

# RAVENLOFT THIRD EDITION ERRATA

Pg.: Page number

C: Column 1 (left) or 2 (right)

“¶XSY”: Paragraph X / Sentence Y, measured from the top of the page (or a subject header if listed).

## Rules and Content Errors

These are errors that affect the game rules or setting.

### Chapter Two

- ❖ Pg. 35, C1, ¶4S1: “*giorgio*” should be “*giomorgo*” (or “*giogoto*” if we let the switch stand; see above)
- ❖ Pg. 37, C1, “Altered Class Features” ¶1S2: change “checks” to “saves”
- ❖ Pg. 37, C2, ¶1S1: change “checks” to “saves”
- ❖ Pg. 38, C1, “Tales of Death and Madness” sidebar ¶1S2: Replace sentence with: “If the bard performs with the intent of instilling terror, those in her audience are required to make a Fear save (see chapter 3) with a DC of (bard’s Perform check – 10).”
- ❖ Pg. 42, “Dread Companions” sidebar ¶6S1: change “check” to “save”
- ❖ Pg. 42, “Dread Companions” sidebar ¶6S3: change “checks” to “saves”
- ❖ Pg. 56, Table 2–2 and 2–3: Some item CLs are incomplete. Straight razor: CL 5+; Bomb and Smokebomb: CL 8+
- ❖ Pg. 57, Table 2–4: Book, blank: CL 5+. The “Automation, small” should weigh 50 lb.

### Chapter Three

- ❖ Pg. 100, C2, ¶14 (“**Modify Memory**”) S2: Change “check” to “failure”
- ❖ Pg. 101, C1, ¶6 (“**Nightmare**”) S1: This sentence should read: “If the victim is killed by the damage inflicted by this spell, she returns from death as a *bastellus*. (*Bastelli* will be detailed in **Denizens of Darkness**; DMs without that accessory can use *allips* instead).”
- ❖ Pg. 101, C1, ¶12: Change this paragraph to read: “**Protection from Good**: As *protection from*

*evil*, below. Casting this evil spell does not require a powers check.”

- ❖ Pg. 101, C1, ¶13 (“**Protection from Evil**”): Change the paragraph to read: “Protection from Evil: This spell works normally, but the DM should apply the applicable deflection bonuses secretly, so as not to reveal the moral alignment of evil attackers.”
- ❖ Pg. 102, C1, ¶6 (“**Spectral Hand**”) S1: change “per level” to “per caster level”
- ❖ Pg. 102, C1, ¶8 (“**Status**”): change “character” to “subject” and “failed check” to “failed saving throw”
- ❖ Pg. 103, C2, “Cursed Items” ¶2S2: change “to all saving throws” to “to all of its saving throws”
- ❖ Pg. 104, C1, ¶1: change “**Saving Throw Penalty**” to “**Saving Throw Bonus**”
- ❖ Pg. 106, C2, “Altered Minor Artifacts” ¶1 (“Book of Vile Darkness”) S1: add “(in place of the experience point bonus listed in the *Dungeon Master’s Guide*)” at the end of the sentence

### Chapter Four

- ❖ Pg. 110, “Charted Mistways” sidebar, ¶3: The Bleak Road should connect “Southern Nova Vaasa — Northern Vorostokov”
- ❖ Pg. 112, “The Core” ¶2S2: change “east” to “west”
- ❖ Pg. 112, “The Core” ¶2S3: change “West” to “East”
- ❖ Pg. 112, C2, ¶4S1: change total population to “27,700” (not 27,7000)
- ❖ Pg. 116, C2, ¶3S2: the correct population percentages for Darkon are: “Humans 70%, Halflings 14%, Dwarves 6%, Elves 5%, Gnomes 3%, Half-Elves 1%, Other 1%.”
- ❖ Pg. 118, C1, ¶2S1: the “Other” population percentage should be 3%
- ❖ Pg. 119, C1, ¶2S2: change “Weapon Finesse (pistol, rapier)” to “Weapon Focus (pistol, rapier)”
- ❖ Pg. 132, C1, “The Nocturnal Sea” ¶2S3: change “west” to “east” and “western” to “eastern”

# RAVENLOFT THIRD EDITION ERRATA

## Chapter Five

- ❖ Pg. 181, C2, ¶6S10: change “living beings” to “living or undead beings”
- ❖ Pg. 185, C2, ¶6S4-5: change these two sentences to: “The lich does not need to know the spell, but it can mimic only those spells found on its own spell list. A lich who is an 11th-level wizard cannot mimic a cleric or druid’s spells, for example.”
- ❖ Pg. 186, C1, ¶2S4: change “magical aura” to “magical (necromantic) aura”
- ❖ Pg. 190, C1, ¶6S1: change the Spider Climb special quality from “(Su)” to “(Ex)”
- ❖ Pg. 191, C2, ¶14: change “**Advancement:** As base construct.” to “**Advancement:** By character class (fighter, rogue, commoner, expert, or warrior only).”
- ❖ Pg. 192, C1, ¶6: added sentence; paragraph should read: “*Regeneration (Ex)*: The dread golem gains Regeneration 5. Two relatively common varieties of damage must be selected that deal normal damage to the golem. Dread flesh golems, for example, are frequently unable to regenerate fire or acid damage. As a construct, the dream golem remains immune to attacks that would normally inflict subdual damage. The dread golem cannot regrow lost body parts, but it can reattach severed body parts instantly by holding them against the stump.”
- ❖ Pg. 204, C1, ¶2S3: change “a bonus” to “an insight bonus”
- ❖ Pg. 208, C2, ¶6S2: change “sorcerer class” to “wizard class”

## Typographical Errors

These are simple errors or suggested changes that have no game effects.

## Chapter One

- ❖ Pg. 17, C1, “603”: The word “Bakholis” not indented.
- ❖ Pg. 17, C2, “635”: Extra line break between 635 and 646 entries.
- ❖ Pg. 18, C1, “735”: Extra line break between 735 and 736 entries.
- ❖ Pg. 20, C1, “Clusters” ¶2: change “sandworm” to “sand-worm”

## Chapter Two

- ❖ Pg. 38, C1, “Tales of Death and Madness” sidebar ¶1S1: change “he” to “she” and “his” to “her”

- ❖ Pg. 45, C2, “Rogue” ¶1S1: change “rogues are an “everyman” hero,” to “the rogue is an “everyman” hero,”
- ❖ Pg. 49, C2, ¶2: “Major Religions” should be a <2> section header.
- ❖ Pg. 51, C1, ¶3–4: Extra line break between “*Symbol*” line and “*Favored Weapon*” line

## Chapter Three

- ❖ Pg. 66, Table 3–2: Words broken across lines are not correctly hyphenated (suffering, sewing, involuntary).
- ❖ Pg. 67, C2, “Failure Results” ¶1S2: change “he” to “she”
- ❖ Pg. 68, C1, ¶2 (“**Aversion**”) S2: change “he” to “she” (occurs three times)
- ❖ Pg. 68, C1, ¶3 (“**Frozen**”) S1: change “him” to “her”
- ❖ Pg. 68, C1, ¶3 (“**Frozen**”) S2: change “He” to “She”
- ❖ Pg. 68, C1, ¶4 (“**Nausea**”) S2: change “He” to “She”
- ❖ Pg. 68, C1, ¶4 (“**Nausea**”) S3: change “he” to “she” (occurs two times)
- ❖ Pg. 68, C1, ¶5 (“**Nightmares**”) S3: change “his” to “her”
- ❖ Pg. 68, C1, ¶5 (“**Nightmares**”) S4: change “he” to “she”
- ❖ Pg. 68, C2, ¶2S2: change “he” to “she”
- ❖ Pg. 68, C2, ¶5 (“**Obsession**”) S2: change “He” to “She” and “him” to “her”
- ❖ Pg. 68, C2, ¶6S2: change “His” to “Her” and “he” to “she”
- ❖ Pg. 68, C2, ¶6S3: change “he” to “she”
- ❖ Pg. 68, C2, ¶7S1: change “his” to “her”
- ❖ Pg. 68, C2, ¶7S2: change “He” to “She”
- ❖ Pg. 68, C2, ¶8 (“**Rage**”) S2: change “his” to “her” (occurs two times) and “He” to “She”
- ❖ Pg. 68, C2, ¶8 (“**Rage**”) S3: change “his” to “her”
- ❖ Pg. 68, C2, ¶8 (“**Rage**”) S4: change “He” to “She” and “his” to “her”
- ❖ Pg. 68, C2, ¶8 (“**Rage**”) S5: change “He” to “She”
- ❖ Pg. 68, C2, ¶8 (“**Rage**”) S6: change “he” to “she” (occurs two times) and “his” to “her”
- ❖ Pg. 68, C2, ¶9S2: change “his” to “her” and “he” to “she”
- ❖ Pg. 69, C1, ¶1 (“**Revulsion**”) S1: change “him” to “her”
- ❖ Pg. 69, C1, ¶2 (“**Fascination**”) S4: change “he” to “she”
- ❖ Pg. 69, C1, ¶2 (“**Fascination**”) S5: change “his” to “her”

## RAVENLOFT THIRD EDITION ERRATA

- ❖ Pg. 69, C1, ¶2 (“**Fascination**”) S6: change “himself” to “herself” and “his” to “her” and “he” to “she”
  - ❖ Pg. 69, C2, ¶1 (“**Haunted**”) S2: change “He” to “She” and “his” to “her”
  - ❖ Pg. 69, C2, ¶2 (“**Mental Shock**”) S3: change “He” to “She”
  - ❖ Pg. 69, C2, ¶3 (“**Mental Shock**”) S3: change “he” to “she” (occurs three times)
  - ❖ Pg. 69, C2, ¶3 (“**Mental Shock**”) S4: change “he” to “she”
  - ❖ Pg. 69, C2, ¶4 (“**System Shock**”) S1: change “he” to “she”
  - ❖ Pg. 77, C1, “Self-Induced Curses” ¶1S3: change “the *Book of Strahd*” to “*The Tome of Strahd*”
  - ❖ Pg. 77, C1, “Self-Induced Curses” ¶2S2: change “Act of Ultimate Darkness” to “an Act of Ultimate Darkness”
  - ❖ Pg. 77, C2, “Wording” ¶2S2: entire phrase “but it will *be!*” should be italicized
  - ❖ Pg. 81, C2, “Making the Curse Check” ¶4: “DC 25” not correctly indented
  - ❖ Pg. 82, C2, ¶2: change “(wisdom modifier)” to “(Wisdom modifier)”
  - ❖ Pg. 83, C2, “Crimes or Acts of Violence” ¶1S2–3: change these sentences to “An “Innocent” is any character with the Innocence special quality (see page 87).”
  - ❖ Pg. 85, C1, ¶1S2: change “and or” to “or”
  - ❖ Pg. 85, C1, “Supernatural Evil” ¶1S3: change “Unlike in Unholy acts” to “Unlike unholy acts”
  - ❖ Pg. 85, C1, “Supernatural Evil” ¶6S2: “darkskull” should be italicized
  - ❖ Pg. 85, C1, “Supernatural Evil” ¶7S1: “Items” should not be capitalized
  - ❖ Pg. 85, C2, ¶2S2: “hand of glory” should be italicized
  - ❖ Pg. 85, C2, “The Effects of Failure” ¶1S1: capitalize “clean”
  - ❖ Pg. 85, C2, “The Effects of Failure” ¶1S2: change “(see sidebar)” to “(see page 87)”
  - ❖ Pg. 87, C2, ¶1S4: change “path of his own” to “path of her own”
  - ❖ Pg. 90, C1, ¶1S1: change “**Domains**” to “**Realms**” and change “comprehensive” to “detailed”
  - ❖ Pg. 103, C1, ¶2 (“**Unhallow**”) S2: delete stray period after comma
  - ❖ Pg. 106, C1, ¶7 (“**Slaying Arrow**”): change “theis” to “this”
  - ❖ Pg. 115, C1, ¶1S1: change “Von Ziyden” to “Vor Ziyden”
  - ❖ Pg. 116, C2, ¶3S3: languages should be listed in this order: “Darkonese, \* Halfling, Dwarven, Elven, Gnome, Falkovnian, Lamordian, Mordentish, Tepestani, Vaasi”
  - ❖ Pg. 117, C2, “Dementlieu” ¶2S4: change “Pernault” to “Parnault”
  - ❖ Pg. 120, C1, ¶2S1: change “Silverbas” to “Silbervas”
  - ❖ Pg. 121, C1, ¶1S1: Start of sentence should read: “**Characters:** Classes — fighters,”
  - ❖ Pg. 121, C1, “Forlorn” ¶5S6: change “exists” to “exist”
  - ❖ Pg. 124, C2, ¶4S7: change “Gundarkites” to “Gundarakites”
  - ❖ Pg. 126, C2, ¶4S3: change “(Rapier)” to “(rapier)”
  - ❖ Pg. 126, C2, “Keening” ¶2S3: change “Mountain of Misery” to “Mountains of Misery”
  - ❖ Pg. 131, C1, “Necropolis” ¶2S2: change “(ne-KRAW-pol-iss)” to “(ne-CROP-eh-liss)”
  - ❖ Pg. 132, C2, ¶2S5: change “Darkonese” to “Darkonian”
  - ❖ Pg. 136, C1, ¶3S1: change “Reinier” to “Renier” (occurs twice)
  - ❖ Pg. 137, C1, ¶1: missing line break; “Richemulot is a growing power” marks start of new paragraph
  - ❖ Pg. 137, C1, ¶1 (next sentence): change “ofwhich” to “of which”
  - ❖ Pg. 138, C1, ¶6S2: change “Stezan” to “Stezen”
  - ❖ Pg. 140, C2, ¶1S2: change “Azreal” to “Azrael”
  - ❖ Pg. 144, C2, ¶5S3: change “Easan’s” to “Easan’s” (flipped apostrophe)
  - ❖ Pg. 146, C1, “Har’Akir” ¶2S2: change “(har -a-KEER)” to “(har-a-KEER)” (delete space after “har”)
  - ❖ Pg. 148, C2, ¶1S4: change “Anhktepot” to “Anhktepot”
  - ❖ Pg. 149, C2, ¶5-6: These two paragraphs should be one; stray line break severs the sentence: “Their nerves have frayed under the stern commandments of Diamabel, whose confessors are vigilant for those who would stray from the fold.”
  - ❖ Pg. 154, C2, ¶5S9: change “woman” to “women”
  - ❖ Pg. 160, C2, ¶1S1: change “deeps” to “depths”
  - ❖ Pg. 160, C2, ¶4S2: change “domains’s” to “domain’s”
  - ❖ Pg. 163, C1, ¶3S2: change “every” to “ever”
  - ❖ Pg. 173, C2, ¶2S2: change “d’Sablet’s” to “d’Sablet’s” (flipped apostrophe)
- Chapter Four
- ❖ Pg. 112, C1, “Barovia” ¶2S3: change “Baratok” to “Baratak”
  - ❖ Pg. 112, C2, ¶1S3, ¶1S5: change “Baratok” to “Baratak”

# RAVENLOFT THIRD EDITION ERRATA

## Chapter Five

- ❖ Pg. 178, C2, ¶6: missing line break; “*Light Sleep (Ex):*” marks start of new paragraph
- ❖ Pg. 178, Table 5–1 sidebar: change “Table 5-1” to “Table 5–1”
- ❖ Pg. 179, C2, ¶5S4: change “arouse” to “arouses”
- ❖ Pg. 181, C2, ¶1S2: change “Rank” to “rank”
- ❖ Pg. 182, Table 5–2 sidebar: change “Table 5-2” to “Table 5–2”
- ❖ Pg. 182, Table 5–2 sidebar, ¶3S2: change “Rank” to “rank”
- ❖ Pg. 183, C1, “Ghosts and Resonance” ¶3S1: change “ethereal plane” to “Ethereal Plane”
- ❖ Pg. 183, C2, ¶2: missing line break; “*Dream Walk (Su):*” marks start of new paragraph
- ❖ Pg. 184, C1, ¶9 (“*Phantom Shift*”): missing line break; “*Unquiet Dead (Su):*” marks start of new paragraph
- ❖ Pg. 184, C1, “Advancement” ¶1S3: change “domain lords” to “darklords”
- ❖ Pg. 185, C2, ¶7S1: change “immune” to “intangible”
- ❖ Pg. 186, C1, ¶7S3&4: change “intelligence” to “Intelligence” (occurs twice)
- ❖ Pg. 187, C1, ¶1S2: change “called” to “beckoned”
- ❖ Pg. 187, C1, “Natural Lycanthropes” ¶1S1: change “hybrid beast” to “monstrous hybrid”
- ❖ Pg. 187, C2, ¶3S4: change “forms” to “form’s”
- ❖ Pg. 187, C2, “Afflicted Lycanthropes” ¶1S4: change “It is not a “common” disease” to “It is in fact a curse” and “confers him” to “confers her”
- ❖ Pg. 187, C2, “Afflicted Lycanthropes” ¶1S5: change “attempts to use the Heal skill on afflicted lycanthropy symptoms almost always fail” to “attempts to use the Heal skill to remedy afflicted lycanthropy are doomed to failure”
- ❖ Pg. 188, C2, “Lycanthropes in Ravenloft” ¶5S3: change this sentence to read: “For werebears, hybrids have a +1 AC bonus and a +1 melee bonus for claws and bite, due to being only Medium-size.”
- ❖ Pg. Pg. 189, C1: in the Raw Meat Required Daily table, change “Animal Type” to “Phenotype”
- ❖ Pg. 189, C2, ¶2S5: change “while he is in” to “while she is in” and “animal form” to “animal or hybrid form”
- ❖ Pg. 189, C2, ¶2S7: change “he” to “she” and “his” to “her”
- ❖ Pg. 189, C2, “Salient Powers” ¶5S3: change “fast heal 5” to “fast healing 5”
- ❖ Pg. 190, C1, ¶5: missing line break. “*Spell Resistance (Ex):*” marks start of new paragraph.
- ❖ Pg. 192, C1, ¶6S1: “ray of enfeeblement” should be italicized

- ❖ Pg. 192, C1, ¶5: missing line break. “*Rage (Ex):*” marks start of new paragraph.
- ❖ Pg. 192, C2, “Ranks” ¶5S1: change “natural armor class” to “natural armor”
- ❖ Pg. 193, C2, Special Attacks section: the “Damage Reduction” and “Rejuvenation” powers belong under Special Qualities, not Special Attacks.
- ❖ Pg. 194, C2, ¶2S1: change “Table 5-3” to “Table 5–3”
- ❖ Pg. 194, Table 5–3 sidebar: change “Table 5-3” to “Table 5–3”
- ❖ Pg. 194, Table 5–3 sidebar ¶5S1: change “natural Armor Class” to “natural armor”
- ❖ Pg. 194, C1, ¶5-6: switch the order of “*Command Undead*” and “*Curse of Vengeance*” paragraphs
- ❖ Pg. 194, C1, ¶5S1: “**chapter 3**” should not be bold
- ❖ Pg. 194, C1, ¶6S1: change “*Command Undead*” to “*Command Undead (Su)*”
- ❖ Pg. 194, C1, ¶6: missing line break; “*Delay Disease (Ex):*” marks start of new paragraph
- ❖ Pg. 197, C1, ¶6S10: change “but his physical” to “but her physical”
- ❖ Pg. 198, C1: two paragraphs following “**Chance of Failure**” not indented
- ❖ Pg. 198, C2, ¶5S2: change “Medium size” to “Medium-size”
- ❖ Pg. 199, C1, ¶2S2: “sleep” should be italicized
- ❖ Pg. 199, C1, ¶5S2: change “Medium size” to “Medium-size”
- ❖ Pg. 200, Table 5–4 sidebar: “Ability Score Modifiers” not correctly indented
- ❖ Pg. 200, Table 5–4 sidebar, ¶1S1: change “Special Abilities” to “Hag Magic”
- ❖ Pg. 201, C2, ¶2S1: change “*Corruptive Aura:*” to “**Corruptive Aura (Su):**” This paragraph should follow the supernatural powers (on pg. 202), rather than be offered as one.
- ❖ Pg. 207, C2, ¶1S7: change “his skill” to “her skill”
- ❖ Pg. 207, C2, ¶2S4: change “Boemians” to “Boemian’s”
- ❖ Pg. 208, C2, ¶6S3: change “sorcery” to “wizardry”

## Chapter Six

- ❖ Pg. 213, C2, ¶2S10: change “magical weapons” to “magic weapons”
- ❖ Pg. 214, C2, “Magic” ¶2S4: change “magical items” to “magic items”
- ❖ Pg. 216, C2, ¶2S3: change “he sows” to “she sows”