

Mistfinder

This conversion uses the White Wolf / Arthaus Ravenloft Player's Handbook, V3.5 Campaign Setting; this is referred to as the RHB in this conversion and assumes you own a copy.

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Why Mistfinder?

As it stands the last complete version of the Ravenloft setting is the materials presented by Arthaus under the Sword and Sorcery imprint and in the 3.5 version of D20 system. This document is a companion to those who wish use those materials while using the Pathfinder Roleplaying Game System.

If you plan on running a Ravenloft Game using this document there a few books you may find useful. The Ravenloft Player's Handbook (v3.5 Campaign Setting), Denizens of Dread (v3.5 Core Creature Rulebook) and The Ravenloft Dungeon Master's Guide all represent the last core rules and setting of Ravenloft in 3.5. The Pathfinder Roleplaying Game: Core Rulebook and The Pathfinder Bestiary are suggested when using the Pathfinder Roleplaying Game.

Ravenloft is a setting of gothic horror. A mist shrouded land where villains are given power, but have an inability to grasp what they most desire. Ravenloft is an oubliette, seemingly watched over by Dark Powers. The mist that surrounds the land and the very earth itself is cursed it is under the sway of these dark powers. Some see the Land of the Mists as a prison, a fickle experiment or even a crucible where the resolve of heroes is tested.

Ravenloft may be used as a full setting where the players are permanent residents of this dread realm. The mists however are restless and may drift over any campaign setting, giving your players a taste of a weekend in hell, before retreating.

You have my thanks for reading.





Hereafter follows a description of two of the unique races that inhabit Ravenloft. Also detailed is a description of the xenophobic nature of the people of the world.

Caliban

Caliban are poor twisted souls, twisted by evil magic while still in their mother's womb. When born they are seen as an ill omen for a community and often cast out. They vary in appearence, but are generally always ugly. Common features are twisted or over sized arms, unusual patches of hair and irregular tusks. Often due to their upbringing they stick to the shadows and are often fearful or violent recluses.

• +2 Str

• -2 Cha

• +2 to One Ability Score: Caliban characters get a +2 bonus to one ability score of their choice at creation to represent their varied nature.

Medium: Caliban are Medium creatures and have no bonuses or penalties due to their size.

Base Speed: 30 feet

Darkvision (Ex): Caliban can see in the dark up to 60 feet.

Disturbing (Ex): Caliban receive a racial bonus equal to their Outcast Rating on Intimidate skill checks due to their tainted nature.

Tainted Blood (Ex): Caliban do not count as humans for any effect related to race. But are instead counted as humanoids.

Concealed (Ex): Caliban receive a +2 racial bonus to stealth and always consider stealth a class skill.

Tainted by the Supernatural (Ex): Caliban treat their Charisma score as 2 points higher for all sorcerer and oracle class abilities.

Outcast Rating: 5

Languages: Caliban begin play speaking the language of the domain where they were born. Caliban with high Intelligence scores can choose to learn domain languages of domains they have had contact with.

Outcast Ratings

The people of the dread realms are suspicious and insular; strangers or those born different are viewed with mistrust. An individual's outcast rating represents how different, strange or untrustworthy they are seen as by others. For example a young girl who lives alone and is rumoured to be a witch may have a middling to high outcast rating; while a local black smith may have an outcast rating of 0.

Outcast ratings act as a penalty to diplomacy, bluff, perform and as a bonus to intimidate checks, equal to the level of the outcast rating. Each race also has a base outcast rating as a general guide to their outcast rating in a human or strange community.

Some communities may be more or less xenophobic than others and as such outcast ratings could be considered to be higher or lower. Outcast ratings for usual individuals are to be decided by the GM. An outcast rating may be lowered or raised by public actions of good or evil. Such actions may only lower an outcast rating by 1 but may be raised by 1-3, as the people of the dread realms are quick to judge and slow to change their minds.

Base Racial Outcast Rating

Aasimar - OR 2 Dwarf - OR 3 Elf - OR 3 Gnome - OR 2 Goblin - OR 6 Half-Elf - OR 1 Halfling - OR 1 Tiefling - OR 7

The GM may rule that a creature is considered too strange for a comunity to deal with socially. A good guideline is that any creature that you would judge to have a outcast rating of 10 or more would not be able to interact meaningfully in a community.

Half-Vistani

Half-Vistani as a group are a mingling of Vistani blood and that of giorgio (a common human). Half-Vistani are treated as separate from other Vistana, called giomorgo, but are still more readily accepted among the Vistani than with other humans. They are often the result of scandalous affairs and sometimes the child can be unwanted. Sometimes it is even abandoned at the steps of a parents house or the fireside of a camp. Their Vistana parents nomadic life can be harsh for the child and often the giorgio may settle down in a human community when they come to their majority. Giorgio generally inherit their Vistani parent's angular features, dark hair and olive complexions.

• +2 Wis

• -2 Char

• +2 to One Ability Score: Half-Vistani characters get a +2 bonus to one ability score of their choice at creation to represent their varied nature.

Medium: Half-Vistani are medium creatures and have no bonuses or penalties due to their size.

Base Speed: 30ft

Not of the Blood (Ex): For all special abilities and effects, Half-Vistani are considered Human. They receive none of the racial traits of humans.

Survivor (Ex): Half-Vistani have a +2 Racial bonus on Survival checks. Half-Vistani may re-roll any attempt to light a fire (in any weather conditions) or rolls not to become lost while in the mist. They may pick the best of the two rolls.

Moon Madness (Su): During the period of the full moon each month, the Half-Vistani suffers a -2 morale penalty on Wisdom. During this period if the Half-Vistani is indoors they are shaken and when outdoors gain a +5ft morale bonus on their base speed.

Tribe (Ex): Choose one tribe where the Vistani parent originated and apply the following traits to your character.



Canjar Tribe

- +2 Racial bonus on Spellcraft checks.
- +4 Racial bonus on learning a new spell.

Corvara Tribe

- +2 Racial bonus on Disable Device checks.
- +2 Racial bonus on Sense Motive checks.

Equaar Tribe

- +2 Racial bonus on Handle Animal checks.
- +2 Racial bonus on Ride checks.

Kamii Tribe

• +2 Racial bonus on metal-based Crafts checks.

• Appraise check to identify a metal in detail.

Naiat Tribe

• +2 Racial bonus on Perform and Diplomacy checks.

Vatraska Tribe

- +2 Racial bonus on Heal checks.
- +2 Racial bonus on Profession (herbalist) checks.

Zarovan Tribe

• +2 Racial bonus on Ride checks.

• You may re-roll your Initiative checks, but must take the second result.

Outcast Rating: 2. This may be reduced by 2 with a DC 15 Disguise check.

Languages: Half-Vistani begin play speaking the language of the domain where they were born. If the Half-Vistani was raised amongst the Vistani they will also have learned Patterna. Half-Vistani with high Intelligence scores can choose to learn domain languages of domains they have had contact with.



Please refer to the Ravenloft 3.5 Core Campaign Setting for new feats available for characters in Ravenloft. Please adopt the following changes to those feats when using them with the Pathfinder ruleset. Also described here are additional feats for use with Pathfinder in the sinsister lands of Ravenloft and some changes to Pathfinder feats.

Cold One (RHB)

You must have gained a negative level from an energy drain attack to gain this feat. Your slowed metabolism loses 1 hit point every 2 rounds if you are reduced to -1 or less hit points.

Exotic Weapon Proficiency (Firearms)

Firearms are widespread in the more advanced domains of Ravenloft.

Prerequisites: Originates from a domain cultural level 8+

Benefits: This feat grants proficiency with all firearms detailed in the entry on equipment.

Ghostsight (RHB)

Ethereal creatures must succeed at a perception check to realise that you are not on the Near Ethereal.

Haunted (RHB)

The geist allows you a second roll on Perception checks.

Hypnotherapy

Prerequisites: Heal 3 Ranks, Wisdom 13, Knowledge (religion) or Sense Motive 1 Rank.

Benefits: You can use the Heal skill for additional purposses (as listed in the skill entry for *Hypnosis*). Additionally gain a +2 insight bonus on madness saves.

Leadership

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The leadership feat is altered in Ravenloft. When applying modifiers to your leadership score ignore the modifiers for cruelty and recruiting a cohort of a different alignment. Tyrants can easily attract followers and lieutenants. When attracting a cohort or follower they may be of any alignment and you are unaware of their alignment.

Things Man was not Meant to Know!

Benefit: You get a +2 bonus on all Knowledge (dungeoneering) and Knowledge (religion) skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.



Craft (Gunsmith):

Individuals using firearms in Ravenloft must spend time and care tending to their weapons. At the start of each day a firearm must be cared for using craft gunsmith in order to function.

If the weapon is kept in a clean dry enviroment the DC of care is 10.

If the weapon is kept in a wet or unsecured location the DC of care is 15.

Heal:

Add this feature to the heal skill if you posses the Hypnotherapy feat.

Hypnosis

This use of the heal skill takes 1 hour per attempt and replicates the effects of the hypnotism spell with only one target. The DC of this check is 15 + the target's will save modifier. If the target is unwilling you must first attempt to hide your intentions with a bluff check and may only make one attempt with such an individual per day. If this skill is used in a loud or distracting environment add +2 to the DC. If you use a prop such as a pocket watch or crystal ball the DC is reduced by 2; but an unwilling individual has a +2 to sense motive to appose your attempt to hide your intentions.

Hypnosis may also be used to aid in the recovery of those who have failed a madness save. You may make an attempt to aid recovery once per week with a particular individual. The DC of your check is the DC of the madness save that individual failed. If you are successful you may restore one ability that has been penalised by the failed madness save by 1 point and decrease the DC of the individual's recovery check by one. In addition the individual treated may make an immediate recovery check.

Knowledge (Planes):

Knowledge (Planes) is consulted when dealing with the nature of the realm of dread itself. Knowledge regarding the dark powers, darklords and the nature of domains are covered by this skill. Such a skill is a powerful and rare resource for heroes and is treated as a cross class skill even by classes that receive all knowledge skills as class skills. ask that the character engage in exhaustive research with appropriate study material. Another route by which players may be allowed to gain ranks in this skill is through a grim realisation when confronted with one of the many unique horrors of Ravenloft.

Knowledge checks regarding planes other than Ravenloft, the plane of shadow and the ethereal plane have their DCs increased by 10 for residents of Ravenloft. Travellers from other planes have no such increase, but instead have their DCs regarding the nature of Ravenloft increased by 20.

Linguistics:

Learn a Language:

Whenever you put a rank into this skill, you learn to speak and read a new language if you have been exposed to it through the written word and conversation for at least a month. If you have not been exposed to the language in one medium you cannot use that medium until you have been exposed in this way for at least a month.

For example,

Emilio De Levkarest is a Borcan nobleman and has read extensively and has some Darkoneese friends. He wishes to learn Darkonese, he places a rank into Linguistics and studies his books. He also starts to engage his friends from Darkon in conversation in stumbling Darkonese. At the end of the month he has mastered Darkonese.

Emilio's sister, Camilla, is learning Darkonese from the same books, yet she lacks his social connections. As such she cannot converse with speakers of Darkonese. She studies for a month and places a rank into the Linguistics skill. She can read and write Darkoneese, but cannot carry on a conversation or understand one.

There is no common or trade language in the Dread Realms. Instead choose the language of their domain in place of Common.

Please note the revised list of available languages, (in italics you will notice a real world language which the domain language is similar to. Use this as a guide to accents and it is merely for role-playing purposes).

- Akiri (Har'akir) Egyptian
- Avergnite (Staunton Bluffs) Probably English
- Balok *Romanian*
- Darkonese Latin
- Dwarven German

To gain ranks or further ranks in this skill the GM may

• Elven – Welsh

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- Falkovnian German
- Forfarian (Forlorn) Scots Gaelic (Scottish)
- Gnomish Greek/Latin
- Heldannic (Graben Island, Nocturnal Sea) Nordic
- Lamordian German (with a Swiss accent)
- Mordentish, High French
- Mordentish, Low Anglo Saxon
- Patterna any and all (The Vistani Language)
- Pharazian Arabic
- Rajian (Sri Raji) Hindi
- Tepestani (Tepest) Gaeilge (Irish)
- Vaasi Norwegian/Danish
- Vos (Vorostokov) Russian



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Below are described Firearms available for use in Ravenloft.

The Pistol

Reliable wheellock mechanisms have made the hand pistol a duelists weapon of choice in the civilized lands of the core. They are muzzle loaded and easier to care for and cheaper than longer range firearms.

The Musket

A musket is a muzzle loaded rifle, common due to it's relative cheapness compared to the military rifle. You are also rarely without ammunition with the musket; as most debris will do at a pinch.

The Military Rifle

Not in common use due to its price. The military rifle is a breach loading, acurate and effective but hard to care for rifle. It is not likely to be seen in its intended use (for military scouts), but more likely to be seen with aristocratic game hunters. It has become quite the fad in Dementlieu to hold shooting parties and hunt wild boar.

Weapon	Cul.	Cost	Damage	Crit.	Range Increment	Weight	Туре
Pistol	9	250gp	1d10	x3	50ft	31b	Piercing
Bullets, Pistol (10)	3+	3gp	-	-	-	2lb	-
Musket	8+	500gp	2d6	x3	150ft	10lb	Piercing
Cartridges, Musket (10)*	3+	3gp	-	-	-	21b	-
Military Rifle	9	650gp	2d8	x3	150ft	10lb	Piercing
Bullets, Rifle (10)	3+	3gp	-	-	-	21b	-

* A musket is usually loaded with pre-made paper cartridges, but may instead be loaded with other projectiles such as stones and glass and a measure of gun powder. In these cases the weapon only does 2d4 damage and on an attack roll of a 1 jams requiring a full-round action to clear, which provokes an attack of opportunity.



When using the Pathfinder base classes in Ravenloft apply the following changes. Below you will see not only alterations to existing classes but new class features to be introduced to the base classes.

Barbarian

Rage: The dark powers of Ravenloft want a barbarian to give in to his lust for violence and attempt to cloud the minds of barbarians while they rage. When a barbarian wishes a rage to end they must make a will save with a DC 10+ the number of rounds the barbarian has raged that day. When no enemies present themselves or no clear goal is apparent, a rage continues. A barbarian in such a rage must continue to attack the bodies of their fallen enemies or their allies if they seem to present a threat by interfering. The barbarian may not add the bonus to will saves gained from raging to this save, however the bonus from *indomitable will* does apply to this save.

Rage Powers:

Animal Fury, Use of the rage power Animal Fury leaves a barbarian open to their animalistic and destructive tendencies. They must take a powers check for Grievous Assault.

Moment of Clarity This rage power may only be used once

a day.

Primal Mind (Ex): Barbarians are more in touch with their primitive nature and the primal mind. This leaves their minds open to terrors they cannot conceive. They have a -4 penalty on madness saves. This also allows barbarians to notice a "bad feeling" whenever they enter a sinkhole of evil, the reality wrinkle of a fiend or while in the presence of a hag.

Bard

Spells: Magic is altered within Ravenloft in some cases. Please refer to the magic section.

Bardic Knowledge: The Bardic Knowledge class feature is not as reliable as usual between the domains of Ravenloft. The bard does not receive any bonus to Knowledge skills in an unfamiliar domain. A bard must spend at least a full month in the company of residents or former residents of a domain, to receive half his bardic knowledge bonus. After 6 months in the company of residents or former residents of a domain, this bonus increases to its normal level.

Healing Spells: The dark powers often seem to toy with a bard's ability to save others. When casting a healing spell a bard much take a caster level check versus DC 15 + the level of the spell to be cast. If this check fails, a bard fails to cast the spell. If DMs find this rule too harsh, one option would be to only apply it during dramatically appropriate moments. This has the advantage of giving the players the impression that the dark powers are fickle

The Mist Domain

The mist domain is primarily avaiable to clerics of Ezra. She matyred herself to the mists, to protect the innocent from the horrors that dwell there.

Granted Powers: The mists have become more familiar to you than to most, you are under the constant effect of endure elements.

Fear Not! (Sp): As a standard action, while within a misty area or the misty border of a domain you may grant all allies within 30 ft a +3 resistance bonus to Will saves. This effect lasts for rounds equal to your cleric levels.

Clinging Mist (Su): From 8th level, while in a misty area or misty border of a domain the mist clings and coils around you. Your miss chance while within mist is increased to 50%.

Domain Spells: 1st—obscuring mist, 2nd — fog cloud, 3rd— gaseous form, 4th— solid fog, 5th— mind fog, 6th— wind walk, 7th— greater teleport, 8th— screen, 9th— imprisonment.

Druid

Of the Land: A druid is more linked to the land they live in than others; as such they are more susceptible to the realms sinister nature. If a druid is within 10 miles of a sinkhole of evil or an area blighted by a hag, they sense and contact the corruption. They then take a will save with a DC depending on the intensity of the corruption (table below) If they fail their save their alignment moves one step along the morale axis toward evil;

Good -- >Neutral --> Evil

If they fail their save by 5 or more they are moved 2 steps along the morale axis to Evil. This effect lasts until the druid leaves the area but he only has to take this save once a day for a particular corruption; the druid is allowed a fresh save daily to regain their former alignment. Any bonuses or penalties that affect madness saves affect this save.

Sinkhole Rating 3	DC15
Sinkhole Rating 4	DC20
& Hag's Blight	
Sinkhole Rating 5	DC25

Spells: Magic is altered within Ravenloft in some cases. Please refer to the magic section.

Nature Bond: An animal companion is not a dread companion, but may be influenced by the darklord of a domain. If the druid's animal companion falls under a darklord's control, it flees confused away from its master for fear of harming them. It takes no action against its master and allies but can merely shadow their master at a distance. If a druid is or ever becomes evil their current animal companion flees, not to return. An evil druid may then attract a dread companion.

Woodland Stride: This ability does not allow a druid to cross closed domain borders.

Trackless Step: A druid with this ability may still be tracked by any creature with the Scent special.

Wildshape: A druid is limited in their choices of the forms they assume with Wildshape. They may only choose forms native to the domain that they are currently in. If the druid is of sufficient level they may always assume an elemental form. In addition to animals, when a druid uses Wildshape to function as any beast shape spell, they may assume the form of non-swarm vermin. You are still limited by the abilities granted by the beast shape

to slay a victim they must take a powers check for Premeditated Murder.

Cleric

Spells: Magic is altered within Ravenloft in some cases. Please refer to the magic section.

Deadly Performance: When a bard uses this ability

Hidden Soul: Clerics of an evil alignment may choose to worship a good deity or faith. Evil clerics of good deities or faiths may choose, as a neutral cleric does, whether to channel positive or negative energy. They may also choose, as a neutral cleric does, whether to spontaneously cast cure or inflict spells.

Higher Standards: When clerics of the good alignment make a powers check they do so at double the usual chance of failure.







spell and your choice in forms is still limited to creatures within the domain that they start the day in.

Venom Immunity: Does not render you immune to the effects of a closed domain border.

Fighter

Bonus Feats: Fighter adds Back to the Wall, Courage, Dead Man Walking and Jaded to their list of possible bonus feats.

Replace the current Bravery class feature with the below.

Bravery (Ex): Starting at 2nd level, a fighter gains a +1 bonus on Will saves against Horror and Fear (including magical fear effects). This bonus increases by +1 for every four levels beyond 2nd.

Monk

Still Mind: The bonus from Still Mind also effects Madness saves.

High Jump: The bonus granted to acrobatics checks from spending a point from a monk's ki pool is reduced to +10.

Purity of Body: This class feature does not protect a monk from diseases caused by a Darklord, a closed domain border or a curse (this includes lycanthropy).

Diamond Body: This ability does not render a monk immune to the effects of a closed domain border.

Abundant Step: This ability does not allow travel across closed domain borders.

Quivering Palm: In most cases use of this ability to slay a victim at a later time is consider Premeditated Murder and may require a powers check.

Timeless Body: A monk who gains this ability and reaches their appointed time of death from old age may be offered a deal of sorts from the dark powers. No direct communication with the dark powers occurs, but a week before the monk's appointed time of death from old age they know their time is near. At the moment of their appointed time of death they choose whether to remain alive. If they choose to remain alive their alignment shifts to evil and are now considered an NPC. Apply the Lich template to such an individual without the Rejuvenation supernatural ability. **Perfect Self:** A good or evil monk who gains this ability gains a reality wrinkle as an evil or good outsider. The initial radius of the wrinkle is 1,000ft per level. If the monk fails any powers checks, add 1d4 corruption points and halve the wrinkle's radius.

If a monk who chooses to remain alive after their appointed time of death with the Timeless Body class feature gains this class feature, their type still changes to outsider, but they must choose between their Lich damage reduction and the damage reduction. In addition such individuals gain 4 corruption points and halve the usual reality wrinkle radius.

Paladin

Paladins are a rare and special thing in Ravenloft, beacons of good and defenders of the ordinary folk of a realm. Unfortunately, shining so brightly, they attract the attention of not only the helpless, but also those who would stalk them. No one chooses the route of a paladin, it is merely who they are. In some cases a paladin may not even know that they are a warrior of light.

Higher Standards: When paladins make a powers check they do so at double the usual chance of failure.

Detect Evil: This ability functions as Detect Chaos or as Detect Evil in the case of evil outsiders.

Divine Grace: This ability has the additional effect of the paladin's charisma modifier being added as a sacred bonus to Diplomacy when dealing with those of a good alignment. This bonus becomes a penalty when dealing with those of an evil alignment.

Aura of Courage: The paladin remains immune to fear of a magical nature, but still must take Fear saves. They add a +2 sacred bonus to all such saves.

Divine Health: This class feature does not protect a paladin from diseases caused by a Darklord or curse (this includes lycanthropy).

Mercy: Mercy is somewhat strained in Ravenloft and cannot remove conditions inflicted by a Darklord, curse or interaction with a closed domain border.

Spells: Magic is altered within Ravenloft in some cases. Please refer to the magic section.

Divine Bond: If the paladin chooses to use this class feature to gain a mount, the mount is a dread companion.

The paladin may only use the celestial spirit section of this class feature if a close friend or loved one has died. The spirit summoned from the mists to aid the paladin is the spirit of this loved one. If a weapon bonded with a



spirit is destroyed, the paladin may call on another loved one to aid them; but the original spirit is now lost in the mist forever.

The paladin is under a -1 to all rolls in the 30-day period after losing their mount or spirit, not just attack and damage rolls.

Aura of Faith: This class feature only allows good-aligned individuals to treat their attacks as good-aligned.

Aura of Righteousness: This ability does not allow the paladin to ignore compulsion effects caused by a closed domain border.

Holy Champion: Upon gaining this class ability the paladin is under an effect similar to the spell Sympathy, with an area of 100ft around the Darklord of the domain as the target. This effect does not cause elation or positive sensations nor does it create a desire to touch or possess the Darklord. It does however cause the paladin to feel that a time of reckoning or their destiny approaches. The area of the effect moves with the Darklord and the paladin may take a DC 25 sense motive check to sense the direction the effect is in.

Disruption: The very presence of a paladin in their domain is an irritation to a domain's Darklord. The Darklord of a domain may make a sense motive check (DC 25- the paladin's level) to ascertain the paladin's location within their domain. The Darklord gains an approximate location within 1 mile ("in the town of Ludendorf" or "in the mountains to the north of Teufeldorf"), and may use this ability once a day. In the presence of a paladin a Darklord may ascertain that a paladin stands before them with a sense motive check (DC 20- the paladin's level). If the paladin reaches 20th level a Darklord at will knows the paladin's location automatically and within 100ft. The Darklord of a realm may not detect a paladin if they remain on hallowed ground.

Ranger

Solitary: Rangers as isolated figures have less experience with people and have often lost touch with the niceties of social interaction. Rangers have a -2 on all diplomacy, sense motive and linguistics rolls related to paperwork and documentation. In addition, unless or until a ranger's favoured terrain becomes urban they receive a -2 penalty on all perception rolls in a city or large town; as they are unaccustomed to its hustle and bustle.

Favoured Terrain: A ranger may still be tracked by any creature with the Scent special ability in their favoured terrain.

Hunter's Bond: In the case of bond with allies or hunting companions, the ranger must travel with or be accompanied by an individual for at least a week to grant that individual any bonus from this class feature. This is a matter of trust and instruction by the ranger.

An animal companion is not a dread companion, but may be influenced by the Darklord of a domain. If the ranger's animal companion falls under a Darklord's control, it flees confused away from its master for fear of harming them. It takes no action against its master and allies but can merely shadow their master at a distance. If a ranger is or ever becomes evil their current animal companion flees, not to return. An evil ranger may then attract a dread companion. In most towns a ranger with an obvious wild animal companion has their outcast rating increased by 1, domesticated animals cause no such effect.

Spells: Magic is altered within Ravenloft in some cases. Please refer to the magic section.

Woodland Stride: This ability does not allow you to cross closed domain borders.

Rogue

Greed: Rogues are prone to self interest and the dark powers are more aware of their wants than the wants of other individuals. When a rogue takes a powers check as a result of an action that the rogue knows will result in the gain of wealth, power or knowledge for them, increase the chance of failure by 2%.

Rogue Talents:

The following rogue talents and advanced talents are altered in Ravenloft

Bleeding Attack: Use of this bloody ability requires a powers check for grievous assault.

Crippling Strike: Use of this sadistic ability requires a powers check for Grievous Assault.

Add this rogue talent as an option for rogues.

Hold It Together (Ex): A rogue with this talent may delay the effects of a horror or fear save for a number of rounds equal to their Intelligence modifier. If a rogue is using this talent to delay one type of save they may not delay the other. This ability is usable once per save.

Master Strike: When a rogue uses the Master Strike ability to paralyze a victim they must take a powers check for Routine Torture. When a rogue uses this ability to slay a victim they must take a powers check for Premeditated Murder.



Sorcerer

Below is the mist bloodline; a new bloodline option for socerrers in Ravenloft. Also below are the changes to be made to current Pathfinder bloodlines in Ravenloft.

Spells: Magic is altered within Ravenloft in some cases. Please refer to the magic section.

The Mist Bloodline

Those who have become lost in the mist emerging in a new realm are never the same again. Their blood is changed; infused with the very stuff of the plane of dread. They often settle in their new domain and have children similarly tainted.

Class Skill: Survival

Bonus Spells: Obscuring Mist (3rd), See Invisibility (5th), Tongues (7th), Solid Fog (9th), Cloudkill (11th), Shadow Walk (13th), Insanity (15th), Screen (17th), Etherealness (19th).

Bonus Feats: Silent Spell, Dead Man Walking (RHB), Ghostsight (RHB), Ethereal Empathy (RHB), Mist Sense (VR Guide to the Mists), Spacial Fugue (VR Guide to the Mists), Misted Magic (VR Guide to the Mists).

Bloodline Arcana: Whenever you cast a spell of the Illusion school, you gain a 20% miss chance for 1 round/ level.

Bloodline Powers: You can call upon the fickle powers of the mists and the creatures that dwell within them.

Unnerving or Restive Touch (Sp): Starting at 1st level, you can make a melee touch attack as a standard action that causes a living creature to take a -2 morale penalty or +2 morale bonus to fear and madness saves for a number of rounds equal to 1/2 your sorcerer level (minimum 1). You can use this ability a number of times per day equal to 3 + your Charisma modifier.

At Home in the Mist (Ex): At 3rd level, you gain resist cold 5 and +2 morale bonus on survival checks. At 9th level, your resistance to cold increases to 10 and your morale bonus to survival increases to +5.

Part of the Mist(Sp): At 9th level, you can assume gaseous form for 1 round per sorcerer level every day. It is a standard action, which does not provoke an attack of opportunity, to assume this form. This duration does not need to be consecutive, but it must be used in 1 round increments.



Greater Part to Play (Su): At 15th level, the dark powers recognise that you have a part to play within the dread realms. Once per day, when an attack or spell that causes damage would result in your death, you may attempt a DC 20 Will save. If successful, you are instead reduced to -1 hit points and are automatically stabilized. The mists envelope you and you are transported to another domain within the realms (DM's choice).

Mistborn (Ex): At 20th level, you truly are a creature of the mists. You gain the Mist Subtype.

The Aberrant Bloodline

Long Limbs: Increase your Outcast Rating by 3

Unusual Anatomy: Requires you to drastically change your diet; slugs, animal brains, boneless seafood and offal, all raw, are now the only palatable foods. If you attempt to eat any other foodstuffs you are sickened for 12 hours. Your blood is now blue.

Aberant Form: Increase your Outcast Rating by 7.



The Abyssal Bloodline

Class Skill: Your bloodline class skill is Climb.

Your voice becomes husky and almost crackles like fire, increase your Outcast Rating by 2

Add 5% to all powers checks.

Bonus Spells: Every time you gain access to a new bloodline bonus spell, take a powers check as if you learned a new evil spell. If that spell is already evil double the chance of failure.

Each time you use a non passive infernal bloodline power take a 3% powers check.

The Arcane Bloodline

Class Skill: You may not choose Knowledge (the planes) as this class skill.

Arcane Bond: Any bonded object is a sinister possession and any familiar is a dread companion.

Arcane Apotheosis: Whenever you use this ability to spend less charges from magic items that require charges, you may instead tap into a pact made by the dark powers. Instead of sacrificing spell slots to retain a charge you may take a 3% powers check, if the use of this item requires a powers check add the 3% to that powers check. The dark powers only use this power to entice and you may no longer use it if you become evil.

Celestial Bloodline

Higher Standards: When a sorcerer with this bloodline make a powers check they do so at double the usual chance of failure.

Heavenly Fire: Use of this ability to heal may cause a Fear save among the people of Ravenloft.

Wings of Heaven: Wings gained from this bloodline ability are broken and pathetic to look upon. You may fly at a speed of 30ft with a maneuverability of clumsy.

The Destined Bloodline

Within Reach: If you make use of this bloodline ability, there is a 50% chance that, though you are saved, you are enveloped by the mist and transported to another domain. This occurs on the end of the round following the use of this ability, unless you are roused by an ally.

Destiny Realized: You may be detected by the Darklord

of a domain as a paladin of your level.

The Elemental Bloodline

Dread Element: All effects that you create where your element is used (spells, bloodline powers) are cosmetically changed.

Air Effects = Gouts of mists and fogs.

Earth Effects = Grave earth, bones and tombstones.

Fire Effects = Burning bones, flames and splinters of wood. Water Effects = Unclean volumes of blood.

The Fey Bloodline

Fey bloodline sorcerers are almost always changelings left in place of a normal child or born of an illicit affair. Either way the seelie or unseelie want them back.

Woodland Stride: Fey creatures can clearly see a trail a fey bloodline sorcerer has blazed. If you are travelling through undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) creatures of the Fey type have a +10 to detect and track you.

Fleeting Glance: Creatures of the Fey type may still see you and you are only granted a 20% miss chance when using this ability.

Soul of the Fey: When you use this ability to shadow walk or shadow walk by other means, all creatures of the Fey type within 10 miles know you have entered the plane of shadows.

The Infernal Bloodline

All Infernal bloodline sorcerers have a voice that rumbles like distant thunder; increase your Outcast Rating by 2.

Add 5% to all powers checks.

Bonus Spells: Every time you gain access to a new bloodline bonus spell, take a powers check as if you learned a new evil spell. If that spell is already evil double the chances of failure.

Each time you use a non passive Infernal bloodline power take a 3% powers check.

The Undead Bloodline

You have some telling link to your Undead bloodline, a deathly pallor or disturbing gaze, increase your Outcast Rating by 2.



Bonus Spells: Every time you gain access to a new bloodline bonus spell, take a powers check as if you learned a new Necromatic spell. If that spell is already necromantic double the chances of failure.

Each time you use a non passive infernal bloodline power take a 3% powers check.

Wizard

The wizard has the following changes to its class features in Ravenloft.

Spells: Magic is altered within Ravenloft in some cases. Please refer to the magic section.

Arcane Bond:

Any wizard's familiar is a dread companion.

Sinister Possession

In the case of a bonded item all such items are cursed by the Dark Powers and become a sinister possession. Sinister possessions are a lens and focus to a wizard's negative impulses, they are motivated by their own survival and being in the company of a wizard of power. Sinister possessions are always evil but do not impose negative levels on owners of a different alignment. Sinister possessions have a +5 to Ego. When it is first used by the wizard, roll once on the Intelligent Item Powers table and half the result for a free power (essentially results 01-50% are acceptable).

Wizards may use the sinister possessions of other wizards but must discard their own in order to do so. If a sinister possession's owner dies, or the item is replaced, the object reverts to being an ordinary masterwork item of the appropriate type, until it is picked up by another wizard (its personality, ego and powers remain the same). Discarding a sinister possession requires a will save versus the DC = Ego of the item; this may be attempted once per week. Sinister possessions of dead wizards often believe themselves to be those said same wizards trapped in an item.

Sinister possessions may once per day cast any one spell that the wizard has in his spellbook and is capable of casting, even if the spell is not prepared while in the wizards presence but of its own volition. This replaces a bonded item's ability to be used to cast such a spell. When the item is enchanted by the wizard, count the amount spent in enchantment as increases in the possession's intelligence, wisdom or charisma scores.



• Prestige Classes

In this section we see a number of unique paths for characters in Ravenloft to follow. These classes are varied and represent just a small section of the various organisations, ocupations and unfortunate circumstances that have a home in the dread realms.

The Anchorite

The Anchorite Order is the priesthood of Ezra. Ezra was a mortal woman who martyred herself to the mists to act as a guardian for mankind. Her anchorities have many roles. They are wandering priests, healers, scholars and pillars of communities. There are many fractured sects of Ezra with a variety of moral views and interpretations of her teachings; but all call on her aid from the mists.

Requirements

To qualify to become a member of the Anchorite Order, a character must fulfill all the following criteria.

Base Attack Bonus: +3.

Skills: Diplomacy 5 ranks, Knowledge (Religion) 5 ranks.

Special: Must be able to cast 2nd-level divine spells and channel energy. Must worship Ezra.

Hit Die: d8.

Class Skills

The cleric's class skills are Appraise (Int), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (Geography) (Int), Knowledge (Local) (Int), Knowledge (religion) (Int), Linguistics (Int), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Survival (Wis).

Skill Ranks per Level: 2 + Int modifier.

Class Features

All of the following are Class Features of the anchorite prestige class.

Weapon and Armor Proficiency: Anchorites are proficient with all simple weapons, light armor, medium armor, heavy armor and shields (except tower shields). They are also proficient with the longsword.

Heavy Metal: A member of the Anchorite Order may

not wear light or medium armour. Members of the order wear either heavy armor, to show the zeal of their order to act as protectors of the faith, or none at all to show their trust in the protection that Erza provides.

Evil Dead: Levels in the Anchorite Order stack for the purposes of the Channel Energy class feature. When a member of the order channels positive energy, this action only heals the living and does not effect undead. Do not count levels in this class for the purpose of the use of the Turn Undead feat.

Spells per Day : At the indicated levels, an anchorite gains new spells per day as if he had also gained a level in a divine spellcasting class he belonged to before adding the prestige class. He does not, however, gain other benefits a character of that class would have gained, except for additional spells per day, spells known (if he is a spontaneous spellcaster), and an increased effective level of spellcasting class before becoming an ancorite, he must decide to which class he adds the new level for purposes of determining spells per day.

Candle Communion (Su): Beginning at 1st level the anchorite may perform a ritual to contact another member of the clergy of Ezra, as if using the spell Sending once per day. The anchorite requires a quiet spot and a lit candle to perform this 15 minute ritual. It is required that the member of the clergy they wish to contact performs this same ritual (whether they have levels in the Anchorite Order or not) and at a preordained time, such as dusk. A Darklord may sever all such communication by closing the borders of their realm.

Detect Corruption (Su): With a successful DC 20 wisdom check, an anchorite can tell with a touch if a willing individual has ever failed a powers check and whether they are still upon the path of corruption. If this ability is ever used on a darklord or evil outsider they take 1d6 wisdom damage and must take a madness check (DC to be decided by the GM).

Shield of Ezra (Sp): At 3rd level the anchorite may spend one of their uses of channel energy, as a move action, to gain DR 5/silver for a number of rounds equal to their wisdom modifier. At 6th and 9th level this damage reduction increases by 5.

Ezra's Veil (Su): At 4th level, the anchorite gains a +4 bonus on saving throws against spells and spell-like abilities from the enchantment school.

See Invisibility (Sp): At 5th level the anchorite may cast See Invisibility at will as a spell like ability.

Mist Walking (Su): Once per month when reaching 7th level the anchorite may travel on foot from one domain to another adjacent domain by walking into the misty

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The Anchorite

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Level	BAB	Fort	Ref	Will	Special	
1	+0	+1	+0	+1	Heavy Metal, Evil Dead, Candle Communion	+1 Divine Casting
2	+1	+1	+1	+1	Detect Corruption	+1 Divine Casting
3	+2	+2	+1	+2	Shield of Ezra (DR 5/ silver)	+1 Divine Casting
4	+3	+2	+1	+2	Ezra's Veil	+1 Divine Casting
5	+3	+3	+2	+3	See Invisibility	+1 Divine Casting
6	+4	+3	+2	+3	Shield of Ezra (DR 10/ silver)	+1 Divine Casting
7	+5	+4	+2	+4	Mistwalking	+1 Divine Casting
8	+6	+4	+3	+4	Absolution	+1 Divine Casting
9	+6	+5	+3	+5	Shield of Ezra (DR 15/ silver)	+1 Divine Casting
10	+7	+5	+3	+5	Ezra's Will	+1 Divine Casting

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border. They may bring additional travellers up to their anchorite level in number. This does not allow access to other islands or clusters in the mists.

Absolution (Su): At 8th level, an anchorite may attempt to remove the first stage of corruption of a willing repentant individual. The target must attempt a DC 20 Will save to remove the corruption and receives a permanent negative level (even if he passes the Will save). This process takes a full night from dusk till dawn and may only be attempted by the anchorite once a month.

Ezra's Will (Su): A 10th level a member of the Anchorite Order may attempt to open the borders of a domain for 1 minute. The anchorite makes an opposed will roll against the darklord who has closed their domain. If the attempt fails and the anchorite is within the darklord's domain, the darklord knows the anchorite's exact location until dawn the following day. This ability may be used once per day.

The Avenger

The Avenger is a prestige class entered into by an individual who has suffered greatly at the hands of another. They have suffered a terrible emotional event such as the loss of a loved one to violence, financial ruin of a parent or kidnap of a child. They become filled with cold rage and determination to bring whoever is responsible to whatever justice they see fit.

Requirements

To qualify to become an avenger, a character must fulfill all the following criteria.

Base Attack Bonus: +2.

Skills: Survival 5 ranks

Feats: Weapon Focus (any type of sword)

Special: Must have suffered a great tragedy, such as the violent death of a loved one.

Hit Die: d10

Class Skills

The avenger's class skills are Climb (Str), Diplomacy (Cha), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Survival (Wis), and Swim (Str).

Skill Ranks per Level: 2 + Int modifier.

Class Features

All of the following are Class Features of the Avenger prestige class.

Weapon and Armor Proficiency: Avengers gain proficiency with all swords.

Nemesis (Ex): Some one person has done you a great wrong. Perhaps they have murdered your wife or perhaps they have ruined your father leaving him a shell of a man.

The Avenger									
Level	BAB	Fort	Ref	Will	Special				
1	+1	+1	+0	+0	Nemesis, Vengeance Feat				
2	+2	+1	+1	+1	Track, State of Focus				
3	+3	+2	+1	+1	Vengeance Feat				
4	+4	+2	+1	+1	I Will Find You!				
5	+5	+3	+2	+2	Vengence Feat				
6	+6	+3	+2	+2	Quarry				
7	+7	+4	+2	+2	Vengence Feat				
8	+8	+4	+3	+3	Tremendous Focus				
9	+9	+5	+3	+3	Vengence Feat				
10	+10	+5	+3	+3	Avatar of Retribution				

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This person is your nemesis and you have sworn to end them. You gain bonuses from this class when combating, following or dealing with your nemesis. If at any point your nemesis dies or it reveals that your nemesis was not the person ultimately responsible for your personal tragedy you may choose another who is responsible or wronged you in a similar fashion. If no such individual exists you do not receive any of the bonuses relating to your nemesis.

Vengeance Feat (Ex): At 1st level, and at every odd level thereafter, an avenger gains a bonus feat in addition to those gained from normal advancement. These bonus feats must be selected from those listed as combat feats, except in the case of feats in which you choose a weapon (such as weapon focus, improved critical, etc), in these cases the avenger must choose a sword of some sort.

Upon reaching 5th level, and 9th level, an avenger can choose to learn a new bonus feat in place of a bonus feat he has already learned. In effect, the avenger loses the bonus feat in exchange for the new one. The old feat cannot be one that was used as a prerequisite for another feat, prestige class, or other ability. An avenger can only change one feat at any given level and must choose whether or not to swap the feat at the time he gains a new bonus feat for the level.

Track (Ex): At 2nd level, the avenger adds half their level (minimum 1) to Survival skill checks made to follow or identify tracks. The levels from the classes that grant Track stack to determine the bonus to survival skill checks.

State of Focus (Ex): At 2nd Level, the avenger can enter a state of focus and concentration. Starting at 2nd level, an Avenger can Focus for a number of rounds per day equal to 4 + her Wisdom modifier. At each level after 2nd, they can rage for 2 additional rounds. Temporary increases to wisdom such as those gained from spells like Owl's Wisdom do not increase the total number of rounds that an avenger can focus per day. An avenger can enter a State of Focus as a free action. The total number of rounds of focus per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

When in a State of Focus an avenger gains a +4 morale bonus to her Strength, as well as a +2 morale bonus on Will saves and a +10 feet morale bonus to their base speed. When in this state of focus the avenger must choose a task to complete to the exclusion of all else, this task must be described in 25 words of less. Examples could be, *"Survive this battle to hunt down the Count Prenderville"* or *"Discover the entrance to the lair of the Beast of Pirate Bay"*. This state of focus may only be entered if the avenger has a current Nemesis.



I Will Find You! (Ex): At 4th level the Avenger may find the trail of their Nemesis. Spells and abilities that render their Nemesis's tracks unreadable, such as Pass Without Trace, the ranger's Favoured Terrain and the druid's Trackless Step, do not function as written and merely add +5 to the DC to follow and spot the tracks.

Quarry (Ex): At 6th level, an avenger can, as a standard action, denote one target within his line of sight as his Quarry. Whenever he is following the tracks of his Quarry, an avenger can take 10 on his Survival skill checks while moving at normal speed, without penalty. In addition, he receives a +2 insight bonus on attack rolls made against his Quarry, and all critical threats are automatically confirmed. An avenger can have no more than one Quarry at a time and the creature must be his nemesis or a known agent of his nemesis. He can dismiss this effect at any time as a free action, but he cannot select a new Quarry for 24 hours. If the avenger sees proof that his Quarry is dead, he can select a new Quarry after waiting 1 hour.

Tremendous Focus (Ex): When the avenger reaches 8th level when in their state of focus, the morale bonus to their Strength increases to +6; the morale bonus on their Will saves increases to +3 and the morale bonus on their base speed increases to +20 feet.

Avatar of Retribution (Ex): The avenger upon reaching 10th level becomes their own wrath incarnate. When in combat with their Nemesis or agents of their Nemesis they gain DR5/- and the effects of the Diehard feat. For the duration of the combat the avenger is immune to being stunned, dazed, panicked or frightened. In addition the avenger may treat any sword weapon they wield as having double the threat range of a weapon of that type and also its damage multiplier is increased by 1, when striking their Nemesis or agents of their Nemesis.

The Detective

Detectives are individuals who seek to solve mysteries. They can be employed by a local constabulary or merely given permision to proceed with their investigations. Often the more culturally advanced domains procduce such individuals; the city of Paridon for example puts great trust in their watch and the realm's greatest detective resides in Dementlieu.

Requirements

To qualify to become a detective, a character must fulfill all the following criteria.

Alignment: Any Lawful.

Base Attack: +3

Feats: Alertness

Skills: Sense Motive 5

Class Skills

The detective's class skills (and the key ability for each skill) are Appraise(Int), Bluff (Cha), Climb (Str), Craft (Alchemy) (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (Local) (Int), Knowledge (History) (Int), Lingustics (Int), Perception (Wis), Profession (Detective) (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str).

Skill Ranks at Each Level: 8 + Int modifier.

Class Features

All of the following are Class Features of the Detective prestige class.

Weapon and Armor Proficiency: Detectives gain proficiency with hand-crossbows, short-swords and saps. They also gain proficiency with light armor but not with shields.

Scene of the Crime (Ex): Detectives may assess a crime scene and discover some of the motives and small details



about the criminals involved. Each such check requires a perception check to assess the scene, the DC of this check is determined by the lack of evidence at a scene, the amount of time that has passed and the amount of obscuring irrelevant information at the scene. An easy scene is a DC 20 perception check (For example, where there is a corpse, the murder weapon and a calling card). A moderately difficult scene is a DC 25 perception check (a murder that has taken place in a stable, with a corpse and with the murder weapon missing). A difficult scene is a DC 30 perception check (the murder took place elsewhere and the body was moved to a crossroads, the body has no obvious cause of death and there is nothing stolen from the corpse).

Following the perception check the detective may make a Sense Motive check to ascertain the following.

Determine Race	DC 15
Determine Gender	DC 20
Determine Base Class	DC 25
Determine Vague Notion of Motive	DC 30

In the case of determining the motive, the detective ascertains whether the motive was Money, Revenge, Madness, Love, the threat of Violence, Self-Defence, Governmental (for example a soldier taking orders) or another general motivation determined by the GM. This check may by made only once per crime scene. You receive a +2 insight bonus to this check if you have previously investigated a scene caused by the same criminal, this is not cumulative.

Professional Courtesy (Ex): The detective finds it easier dealing with members of a law enforcement body or agency. This is a +2 insight bonus on Bluff, Diplomacy and Sense Motive when dealing with individuals in these organisations.

Fugitive Bonus (Ex): At 2nd level, the detective gains an insight into those he pursues. If the detective has investigated a crime scene and ascertained at least the criminal's base class or if the detective has followed an individual unseen for 12 hours, they gain an advantage in combating them. The detective receives a +1 bonus to attack rolls, combat maneuver rolls, combat maneuver defence and +1d6 precision based damage. This bonus increases at 5th level to +2 to attack rolls and +2d6 precision based damage and at 8th level to +3 to attack rolls and +3d6 precision based damage.

In addition the detective receives a +2 insight bonus on Bluff, Perception, Sense Motive and Survival when used against the target (this bonus does not increase with level). 21

Detection (Ex): The detective becomes a proficient alchemist at 3rd level. Using a detective kit (which costs the same as a masterwork alchemist kit) he may use the following effects from spells at will, these however are not spell effects and require 1 minute of concentration to set up using various chemicals. The detective may detect the lingering aura of magic and undead (though they may not understand their meaning if they have not encountered them before). They may also detect the lingering aura of evil outsiders and aberations, as *Detect Evil* (though they may not understand their meaning if they have not encountered them before). The detective may also *detect animals and plants*; and *detect poison* with this ability.

Investigative feat (Ex): At 3rd level the detective gains a bonus investigation feat with additional bonus investigation feats at 7th and 9th level. The bonus feats are drawn from the following list: Skill Focus (Sense Motive), Skill Focus (Perception), Alertness, Deceitful, Fleet, Persuasive.

Uncanny Dodge (Ex): At 4th level, a detective gains the class ability Uncanny Dodge as the barbarian class feature. If a detective already has Uncanny Dodge from a different class, she automatically gains Improved Uncanny Dodge (see below) instead.

Improved Uncanny Dodge (Ex): At 6th level and higher, a detective gains the class ability Improved Uncanny Dodge as the barbarian class feature. If a character already has Uncanny Dodge (see above) from another class, the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank the character.

Slippery Mind (Ex): At 10th level and higher, a detective gains the class ability Slippery Mind as the rogue advanced talents. If the detective already has the Slippery Mind advanced talent, they receive an additional +2 morale bonus to all Will saves.

You're Wondering Why I've Gathered You Here (Ex): The detective at 10th level gains an ability similar to the Bard's Fascinate bardic music special ability. The detective is required to expose an explanation of who he thinks is the perpetrator of a crime and the line of logic that brought the detective to this conclusion. The criminal in question is under a -5 penalty to break free of the fascination and the fascination lasts only as long as the detective remains explaining. This is a non-magical mindeffecting effect. The detective can use this ability times per day equal to their Int modifier.



The Night Lord								
evel	BAB	Fort	Ref	Will	Special			
1	+1	+1	+0	+0	Serve Me, Trample			
2	+2	+1	+1	+1	Twisted Minions			
3	+3	+2	+1	+1	Channel Energy (Neagative), Command Undead			
4	+4	+2	+1	+1	Know My Lord's Will, My Lord's Creature			
5	+5	+3	+2	+2	Serve Me In Death, My Lord's Favour			

The Night Lord

The night lord is a darklord's trusted lieutenant or thrall. They have shown promise by being violent or efficient in their Lord's service. They attract and control the brute squads and spy networks of their darklords and act as enforcers in their domains.

(This is intended as a NPC class and it is unlikely to find a long term player character night lord)

Requirements

Alignment: Any Evil

Base Attack Bonus: +7

Feats: Leadership, Mounted Combat

Skills: Knowledge (The Planes) 3, Ride 5.

Special: The night lord must have a patron darklord who has accepted them as a vassal or right hand man.

Class Skills

The night lord's class skills (and the key ability for each skill) are Handle Animal (Cha), Heal (Wis), Intimidate (Cha), Knowledge (the Planes) (Int), Knowledge (Local) (Int), Knowledge (Religion) (Int), Perception (Wis), Ride (Dex), Sense Motive (Wis).

Skill Ranks at Each Level: 2 + Int modifier.

Class Features

All of the following are Class Features of the night lord prestige class.

Weapon and Armor Proficiency: Night lords gain no proficiency with any weapon or armor.

Serve Me (Su): Beginning at 1st level, for the purposes of the Leadership feat a night lord may use their wisdom modifier in place of their charisma modifier.

Trample: At 1st level the night lord gains the Trample feat as a bonus feat.

Twisted Minions (Su): At 2nd level your minions become strong but at a cost to their souls and humanity. Any followers or cohorts you attract due to the leadership feat are always evil. They receive a +2 to their strength and constitution and -2 to a mental ability of your choice.

Channel Energy (Negative) (Su): At 3rd level the night lord may channel energy as an evil cleric of 2 levels lower. If they are already granted the ability to channel negative energy by another class, levels of night lord stack for these purposes.

Command Undead: At 3rd level, the night lord gains the Command Undead feat as a bonus feat.

Know My Lord's Will (Sp): At 4th level, the night lord may contact their patron darklord. The may use Sending as a spell like ability 3 times a day, with their darklord as the target.

My Lord's Creature (Su): At 4th level, the night lord loses 2 points of charisma permanently. They receive the Frightful Presence special quality, with a Will save DC of (DC 10 + 1/2 Level + Wis modifier). The night lord now no longer take Fear, Horror and Madness saves.

Serve Me in Death (Su): At 5th level, whenever one of the night lord's followers die, they may have them rise again as a Bloody Skeleton or a Plague Zombie. The night lord is then free to attract new followers. If the night lord's cohort dies they may have the cohort rise again as a Skeletal Champion. These undead are automatically under the night lords control.

My Lord's Favour (Su): At 5th level, a night lord gains a bonus equal to her Wisdom bonus (if any) on all saving throws. This does not stack with other class features that grant an untyped bonus equal to an ability modifier, but instead grants a +2 to the highest bonus.



The Stage Magician

Stage magicians can be found throughout Ravenloft. They are often found in travelling shows or circuses. They are often obsessed with their work and the manipulation of a crowd's perceptions. Stage magicians are frequently noticed by the dark powers for their unique skills in mesmerism. The dark powers regularly tempt such individuals with increased control over their audiences.

Requirements

To qualify to become a stage magician, a character must fulfil all the following criteria.

Skills: Bluff 4 ranks, Disguise 4 ranks.

Special: Bardic Performance, Well-Versed

Hit Die: d8

Class Skills

The stage magician's class skills (and the key ability for each skill) are Appraise(Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Intimidate (Cha), Knowledge (Arcana) (Int), Knowledge (Nobility) (Int), Knowledge (Local) (Int), Lingustics (Int), Perception (Wis), Perform (Cha), Profession (Stage Magcian) (Wis), Sense Motive (Wis), Sleight of Hand (Dex), Spellcraft (Int), Stealth (Dex), Use Magic Device (Cha).

Skill Ranks at Each Level: 6 + Int modifier.

Weapon and Armor Proficiency: Stage magicians gain proficiency with all whips and no armor.

Spells per Day: At the indicated levels, a stage magician gains new spells per day as if he had also gained a level in an arcane spellcasting class he belonged to before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained, except for additional spells per day, spells known (if he is a spontaneous spellcaster), and an increased effective level of spellcasting. If a character had more than one arcane spellcasting class before becoming a stage magician, he must decide to which class he adds the new level for purposes of determining spells per day.

Hypnotisim: The stage magician has the Hypnotisim feat as a bonus feat. The stage magician may also use Perform (Oratory) in place of the Heal skill for the purposes of Hypnotism. A stage magicians Hypnotism attempt take 15 minutes.

Ventriloquism (Sp): Whenever you use the Mage Hand 0 level spell you may simultaneously use the Ghost Sound 0 level spell, to make an object move, react and speak as if it were alive. You may make +2 on bluff checks for such a use with a puppet.

Puppet Master (Ex): At 2nd level the stage magician gains the ability to plant a trigger in any subject that they have successfully hypnotised before. The trigger may be one of the following; a gesture, word or piece of music. There are two uses of this effect, the trigger may cause a target to perform an action as the spell suggestion or to cause the target to fall into a hypnotic state. The stage

					The Stage Magician	
Level	BAB	Fort	Ref	Will	Special	
1	+0	+0	+1	+1	Hypnotism, Ventriloquism	+1 Arcane Casting
2	+1	+1	+1	+1	Puppet Master	+1 Arcane Casting
3	+2	+1	+2	+2	Dummy	+1 Arcane Casting
4	+3	+1	+2	+2	Rushed Mesmerist	+1 Arcane Casting
5	+3	+2	+3	+3	Gaudy Magic	+1 Arcane Casting
6	+4	+2	+3	+3	Magic Cabinet	+1 Arcane Casting
7	+5	+2	+4	+4	Alter Self (at will)	+1 Arcane Casting
8	+6	+3	+4	+4	Mass Puppet Master	+1 Arcane Casting
9	+6	+3	+5	+5	Hide in Plain Sight	+1 Arcane Casting
10	+7	+3	+5	+5	House of Wax	+1 Arcane Casting



magician may only plant one such trigger in an individual and if the trigger is pointed out to the individual they may make a save versus the stage magician's original skill check result to shake off the trigger temporarily. If the individual shakes off the trigger 5 times, the trigger is no longer in place. This is a mind affecting effect.

Dummy (Su): The stage magician gains a homunculus dread companion. They notice their ventriloquist dummy has gotten up and started walking or that one has arrived. This homunculus is always mute and has no fly speed. The stage magician suffers no damage if the homunculus dies and if it does die, an identical replacement arrives in one week. The stage magician may improve the homunculus by adding HD using the Craft (leather) skill but does not require the craft construct feat or any of the prerequisite spells. Such HD cost 2,000 gp.

Rushed Mesmerist (Ex): At 4th level the stage magician gains the ability to make a hypnosis attempt as a full round action.

Gaudy Magic (Su): At 5th level the stage magician's spells become more flamboyant and exciting. Any spell with a visual display has the appearance of that effect doubled. For example Glitterdust has a 10-ft.-radius spread of the effect of the spell. If the stage magician casts Glitterdust the creature affected by the spell remains the same, but the visual display of the spell is increased to a 20ft-radius spread. This ability may not be suppressed.

Magic Cabinet (Su): The stage magician at 7th level can construct a pair of magical cabinets, these cost 1000 gp each. These cabinets, once the door is closed, act as the spell *Teleportation Circle* 3 times per day. The cabinets are large enough to accommodate one medium individual with a medium load and will only function if there is a single creature within. Every time the teleportation effect is used in a day there is a cumulative 1% chance that a clone, as the spell Clone, will be created. As with all clones within Ravenloft, if the original remains alive the clone created is evil and driven to destroy the original.

Alter Self (Sp): At 7th level the stage magician may cast *Alter Self* at will as a spell like ability.

Mass Puppet Master (Ex): At 8th level the stage magician can plant a trigger in the minds of an audience that they are performing before as the Puppet Master class feature. The GM may give the stage magician an average DC for an audience and may require additional rolls for strong willed NPCs and for players. This is a mind affecting effect.

Hide in Plain Sight (Su): At 9th level, a stage magician can use the Stealth skill even while being observed. As long as he is within 10 feet of some sort of shadow, a stage magician can hide himself from view in the open without having anything to actually hide behind. He cannot, however, hide in his own shadow.

House of Wax (Su): When a stage magician reaches 10th Level, once per day they may create a Simulacrum, as the spell Simulacrum, out of wax. This duplicate is unaware of its nature and if created with a vial of the original's blood as a component; has all the memories of the original when the blood was drawn. Only one such duplicate of a individual creature can be created at any one time. The process of creating this duplicate takes 1 hour to complete and requires 100gp in components no matter the HD of the duplicate created. The wax duplicates have a vulnerability to fire. Take the stage magician's character level as the caster level for the purposes of limiting who the magician can create a simulacrum of. The magician may only create duplicates of medium or small creatures.





The Scholar

The scholar is a common sight in the more culturally advanced domains in the dread realms. Scholars tend to generalise rather than specialise in any particular area of study. They are often librarians or acedemics, but their studies often lead to dark places that are best left alone.

Hit Die: d6.

Requirements

To qualify to become a Scholar, a character must fulfill all the following criteria.

Skills: Linguistics 3 ranks, Knowledge (any two) 3 ranks in each.

Feats: Skill Focus (any two Knowledge skills)

Class Skills

The scholar's class skills (and the key ability for each skill) are Appraise (Int), Diplomacy (Cha), Craft (Bookbinding) (Int), Knowledge (all skills taken individually) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (usually Librarian, Academic or Scribe) (Wis), Sense Motive (Wis) Skill Ranks at Each Level: 6 + Int modifier.

Class Features

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All of the following are Class Features of the Scholar prestige class.

Weapon and Armor Proficiency: Scholars gain no proficiency with any weapon or armor.

Scholar's Knowledge (Ex): A scholar adds his class level to all Knowledge skill checks and may make all Knowledge skill checks untrained. Levels in this class stack with levels in any other class that grants Bardic Knowledge, but does not grant the Bardic Knowledge class ability itself.

Book Learning (Ex): A cholar may learn how to speak a language without being exposed to conversation, they may instead consult the written word for a month.

Librarian (Ex): The scholar gains a specialised library, they must house this library in an abode or a carriage. Choose one Knowledge skill or Linguistics (when deciphering writing or a message in an unfamiliar or archaic language), you have +4 insight bonus to your chosen skill check when consulting the library for at least 3 hours.

Area of Study (Ex): A scholar at 2nd level gains access to an additional class skill. This class skill relates to a single area of study that the scholar chooses from the following list,

Biology - Heal

Chemistry – Craft (alchemy)

Education - Intimidate

Geography - Climb

Life Science - Survival

Physics - Fly (though the means must be provided).

Sociology – Bluff

Educated (Ex): From 3rd level, the scholar treats their Intelligence score as 2 points higher for the purpose of acquiring skill ranks each level. This ability affects skill ranks gained this level.

Improved Skill Focus (Ex): At 4th level, whenever the scholar receives a bonus from the Skill Focus feat, they receive an additional +1 to that bonus.

Head Librarian (Ex): At 5th level, the scholar may choose two additional Knowledge skills or linguistics (when deciphering writing or a message in an unfamiliar or archaic language) to be affected by the Librarian class ability. In addition the scholar need only consult their library for an hour to receive the insight bonus. Effects of this class ability do not stack. Each time you choose a skill check type, it applies to a new type of skill check.

Wary Intellect (Ex): At 5th Level, the scholar may add their Intelligence modifier as an insight bonus to Fear, Horror and Madness saves.







These are additions and changes to the powers check system as featured in the RHB.

Creating Evil Magic Items

Crafting an evil magic item carries a significant chance of failure of a powers check. An evil magic item, unlike a spell, remains to cause more harm over and over again. Powers checks for crafting an evil magic item are equal to the combined chance of failure for all spells needed to craft the item. If the item is reusable, divide the cost to craft the item by 150 (rounding up) and add this figure to the total chance of failure.

For example a wizard wishes to craft a Hand of Glory, which requires the spell Animate Dead. This is a 4th level spell for the wizard and so has a 4% powers check. In addition this item can be reused; the cost to craft the item is 4000gp. 4000 divided by 150 equals 27 (rounded up). The total powers check for creating this item is 31% (27+4). These are additions, changes and a general guide on how magical effects are altered in Ravenloft. For a more comprehensive list of changes to particular spells, please refer to the RHB.

Death Effects and Negative Energy

Using negative energy to harm or kill another is considered a form of assault or murder. Add 2% to any powers check caused by such an action.

Any creature killed by a spell with the death descriptor or by negative energy has a 50% chance of rising again as an undead creature of the GM's choice.

Divination

Divining one's future in Ravenloft is an unreliable art. Spells such as Augury, that attempt to discover something of the future, automatically fail or produce a reasonable but misleading version of events or advice. Full vistani are the only individuals to avoid this muddling of divination.





Spells that scry or sense locations or creatures at a distance, such as Arcane Eye or Scrying, produce a scrying sensor near the target. Such a sensor is visible with a DC 18 Perception check. Effects that target the senses (for example gaze attacks and bardic performance effects) will be able to affect the diviner as if they were present.

Evil

All spells with the evil descriptor require a powers check. Spells with the evil descriptor are heightened by one level without cost, a domain or the plane itself may further enhance these spells in some cases.

Mind Affecting

In Ravenloft if you compel a creature to commit an act through mind affecting means, it is you who are responsible for the act. As such if you cause a creature you have magically dominated or hypnotised to murder then it is you who are required to take a powers check for murder.

Whenever you are trying to affect a mind already controlled or influenced by a darklord, add that darklord's charisma modifier (if positive) to the target's Will save.

The dark powers of Ravenloft have allowed undead creatures with intelligence scores to project false thoughts if it is aware that its thoughts are being read.

Any attempt to contact an alien mind, such as the mind of an aberration, an elemental, an outsider, a plant or a creature suffering a madness effect, may result in a Madness save.

Illusion (Shadow)

When dealing with shadow magic in Ravenloft, apply the Empower Spell metamagic feat. However when such magic ends, the caster must make a Will save versus their own spell DC. If they fail, the spell creates a free willed and hostile Shadow with HD equal to the spell level.

Necromancy

In Ravenloft, necromancy is playing with the very nature of life and death and the energies that control it. Any necromancy spell, that doesn't create undead or require you to manipulate your own or another's life-force, does not require a powers check (such as Deathwatch or Halt Undead). All other necromancy spells are empowered as if affected by the Empower Spell metamagic feat and require a powers check equal to their spell level. If a spell is both necromantic and evil, the powers check is equal to twice its spell level.

Using Extra Dimensional Spaces

Extra dimensional spaces, such as the spell Rope Trick or a bag of holding, are not considered separate to a domain. Divination spells still function on objects and creatures within the space.

Extra dimensional spaces that have multiple entrances and exits in different domains or are particularly large or comfortable, often attract the attention of the dark powers. While within such a space, a failed powers check results in the space being formed into a domain with the individual who failed the powers check as its darklord. These spaces may not be accessed if a domain's border is closed.

Teleportation

No spell below 6th level may cross a domain border; spells above this level may do so but may only span one domain at a time. For example if you wish to teleport to Lamordia from Mordent, you must first teleport to the intervening domain Dementlieu. No spell may teleport into a domain with a closed border.

Transmutation

In Ravenloft, a creature that must go through a physical or magical transformation, such as changing shape if a werewolf or coming under the effects of a Baleful Polymorph spell, goes through a painful, bone crunching and horrific display when changing shape. This process causes the creature transforming great discomfort but no actual pain. During the change, the changed creature must take a DC 15 Fortitude save or become shaken for 1d4 rounds. Individuals observing the transformation must make a Horror save DC 15. Voluntary transformations such as that of a natural werewolf have no debilitating effects but may still provoke a Horror save in observers.

Weather

Darklords with control of weather within their domains may cause any weather effecting spell to succeed or fail to any degree. These darklords are also aware when such spells are cast but not the location or identity of the caster.

