief, unsettling waking dreams, where hints of the reality of Bluetspur momentarily superimposes itself on the scene.

These visions are often only half-glimsed, last only a few seconds, and typically only affect the PC during calm moments. Other than disturbing the character, these subtle flashes have no game effects.

2. **Level 2:** The psionic PC has a longer hallucination, this one lasting up to a minute. These events are still all in his mind, and will have no permanent effects, although they might call for a Horror Check. The psionic character has a nightmarish vision of alien creatures (the illithids) coming for him, but this vision fades quickly, and ends instantly if another person enters the scene. At this stage, the presence of other people can still force Bluetspur to retreat back into the recesses of the psionic PC's mind.

3. **Level 3:** The psionic PCs suffers from more hallucinations along the lines of the one mentioned above. However, these visions are now semi-real; they end only under two conditions. One: the presence of another mind will still instantly end the vision. Two: if the victimized PC suffers any damage (hp loss), be it from the illithids coming for him, or from any other source, the shock is enough to block out Bluetspur's reality. Whenever the PC suffers a hallucination, a Horror Check is called for.

4. **Level 4:** Bluetspur's reality presses heavily upon the psionic PC's world.

Whenever the psionic PC is at rest, whether or not he is sleeping, he can sense the presence of the alien entities all around them. Out of the corner of his eye, he can see them; at the limits of his hearing, he can hear their gibbering, rasping noises. Sometimes, when he closes his eyes, he can feel their damp, soft flesh pressing against him. However, the PC does not suffer any direct attacks as in levels 2 or 3; the Elder-brain is massing its forces for one more strike. The PC must make a Madness Check as the intelligence of the Elder-brain scratches at the borders of reality.

5. Level 5: The Elder-brain comes for the character, the reality of Bluetspur superimposes itself on the PC's location. The brightest of lights dims to a dull glow, and a lightning storm rages to life. The other people around the psionic PC appear to be illithids, and the PC interprets any action on the other characters' part as attack from the illithids. Although anyone else present can see the strange lights and the lightning, they cannot sense the illithids, nor can they really help the PC in any active way.

The PC under attack must make an immediate Madness check as the Elder-brain reaches out to his mind. As a note, if any other characters touch the mind of the PC in question (such as with psionics or spells), they too must make a Madness Check. If such a character fails his Madness check, he suffers all the normal results. In addition, the character has drawn to Elder-brain's attention to himself; and the character immediately gains 5 levels of Dire Attention, putting the second character in the exact same predicament the original PC faces. Any characters drawn into such a situation at the same time can see each other as human, and can help each other, if possible.

The PC must defend himself from the nightmare-illithids. There is one illithid for each character present; indeed, these mind flayers have superimposed themselves on the other minds present. They are totally real to the PC; any damage inflicted by the illithids is real damage, and other characters may be able to see wounds spontaneously appear on the PC's body.

Each round, the psionic PC is allowed to make a Wisdom check. If the PC succeeds at this check, he flashes back to reality for that round, and may be able to communicate with other characters, get his bearings, etc. However, the Wisdom check must be made every round until the attack is resolved, and failure means the PC slips back into the superimposed Bluetspur reality.

The player running the PC psionist should be taken aside, and the DM should jump back and forth. To the rest of the PCs, the psionist is delusional, reacting to alien horrors that just aren't there. To the psi. PC, the others' actions should be translated into illithid attacks. If he doesn't resist, thinking it all a fantasy, the wounds inflicted on him should suddenly become visible to all the PCs. The player should realize that this is a dream no longer, and he must defend himself from the nightmare-illithids alone.

The attack can be resolved in one of three ways:

1) The PC defeats the illithids. The DM should run combat between the PC and the illithids normally, but any damage the PC does to an illithid is also applied to the character the illithid has replaced. If the PC defeats all of the illithids, the Elder-brain will withdraw, seeking easier prey. The scene will return to normal, and the PC loses all of his level of Dire Attention.

However, the Elder-brain always lurks at the edge of consciousness, and continued use of psionic abilities may attract it again someday.

2) The PC is defeated by the illithids. The other characters see the PC's body suddenly spasm, shuddering to the floor like a puppet with its strings cut. If the others examine the body, they find the PC dead, his face a twisted mask of horror. If they examine the body very, very carefully, they may even discover the cause of death: the PC's cerebellum has vanished, the brain cavity filled with briny fluid. Oddly, the spell *Speak With Dead* produces no results...

3) If the PC flees from his companions and is alone for even a moment, he loses his connection to his own world and is drawn bodily into the domain of the Elder-brain. The PC would find himself alone in Bluetspur, in the illithid complex deep below Mt. Makab. The illithids, dreadfully real this time, would extract his living brain, and integrate it into the Elder-Brain to add to its power. The psionist would be alive forever, trapped in the consciousness of an alien intelligence.

Multiple PCs suffering a simultaneous attack (as described above) can aid each other, but cease to anchor each other to reality: if three PCs in a room join minds so they can all face the illithids, they will all simply find themselves in Bluetspur.

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