Sword & Sorcery

Dungeons & Dragons Campaign Setting

Ravenloft

Denizens of Darkness™

Core Rulebook

Ravenloft® Denizens of Darkness™

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Ravenloft® Denizens of Darkness™

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Introduction

When I was a child, my mother told me stories of creatures that would come in the night and sit upon the chest of sleeping people. There, that strange demon would cause the poor victim's dreams to become twisted and foul. Those demons were called nightmares or dreamstalkers. But I am grown, now. I am no longer a child. I know the truth. I know what my mother was telling me weren't just stories. They were warnings.

Dr. Rudolph van Richten

This is a book filled with creatures that populate the Dread Realms of the land called Ravenloft. These tortured lands contain many familiar monsters, but they also serve as home to many more denizens – both living and undead – who differ from their counterparts in other, safer lands. **Denizens of Darkness** offers a parade of beasts and boon companions, of monsters and madmen, of nightmares and day terrors. Sit back (but don't make yourself too comfortable) and enjoy the show.

Presenting a Gothic fantasy

Adventures that take place within the Mists of Ravenloft should mirror the unique and exotic flavor of the Dread Realms. Players and DMs alike need to savor the tang of fear and palpable terror that marks a game that takes place in a dark fantasy or Gothic fantasy setting.

Brooding castles, blasted moors, howling wolves, winds of ill-omen, things that go bump in the night and things that kill you in terrible ways all belong in a Ravenloft setting.

Even creatures that seem familiar at first glance grow just a little more sinister, a little more deadly and menacing when placed in the context of the Dread Realms.

Yet horror is more than blood and gore. The chill that runs down your spine as a footfall outside the bedroom door awakens you when you know you're alone; the sudden blast of thunder that jars you to the bone as you cross a deserted field in search of shelter; the gnawing sensation that "something" is watching your every move - all these elements build a sense of true fear. This is the "feel" of Ravenloft.

Here are a few hints as to how to make "common" monsters uncommon and downright scary.

Aberrations

Some creatures defy the mind's ability to cope with them. Slithering terrors, night horrors, alien abominations too grotesque to contemplate, much less encounter, belong in the category of monsters called "aberrations." The tales of H. P. Lovecraft provide a good example of unfathomable horrors. Gothic fantasy does not shirk from depicting the utter "otherness" of these beasts. In Ravenloft (or any other dark fantasy setting), player characters should find their sanity challenged whenever they encounter one of these strange and mind-shattering creatures.

Animals and Beasts

Though many "normal" creatures dwell within the Dread Realms, nature has a way of succumbing to the corruptive atmosphere spawned by the Dark Powers. Many animals and beasts have altered their traits in sinister and deadly ways, becoming preternatural threats to even the most intrepid adventurers. The sense of witnessing "nature-gone-awry" should permeate encounters with many of the animals in Ravenloft. Dogs, cats, bats, and horses cannot be considered harmless in the land of the Mists.

Constructs

The desire to play god and fashion "living" creatures out of unliving matter reaches its culmination in the Dread Realms. Golems and other unnatural constructs exhibit their own unique tendencies and forms in the Ravenloft setting. Rather than becoming animate through a tedious and expensive process, many Ravenloft constructs gain a semblance of life solely from the focused will and dark desires of their creators. Chapter Five of the **Ravenloft** source book contains valuable information on the unique properties of constructs in the lands of Dread.

Dragons

While you will not find dragons explicitly detailed in this book, the *Monster Manual* has enough extensive information on these winged powers for enterprising DMs to adapt them to a Ravenloft campaign. Dragons in Ravenloft represent the destructiveness of nature and the supernatural. Like forest fires, hurricanes and volcanic eruptions, dragons seem unstoppable and uncontrollable. In the Realms of Dread, they exercise both terror and dark fascination.

Elementals

Normally encountered only when summoned by those with sufficient power to do so, elementals in Ravenloft reflect the doom-laden and morbid nature of the region. Instead of the usual elements of earth, water, fire or air, however, Ravenloft elementals exemplify the omnipresent corruption of these natural substances. The differences between a "standard" earth elemental and a grave elemental from the Dread Realms may be subtle, but they are both distinctive and unforgettable.

Fey

The elusive fey of the Shadow Rift and other parts of the Dread Realms share the dark, sinister qualities of Ravenloft. Immortal spirits of nature, the fey encountered in the lands of Dread exemplify the non-human and inhuman aspects of nature. When fey "die," their bodies revert to some natural form — a pool of water absorbed by the earth, a heap of dead leaves and faded flowers, a dark mist or some other manifestation of nature. Encounter-

ing the fey in Ravenloft should result in both a new respect for and an abiding terror of these "fair folk."

Giants and Humanoids

Ravenloft contains many creatures that walk on two legs and share many outward traits with humans. Do not make the mistake of assuming that the similarity leads to compatibility. Many human-appearing creatures in the Dread Realms take advantage of their resemblance to prey upon unsuspecting men and women. Hideous moor men, and normal-appearing Quevari villagers have one thing in common — they are decidedly *not* human except in superficial ways. The shock value inherent in discovering the hidden (or not-so-hidden) predator or the wolf-in-human-clothing is an essential part of adventuring in the Dread Realms. DMs should emphasize both the things that link these creatures to humankind and the perilous qualities that separate them from humanity.

Magical Beasts

Ravenloft has its share of creatures that embody the ambient "magic" of the Dread Realms. While many of these beasts may present travelers with physical threats, some of them serve as guardians and do not inflict a sense of spiritual erosion upon those who encounter them. Others, however, do possess more than a glimmer of dark sorcery and combine genuine physical peril with spiritual and psychic danger.

Monstrous Humanoids

Like humanoids, monstrous humanoids have a few things in common with humans — but only a few. Like the humanoid denizens of the Dread Realms, these creatures tend to prey upon humanity. Encounters with enigmatic snake-women and similar creatures should leave survivors with a sense that they have touched upon something foul and dangerous, yet with enough similarities to humans to cause extreme discomfort and provide more than a few nights of uneasy sleep.

Oozes

Some "monsters" in the Dread Realms are simply disgusting. Oozes and other bizarre entities are creatures only in the broadest sense of the word. Encounters with these oddities provide a perfect opportunity to drive home the concept of visceral horror.

Plants

Like the animals of Ravenloft, plants take on the nature of their environment. Even more so than animals, plant life in the Dread Realms draws sustenance from the earth itself, absorbing the pervasive stench of evil through root and leaf. Many plants, though not "intelligent," harbor a malevolence toward anything that threatens their territory. Some plants have evolved from magical sources and offer even greater threats than merely twisted flora. Adventurers should be aware of the fact that whenever they carve their way through the overbrush, the foliage may very well carve back.

Shapechangers

Shapechangers, from lycanthropes to red widows to doppelgangers, inhabit the borderline between human-seeming and truly other. Shapechangers, like humanoids, bear distinct similarities to humans — but the differences far outweigh the likenesses. Most shapechangers embody some exaggerated aspect of humanity's less savory side — greed, anger, lust or sloth. Encounters with shapechangers should serve as mirrors of humanity's hidden potential for beastliness or savagery.

Vermin

Rats, parasites, insects and other creeping, crawling or slithering horrors occupy the underbelly of Ravenloft. Wherever death and disease run rampant, travelers face the possibility of encounters with hordes of vermin. Like oozes and other relatively mindless creatures, vermin emphasize the underlying decay at the heart of the Dread Realms.

Undead

The word "Ravenloft" conjures up images of vampires, shadows, zombies and other members of the walking dead. The Dread Realms spawn hordes of undead, some found in most fantasy settings, but many unique to the world of Ravenloft. From the elegant and notorious Strahd to the pitiful halfling vampire, from the malicious corpse candle to the merciless Jolly Roger, the undead stream past in an endless array of forms and manifestations. This is the heart of Ravenloft, the terror that lurks in the breast of all adventurers in the Dread Realms — the fear that one night they, too, may walk the path of the living dead. This is Gothic fantasy at its very best and most chilling.

How to Use This Book

The creatures contained within these pages do not begin to cover all the wonders and terrors that inhabit the Dread Realms. Instead, you can find a sampling of monsters that provide something for your Ravenloft campaign or, with minimum modification, for any dark fantasy setting.

Because an extensive, though outdated, catalog of creatures for the Ravenloft setting already exists, we have decided to bring many of the inhabitants of the Dread Realms up to date. This book, therefore, contains revised statistics and descriptions for a large sampling of Ravenloft's classic monsters, bringing them in line with the **d20™** system and the **Ravenloft** source books. In addition, there are a few surprises — new creatures to place in your Ravenloft campaigns.

The monsters in this book are presented in alphabetical order and appear in one of three basic forms - unique creatures, multi-part monsters and templates. Unique creatures have one set of statistics along with a written commentary on their appearance, habits and combat tactics. Multi-part monsters consist of several types or sub-types. Statistics for each type are given, followed by commentaries on each of the types as well as some general information. Creatures such as vampires and other complex monsters employ a template format similar to those depicted in the Appendices of the *Monster Manual*.

Feel free to experiment with the information presented in these pages. We have given you guidelines, but you need to add your own touches to these creatures.

What You Won't Find

In order to make full use of the material in this book, you will need the **Ravenloft** source book as well as the *Monster Manual*. The *Players Handbook* and *Dungeon Masters Guide* are also full of information that can help you fill in any gaps you might find. Some entries contain references to the *Monster Manual* in order to avoid excessive repetition or for explanations of certain special abilities, maneuvers or powers.

Many common monsters are not included in this book.

You will not find generic skeletons or zombies. The *Monster Manual* provides enough information on these monsters for you to build your own variants. In the same fashion, the **Ravenloft** source book contains plenty of information on other inhabitants of the Dread Realms. Hags, mummies and liches receive comprehensive coverage in that source book and, because of this, are not contained in this volume. Instead, you can find a host of other creatures less common to other environments but which impart a special element of fear to the lands of Ravenloft.

DENIZENS of DARKNESS™

Akikage (Shadow Assassin)

	Medium-Size Undead (Incorporeal)
Hit Die:	6d12 (39 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	40 ft.
AC:	14 (+3 Dex, +1 deflection)
Attacks:	2 incorporeal touches +6 melee
Damage:	Incorporeal touch 2d6 cold
Face / Reach:	5ft. by 5ft. / 5 ft.
Special Attacks:	Sneak attack +2d6, freezing strike
Special Qualities:	Undead, incorporeal, invisibility, +1 turn resistance
Saves:	Fort: +5, Ref +8, Will +8
Abilities:	Str -, Dex 17, Con -, Int 12, Wis 16, Cha 13
Skills:	Hide +11, Intimidate +7, Jump +6, Listen +9, Search +7, Sense Motive +9, Spot +9, Tumble +5
Feats:	Blind-Fight, Improved Initiative
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Usually lawful evil
Advancement:	7–10 HD (Medium-size)

Akikage (ah-ki-ka-gee) are dreaded undead creatures spawned from ninjas and assassins who died while trying to destroy a specially assigned victim. Restless spirits who failed in their tasks, they rise from their graves, obsessed with fulfilling their uncompleted missions. Once found only in the domain of Rokushima Táiyoo, they have spread to other lands. Usually an invisible, intangible spirit, when seen, an akikage looks like it did in life but is constantly surrounded by thick smoke and mist, rendering it gray and indistinct. It usually appears in assassin's garb, hiding its features.

An akikage can understand any language it did in life. The creature never speaks, always remaining silent.

Combat

An akikage remains obsessed with fulfilling its unfinished mission. It is extremely difficult to distract it from its singular purpose. Because the creature can become *invisible* at will, almost every attack it makes is a sneak attack. One of its favorite tactics is to become *invisible*, move away from opponents awaiting another attack, then strike again without notice.

Freezing Strike (Su): An akikage can attempt to stun or kill its victims through its chilling, incorporeal touch attacks. The akikage can make this attack six times per day, once per round. If the creature misses, the attempt is ruined.

An opponent struck by the freezing strike must make a Fortitude saving throw (DC 14), in addition to receiving normal damage. Failing the save indicates that the opponent is stunned for one round. This attack affects any creature susceptible to cold, including those otherwise immune to critical hits.

If the akikage scores a critical hit with its freezing strike, the creature has struck its target in the heart. The unfortunate victim must make a Fortitude saving throw (DC 14) or die in 1d3 rounds of agonizing, chilling pain. An autopsy reveals that the victim's heart has been frozen solid. Creatures protected from or immune to critical hits are also immune to this aspect of the attack.

Sneak Attack (Ex): An akikage sneak attacks its opponents like a rogue. Any time the akikage's target would be denied a Dexterity bonus to AC

(whether he has a bonus or not) or when the akikage flanks its target, the akikage deals +2d6 extra damage.

The akikage can only sneak attack a living creature with a discernable anatomy – undead, constructs, oozes, and plants lack vital areas to attack. Any creature immune to critical hits and any creature with concealment is also immune to sneak attacks. An akikage can sneak attack other incorporeal creatures, since they share its same substantive state.

Undead: Akikage are immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. They are not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Incorporeal: Can be harmed only by other incorporeal creatures, +2 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and its attacks pass through armor. Always moves silently.

Invisibility (Su): An akikage can turn *invisible* as per the spell on its turn, as a free action. As with the spell, the akikage appears once it makes an attack. Thus, an akikage constantly appears and disappears during a fight.

Animator

Animators are malevolent spirits that can infuse objects with their dark life-essence and cause them to move about like puppets. These spirits animate objects to spread fear, protect their wards, and keep their wards producing negative emotions.

When not inhabiting an object, an animator is a malevolent entity, prone to fits and tantrums. It is an invisible, incorporeal force that draws sustenance from negative emotions, such as fear, hatred, jealousy, and greed. It has no shape or substance. If seen through spells that detect invisible objects, it appears only as a vaguely defined mist.

Since animators feed off of negative emotions, they are drawn towards people that are surrounded by these emotions. Some follow murderers or thieves, since these individuals are beacons of hate and greed. Others continually haunt innocents, continuing to live off of their fear. These individuals are called the animators' *wards*. When an animator selects its ward, it merges with an object of personal significance to the ward. Once merged, it seeks to protect the source of the emotions that drew its attention. Though this may seem benevolent, an animator's "protection" is entirely selfish. An animator is likely to violently lash out at anything that draws its ward's attention away from itself.

Creating an Animator

"Animator" is a template that can be added to any non-magic object (referred to hereafter as the "base object"). An animator is unlikely to merge with an object that lacks a potential for violence, however. The base object becomes an animated object (see the *Monster Manual*), but its type changes to "undead." The creature uses all the base object's statistics and special abilities except as noted here.

Hit Dice: Increase to d12

Speed: Same as the base object

AC: The base object gains a +2 deflection bonus due to the animator's protection.

Attacks: Same as the base object

Damage: Same as the base object

Special Attacks: An animator retains all the special attacks of the base object and also gains those listed below. Saves have a DC of 14 + animator's Charisma modifier unless noted otherwise.

Animate Object (Su): This ability is similar to the spells *animate objects* and *animate rope*. The animator merges with the target object, turning it into an animated object. An animator must have a minimum Charisma of at least 8 to animate a Tiny object, 10 for a Small object, 12 for a Medium-size object, 14 for a Large object, 16 for a Huge object, 18 for a Gargantuan object, and 20 for a Colossal object (such as a manor).

Unlike standard animated objects, an animator cannot cause rigid materials to bend or flex; it could not, for example, cause a normal table to walk on its legs. It can, however, possess "objects" made up of several linked pieces, such as a chain, a suit of armor, or a jointed doll. Thus, few animated objects possess the Improved Speed ability.

Telekinesis (Su): An animator can use *telekinesis* three times per day. This effect is similar to the spell as cast by a 8th-level sorcerer, but can only target the object the animator currently inhabits.

Emotion (Su): Animators can influence their ward's emotions to goad them into situations that will produce more negative feelings. If necessary, an animator will use this ability to heighten its ward's effectiveness in combat, hoping to protect it. This ability acts like the *emotion* spell as cast by an 8th-level sorcerer. Animators can invoke this power as a standard action, at will.

Special Qualities: An animator retains all the base qualities of the base object and those listed below, and also gains the undead type. Animators are naturally invisible and incorporeal only when not animating an object.

Ward (Su): All animators must feed from a being that frequently produces negative emotions such as hate, fear or jealously. An animator is under no compulsion to obey its ward's commands. If an animator is separated from its ward by more than 60 feet, or if its ward ceases to feel the emotions the animator craves for more than a day, the animator suffers 1 point of effective Charisma drain per day until it is rejoined with its ward or seeks out another. Lost Charisma points are regained at the rate of 1 per day once the animator has a new ward.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will. Always moves silently.

Natural Invisibility (Su): This ability is constant, inherent, and not subject to the *invisibility purge* spell.

Saves: Same as the base object

Abilities: The base creature's Strength increases by +2. An average animator's mental ability scores are Intelligence 15, Wisdom 12, Charisma 12.

Skills: The animator has the following base skills: Bluff +10, Hide +5, Intimidate +10, Listen +5, Search +7, Sense Motive +10, Spot +5. An animator's Hide skill is modified by the base object's size and Dexterity.

Feats: Animators gain Improved Initiative and Iron Will.

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: Same as the base object +1

Treasure: None

Alignment: Always chaotic evil

Advancement: None

Animator Weaknesses

An animator cannot merge with any object currently under the effect of any spell, including magic objects. *Dispel evil* instantly drives an animator out of its object with a successful melee touch attack. An animator is not harmed if it is driven out of an object or if the object it has merged with is destroyed. Spells such as *soul bind* and *trap the soul* can imprison an animator indefinitely. Animators can be turned or rebuked as 8 HD undead.

To destroy an animator, it must be magically trapped in an object (such as by placing it in an *anti-magic field*); the object must be destroyed while the animator is still trapped.

Sample Animator

This example uses a Tiny animated object (a scarf) as the base object.

Tiny Animator

	Tiny Undead
Hit Dice:	1/2 d12 (3 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	40 ft.
AC:	16 (+2 size, +2 Dex, +2 deflection)
Attacks:	Slam +2 melee
Damage:	Slam 1d3
Face/Reach:	2 1/2 ft. by 2 1/2 ft./0 ft.
Special Attacks:	Constrict, animate object, telekinesis, emotion
Special Qualities:	Undead, ward
Saves:	Fort +0, Ref +2, Will +3
Abilities:	Str 10, Dex 14, Con -, Int 15, Wis 12, Cha 12

Skills: Bluff +10, Hide +15, Intimidate +10, Listen +5, Search +7, Sense Motive +10, Spot +5

Feats: Improved Initiative, Iron Will

Combat

Animators jealously guard their wards. These foul spirits use their abilities to isolate their wards from friends and family. Animators also influence their wards' reactions in order to ensure that their hosts remain trapped in a vicious cycle of negative emotions. For instance, an animator might continually cause a jealous woman to fall in love with deceitful men in order to feed from her jealousy and despair. It might enrage a murderer at opportune times to feed from his bloodlust.

Constrict (Ex): This scarf deals automatic slam damage with a successful grapple check against creatures of up to Small size. It can constrict a Medium-size creature if the victim is actually wearing the scarf around its neck when the creature strikes.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage.

Challenge Rating: 2

Arak (Shadow Fey)

The Arak (or *shadow fey*, as they are commonly known) are an ancient and immortal race. The eldritch outsider Gwydion created the Arak millennia ago by enslaving a fey race and infusing them with the essence of its home, the Plane of Shadow. The shadow fey are an amazingly diverse race. Their bodies and abilities slowly transform over the course of decades to match their personalities, and the Arak have evolved into scores of different subtypes, or "breeds." Some of the most prominent breeds are offered here. The Arak include both good and evil creatures, divided into the Seelie and Unseelie Courts, though dealing with any Arak is risky due to their fickle natures and fascination with mortals.

Powrie (Redcap)

	Tiny Fey
Hit Dice:	5d6 (17 hp)
Initiative:	+5 (+5 Dex)
Speed:	20 ft., Fly 60 ft (good)
AC:	17 (+2 size, +5 Dex)
Attacks:	bite +2 melee,; or powrie dagger +9 ranged
Damage:	Bite 1d4–2 and poison, dagger 1d3–2
Face/Reach:	2 _ ft. by 2 _ ft./0 ft.
Special Attacks:	Sneak attack, shriek, evil grin, poison, spells
Special Qualities:	Evasion, uncanny dodge, traps, shapeshift, damage reduction 15/ +3 and platinum, electricity resistance 10, steel immunity, low-light vision, darkvision 120 ft.
Saves:	Fort +1, Ref +9, Will +3
Abilities:	Str 7, Dex 20, Con 11, Int 10, Wis 12, Cha 13
Skills:	Hide +17, Intuit Direction +5, Disable Device +5, Move Silently +15, Open Lock +11, Pick Pocket +11, Search +11,
Feats:	Skill Focus: Hide, Dodge
Climate/Terrain:	Any land (Shadow Rift)
Organization:	Single, unit (46), or hive community (up to 400)
Challenge Rating:	4
Treasure:	No coins, 50% goods, 50% items
Alignment:	Always chaotic evil
Advancement:	By character class

Powrie

Of all the Arak that dwell in the Shadow Rift, the powrie (or redcaps) are the most skilled in the arts of assassination and espionage. Evil creatures that delight in all forms of sadism, powrie hold a strong place in the Unseelie Court.

The most menacing in appearance of the fey, powrie have small, warped bodies with large, wasp-like wings that buzz when they are in flight. Their features are grotesque and angry. Wiry beards, feral teeth and snake-like eyes adorn their gnarled heads. Many wear caps dyed red with fresh blood, accounting for their nickname.

Powrie speak Sylvan. They are foul-mouthed pests, prone to insult even allies (–10 racial penalty to all Diplomacy checks).

Combat

Powrie use stealth, illusion, trickery and sneak attacks. They employ frontal assaults only in large numbers. Although they enjoy using their natural attacks, powrie typically also carry several tiny, needle-like daggers.

Sneak Attack (Ex): Like the 5th-level rogue ability.

Shriek (Sp): Powrie emit a high-pitched shriek, causing all creatures within a 30-foot radius to make a Fortitude save (DC 15) or be deafened.

Evil Grin (Su): In battle, powrie contort their features into a frightening grin before opening their mouth impossibly wide. Anyone gazing directly at a grinning powrie must make a Will save (DC 16) or suffer the effect of a *fear* spell.

Poison (Ex): The bite or drool of a redcap causes blindness (like the *blindness* spell). They normally coat their weapons in this poison as well. A Fortitude save (DC 15) negates the poison.

Evasion (Ex): Like the 2nd-level rogue ability

Uncanny Dodge (Ex): Like the 3rd-level rogue ability.

Traps (Ex): Like the rogue ability.

Alternate Form (Su): For three hours each day a powrie can assume the form of a wasp or other stinging insect. They can change at will as a standard action, but for no longer than three hours total within a 24-hour period.

Steel Immunity (Su): Powrie are immune to damage from steel weapons, regardless of their enchantment.

Spells: Powrie can cast Illusion spells as a 5th-level sorcerer.

Special Weaknesses: Exposure to direct sunlight inflicts 1d4 points of damage per round (no saving throw) to powrie. Platinum weapons can bypass a powrie's damage reduction even if not enchanted.

Powrie Characters

Powries' favored class is fighter, and many prefer the assassin and shadowdancer prestige classes as well. Many powries also multi-class. Spell abilities do not advance but remain at 5th level.

Shee

	Medium-Size Fey
Hit Dice:	7d6–7 (17 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	30 ft.
AC:	16 (+3 Dex, +3 luck)
Attacks:	Short bow +8 ranged; or light cross bow +8 ranged
Damage:	Arrow 1d6 or bolt 1d8
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Cursed arrows, spells
Special Qualities:	Charming kiss, luck, shapeshifting, stone immunity, damage reduction 15/lead, low-light vision, darkvision 120 ft.
Saves:	Fort +1, Ref +7, Will +8
Abilities:	Str 11, Dex 15, Con 9, Int 12, Wis 12, Cha 17
Skills:	Knowledge (Shadow Rift) +13, Knowledge (fey) +13, Knowledge (the planes) +6, Perform +13, Ride +6, Scry +6, Spot +4, Spellcraft +4, Use Magical Device +4
Feats:	Skill Focus: Knowledge (Shadow Rift), Skill Focus: Knowledge (fey), Improved Initiative
Climate/Terrain:	Any land (Shadow Rift)
Organization:	Single or clique (3-5)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	By character class

The Arak shee are the most artistic of all the shadow fey, patronizing art of any kind. They stand just a few inches taller than the average human and possess a slender and graceful build. They tend to have pale hair, amber eyes and milky white skin.

Shee speak sylvan and usually at least three additional domain languages. Their voices are soft and soothing. They never seem to lose their tempers, maintaining a calm appearance and speaking in measured tones.

Combat

Shee avoid direct fights if possible, preferring evasion, placation or negotiation. When forced to fight, they employ longbows or crossbows using cursed bolts and arrows.

Cursed Arrows (Su): The shee carry crossbow bolts and arrows that cause *doom* (as the spell). A Will save (DC 14) negates.

Charming Kiss (Sp): The kiss of a shee causes *charm person* (as the spell). A Will save (DC 15) negates.

Luck (Su): Fate protects the shee. These shadow fey enjoy a +3 luck bonus to AC and may re-roll a failed saving throw once per day.

Spells: A performing shee casts spells as a 5th-level bard.

Alternate Form (Su): Shee can assume the form of a bird for up to eight hours a day. They typically choose swans, nightingales or other graceful birds. They can change at will, as a standard action, remaining in bird form for up to a total of eight hours in a 24-hour period. They can never assume the form of a predator or scavenger.

Stone Immunity (Su): Shee are immune to damage from stone weapons, regardless of their enchantment.

Special Weaknesses: Exposure to direct sunlight inflicts 2d4 points of damage per round (no saving throw) to shee. Lead weapons bypass a shee's damage reduction even if not enchanted.

Shee Characters

The favored class for a shee is bard. They also make excellent shadowdancers.

Sith

	Medium-Size Fey
Hit Dice:	7d6–7 (17 hp)
Initiative:	+2 (+2 Dex)
Speed:	30 ft.
AC:	15 (+2 Dex, +3 luck)
Attacks:	3 rapier +6 melee
Damage:	1d6 rapier
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Fear, blinding speed, spells
Special Qualities:	Lucky, shadow form, fire immunity, damage resistance 15/silver, low-light vision, darkvision 120 ft.
Saves:	Fort +1, Ref +8, Will +6
Abilities:	Str 11, Dex 15, Con 9, Int 17, Wis 13, Cha 12
Skills:	Alchemy +9, Decipher Script +9, Forgery +9, Gather Information +7, Hide +13, Intimidate +7, Knowledge (arcana) +9, Knowledge (the planes) +9, Listen +7, Move Silently +12, Read Lips +9, Ride +8, Scry +9, Sense Motive +9, Spellcraft +10, Spot +7, Use Magical Device +9
Feats:	Silent Spell, Still Spell
Climate/Terrain:	Any land (Shadow Rift)
Organization:	Single or bevy (3–5)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	By character class

Under the rule of the Unseelie, the Arak sith have prospered, rising to power and prominence. The darkest of the Arak, sith are methodically cruel and have a fascination with death. The tallest of the shadow fey, sith stand over 6 feet and are extremely gaunt and pale. Their hair is always white and they wear somber, usually black clothing.

Sith speak sylvan and at least four domain languages. They never shout, always speaking in soft whispers.

Combat

When forced into battle, sith use their preternatural speed to gain multiple attacks. They prefer the rapier due to its quickness and maneuverability.

Fear Aura (Su): At will, a sith can projects an aura of fear. Opponents within a 30 ft. radius must make a Will save (DC 14) or be stunned for one round. If a foe's saving throw is successful, she cannot be affected by that sith's aura for one day.

Blinding Speed (Su): Sith get three full attack actions per round of combat. This requires a full attack. They cannot use this ability while wielding a heavy weapon.

Luck (Su): Graced by some otherworldly power, sith enjoy a +3 luck bonus to AC and can re-roll a failed saving throw once per day.

Spells: Sith cast Necromancy spells as a 6th-level wizard.

Shadow Form (Su): Sith can assume the form of a non-magical shadow as a standard action. They can move and sense their surroundings in this form, but cannot make attacks. This is their preferred form and they leave it only when required.

Fire Immunity (Su): Sith are immune to heat and fire .

Special Weakness: Exposure to direct sunlight inflicts 3 points of damage per round to sith (no saving throw). Shaded cover reduces this to 1hp per round.

Sith Characters

The favored class for sith is rogue.Sith often multi-class as wizards, specializing in Necromancy.

Teg

	Medium-Size Fey
Hit Dice:	3d6+6 (16 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	30 ft.
AC:	15 (+2 Dex, +3 luck)
Attacks:	2 claws +3 melee, bite –1 melee
Damage:	claw 1d4+2, bite 1d4+2
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Howl of confusion, spells
Special Qualities:	Luck, alternate form, cold immunity, damage reduction 15/gold, low-light vision, darkvision 120 ft.
Saves:	Fort +5, Ref +3, Will +6
Abilities:	Str 15, Dex 15, Con 14, Int 13, Wis 17, Cha 11
Skills:	Handle Animal +6, Wilderness Lore +10, Intuit Direction +8, Hide +7, Move Silently +12, Spot +8, Sense Motive +8
Feats:	Skill Focus: Wilderness Lore
Climate/Terrain:	Temperate forest, hill or plains (Shadow Rift)
Organization:	Solitary
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	By character class

The Arak teg are a feral race of shadow fey, enjoying an affinity with the beasts of the wild. Though cunning and wise, teg tend to interact socially with animals more than with people. Teg even prefer the company of animals to their shadow fey cousins.

Teg are the shortest, stoutest and most muscular race of the Arak. They have long, pointed ears and a wide face with fox-like features. A teg's hands are very large, showing claw-tipped fingers. Their trickster's grin reveals sharp pointed teeth, while the eyes of a teg contain a predatory gleam. They dress in earth tones of brown or green, which affords them ample camouflage in the wilds while stalking or waiting in ambush.

Teg are fluent in sylvan but seldom practice it. Teg can speak to any animals normally found in temperate forests or grasslands.

Combat

Teg enjoy the chase more than the kill, preferring to set traps, stalk and pester their quarry into walking into a deadly snare. They are creatures of guile and ferocity. When cornered a Teg lashes out with tooth and claw.

Howl of Confusion (Su): The howl of a Teg causes *confusion* (as the spell cast by an 8th-level sorcerer) for all within a 50 ft. radius. A Will save (DC 12) negates the effect.

Luck (Su): Because teg constantly play the trickster's role, they possess the luck of fools. Like all Arak they enjoy a +3 luck bonus to AC, and can re-roll a failed saving throw once per day.

Spells: Teg can cast Animal domain spells as a 2nd-level druid.

Alternate Form (Su): Teg can assume the form of a fox as a standard action. They can spend up to eight hours a day in this form and can shift back and fourth at will.

Cold Immunity (Su): Teg are immune to cold damage.

Special Weakness: Exposure to direct sunlight causes 2 points of damage per round to teg (no saving throw). Shaded cover reduces this to one hp every two rounds.

Teg Characters

Druid is the favored class for Teg.

Arayashka (Snow Wraith)

	Medium-Size Undead (Cold, Incorporeal)
Hit Dice:	5d12 (32 hp)
Initiative:	+4 (+4 Improved Initiative)
Speed:	30 ft., fly 30 ft. (good)
AC:	11 (–1 Dex, +2 deflection)
Attacks:	Freezing incorporeal touch +5 melee
Damage:	Freezing touch 1d8 and heat drain
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Freezing touch, drain heat
Special Qualities:	Undead, cold subtype, incorporeal
Saves:	Fort +3, Ref +2, Will +4
Abilities:	Str -, Dex 9, Con -, Int 13, Wis 13, Cha 8
Skills:	Listen +10, Spot +10, Hide +15
Feats:	Improved Initiative, Blind Fighting
Climate/Terrain:	Any land (in blizzard conditions)
Organization:	Solitary or gang (2–6)
Challenge Rating:	5
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	6–10 HD (Medium-size)

Snowfall anywhere in the Realm of Dread can be treacherous, but nowhere are they so dangerous as in the Frozen Reaches. Blizzards in the realm are well known for claiming many lives. Though many think this is mostly due to the harsh conditions, arayashka cause some of these deaths. Also known as "snow wraiths," arayashka emerge during extreme snowfall and wait for unsuspecting victims. These creatures are the souls of people who were killed by an arayashka. Arayashka appear as wraith-like, vaguely humanoid forms. If not for the icy glow of their eyes, their white vapors would be almost impossible to see against the blinding snowstorms they haunt.

Combat

Arayashka manifest only during blizzard like conditions. When they find a victim, the arayashka sneaks up and uses its ability to drain heat from the victim. When the victim seems sufficiently weakened (see below), the arayashka then attack with their freezing touch.

Though the arayashka is a dangerous creature, they are cowardly. They prefer to attack in numbers, and often choose to flee if losing a fight.

Drain Heat (Ex): Arayashka have the ability to drain heat from a single source within 30 ft. An arayaska can use this ability to extinguish a small campfire, requiring 1d4 minutes, or to drain a creature's body heat. Once the arayashka activates this power, the victim must make a Fortitude save (DC 25) or suffer 1 point of subdual damage per round. Once a victim suffers subdual damage equal to at least 50% of his hit points, he suffers from hypothermia (the character is considered fatigued). This continues until the victim is dead or the creature is driven away.

Freezing Touch (Ex): The touch of the arayashka inflicts 1d8 points of cold damage. Each time the creature successfully hits, the target suffers 1 point of effective Strength drain. The victim recovers one point each hour after the creature is dead or driven off.

Create Spawn (Su): Any humanoid slain by an arayashka and buried in an area where snow may fall rises as an arayashka during the next snowstorm. Arayashka do not possess any of the abilities they had in life.

Undead: Arayashka are immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. They are not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage.

Cold Subtype: Cold immunity, double damage from fire attacks except on a successful save.

Incorporeal: Can only be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and its own attacks pass through armor. Arayashka always move silently.

Assassin Bug, Giant

	Large Vermin
Hit Dice:	4d8+8 (26 hp)
Initiative:	+0
Speed:	40 ft., climb 40 ft.
AC:	12 (–1 size, +3 natural)
Attacks:	Sting +6 melee
Damage:	Sting 1d8+5 and paralysis
Face/Reach:	5 ft. by 10 ft. / 10 ft.
Special Attacks:	Poison, blood drain
Special Qualities:	Vermin, camouflage
Saves:	Fort +6, Ref +1, Will +1
Abilities:	Str 17, Dex 10, Con 14, Int -, Wis 10, Cha 2
Skills:	Climb +12, Hide +8, Spot +8
Climate/Terrain:	Any hill and underground
Organization:	Colony (2–5)
Challenge Rating:	2
Treasure:	1/10 coins, 50% goods, 50% items
Alignment:	Always neutral
Advancement:	5–10 HD (Large)

The mundane assassin bug hunts small rodents and mammals and never grows larger than a gold piece. The giant assassin bug, on the other hand, grows to the size of a horse and its preferred prey is human. The assassin bug's most prominent feature is its four-foot long proboscis. With this nasty appendage, it can pierce, anesthetize and drain its victims of all their precious fluids.

This insect's second prominent feature is its translucent carapace. Before it feeds, an assassin bug is nearly invisible. As it gorges itself on its victim's blood, the fluid fills and colors the insect's body. When fully fed, the assassin bug's coloring becomes deep, opaque red.

Assassin bugs can be used as guardian creatures for those with the stomach and power to handle such hideous beasts. Their natural camouflage, insatiable appetite and poisonous stinger make them ideal minions. Furthermore, masters with their own appetite for blood may use the bug as a blood reserve of sorts.

Combat

The giant assassin bug, prefers to hunt prey while it sleeps or is incapacitated. Coming upon weak prey, the bug will stab with its proboscis, inject its poison and drain the creature dry. When encountering healthy, alert opponents, the bug first attempts to hide using its natural camouflage. When forced to fight it attempts to poison all of its opponents before settling down to feed.

Poison (Ex): Sting, Fortitude save (DC 14); initial damage paralysis for 2d6 minutes, secondary damage none.

Blood Drain (Ex): If a giant assassin bug paralyzes its victim, starting with the next round it deals 1d4 points of temporary Constitution damage each round its proboscis remains attached. The assassin bug automatically detaches if it suffers damage.

Vermin: Immune to mind-influencing effects.

Camouflage (Ex): A giant assassin bug gains a +6 racial bonus to Hide checks. After draining blood, it cannot use its natural camouflage for 2 hours per point of Constitution damage inflicted.

Backwards Man

	Medium-Size Aberration
Hit Die:	4d8+8 (26 hp)
Initiative:	+3 (Dex)
Speed:	30 ft.
AC:	16 (+3 Dex, +3 natural)
Attacks:	Tentacle +5 melee, additional ten tacles +3 melee
Damage:	Tentacle 2d4+2
Face / Reach:	5ft. by 5ft. / 10 ft.
Special Attacks:	Spell-like abilities, sprouting ten tacles, constrict 2d4+2
Special Qualities:	Spider climb, fast healing 2
Saves:	Fort +3 Ref +4 Will +6
Abilities:	Str 14, Dex 17, Con 15, Int 10, Wis 15, Cha 14
Skills:	Hide +3, Intimidate +6, Listen +8, Move Silently +8, Open Locks +8, Pick Pockets +8
Feats:	Combat Reflexes, Improved Grab, Multiattack,
Climate /Terrain:	Temperate and cold forest and marsh
Organization:	Solitary or pack (2–5)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	5–8 HD (Medium-size); 9–12 HD (Large)

Backwards men are aberrations that exist only for mayhem. Many rumors concerning their origins abound. Some believe them to be a transmuter's experiment gone wrong. The most common belief is that if a child is abandoned by its mother, the child's pain and loss transfigure it into a backwards man, a creature created from unspeakable hate.

The backwards men resemble the naked forms of wrinkled, old men who walk backwards on their hands and feet, in a crab-like fashion. Their heads have been twisted all the way around so that they can leer out in front of them.

Backwards men speak and understand the local domain language.

Combat

Backwards men try to play with their victims before attacking them. They stalk about a home or dwelling, observing the place for a while. Then, they begin taunting their victims. They randomly take small objects or belongings from their victims and allow themselves to be seen for short periods in the distance, only to vanish via their *invisibility* power. Then, they *invisibly* intrude upon the victim's home, rearranging the furniture and taking valuable objects. At this time, the hapless victim is plagued at night by strange, ghostly sounds created by the backwards men. Next, the creatures become violent, killing livestock and pets and destroying crops or food stores. Finally, they attack their victims, all the while playing with their chosen target before killing them.

Backwards men have long, purplish tentacles that slither out from their mouths. They can shoot a tentacle out from their mouths to attack creatures at a distance and sprout additional tentacles from the wounds if attacked with slashing or piercing weapons.

For unknown reasons, backwards men despise women and single them out as choice targets above all others for their pranks and attacks.

Spell-Like Abilities: 3/day – *ghost sound*; 2/day – *invisibility*. These abilities are as the spells cast by a 4th-level sorcerer.

Sprouting Tentacles (Ex): Slashing or piercing weapons do damage to backwards men normally. However, when wounded by a slashing or piercing weapon, a gaping wound opens up on the backwards man's body. From the wound sprouts a new, barbed tentacle that the backwards man can use to attack on its next initiative. This new attack is in addition to its normal attacks. Each new attack is at –2 due to its Multiattack feat. Thus, a backwards man

wounded twice with a sword would sprout out two new tentacles, giving it three total attacks. The first tentacle attack would be a +5 melee, while all other subsequent attacks would be at +3 melee.

Constrict (Ex): A backwards man's tentacles inflict 2d4+2 points of damage with a successful grapple check against Medium-size or smaller creatures.

Spider Climb (Su): A backwards man can climb sheer surfaces as though with a *spider climb* spell.

Fast Healing (Ex): A backwards man heals 2 points of damage each round so long as it has 1 hit point. A backwards man reduced to 0 hit points explodes into a disgusting mass of purplish, barbed tentacles. This explosion causes no damage to those nearby, though a Horror save (DC 18) may be called for.

Bakhna Rakhna

	Small Monstrous Humanoid
Hit Dice:	1d8+2 (6 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	20 ft., climb 20 ft.
AC:	14 (+1 size, +3 Dex)
Attacks:	Arrows +1 melee, or +5 ranged
Damage:	Arrows 1d3–1 and poison (melee), or arrows 1d3 and poison (ranged)
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Poison
Special Qualities:	Phase door, light sensitivity, SR 16
Saves:	Fort +2, Ref +5, Will +2
Abilities:	Str 9, Dex 16, Con 14, Int 8, Wis 10, Cha 14
Skills:	Escape Artist +6, Hide +14, Jump +4, Listen +2, Move Silently +8, Search +2
Feats:	Dodge, Improved Initiative, Mobility
Climate/Terrain:	Any forest, hill or underground
Organization:	Gang (4–9), tribe (5–20)
Challenge Rating:	1
Treasure:	50% goods
Alignment:	Always neutral evil
Advancement:	1–3 HD (tiny)

These malicious little predators are stark white with large gray eyes. They migrate across the land in regular patterns, and are drawn to humanoid settlements where they steal food and terrorize anyone who attempts to thwart them.

Bakhna rakhna first appear on the fringes of a settlement and for a week or more act like shy, adorable fairy creatures, wanting food. Members of the settlement soon begin to notice food missing from their houses. Bread and foods that require effort to prepare are the preferred targets of the bakhna rakhna and a pie cooling on a windowsill is an irresistible target.

Bakhna rakhna use their *phase door* ability to enter homes at night. Anyone who hears a bakhna rakhna in their kitchen is often best served to stay in their beds and allow the thieves to complete their raid unmolested. Bakhna rakhna are vindictive and will make anyone who thwarts them the subject of continuous, possibly fatal invasions. There is at least one Vistani tale that tells of a farmer who locked all of his cupboards and stood a nightlong vigil in his kitchen, axe in hand. In the morning, he found the bed of his two children empty except for two forks and a handful of slightly bloody napkins. Vistani wisdom says to place sweets on the doorstep and ignore sounds from your kitchen at night if there are Bakhna rakhna about. If the bakhna rakhna are allowed to pillage what they want, they always disappear within a few weeks, leaving virtually no trace of their passing.

Bakhna Rakhna cluster in underground burrows during the day. They sometimes take residence under a victim's porch or floorboards.

Combat

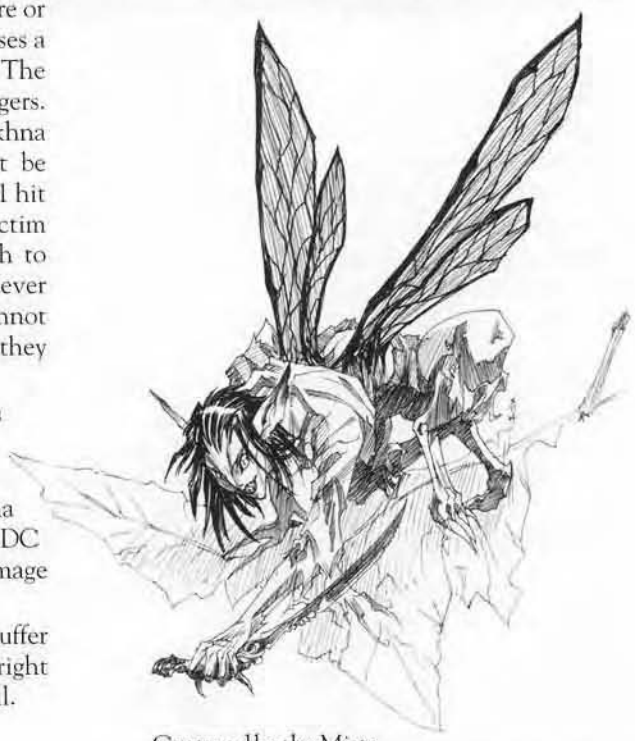
Bakhna rakhna always avoid combat. If a group is pursued, they scatter. Those that are fur-

thest from the pursuers attempt to taunt, injure or distract pursuers so others can escape. Each uses a tiny bow with arrows coated with their blood. The creatures also use their arrows as crude daggers. Paralyzed victims are usually left alone while bakhna rakhna flee, but a persistent pursuer might be stabbed repeatedly with arrows until he is at –1 hit points. The bakhna rakhna then leave the victim to bleed to death unless he is lucky enough to stabilize on his own. The bakhna rakhna never leave their dead or wounded behind. If they cannot take their fallen with them during the battle, they always return to collect the corpses.

Phase Door (Sp): Four times per day, a bakhna rakhna can use *phase door* as the spell cast by a 16th-level sorcerer.

Poison Blood (Ex): The blood of a bakhna rakhna is paralytic: Injury, Fortitude save (DC 13); initial damage 1d6 Dex, secondary damage 1d6 Dex.

Light Sensitivity (Ex): Bakhna rakhna suffer a –2 penalty to attack and skill check rolls in bright sunlight or within the radius of a *daylight* spell.



Baobhan Sith (Black Sprite)

	Tiny Fey
Hit Dice:	1d6 (3 hp)
Initiative:	+7 (+4 Dex, +3 Improved Initiative)
Speed:	20 ft., fly 60 ft. (good)
AC:	17 (+2 size, +4 Dex, +1 natural)
Attacks:	Dagger +6 melee; or tiny javelin +6 ranged
Damage:	Dagger 1d4–2; tiny javelin 1d4
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Spell-like abilities, infectious laughter
Special Qualities:	SR 16, natural invisibility
Saves:	Fort +0, Ref +5, Will +4
Abilities:	Str 6, Dex 18, Con 11, Int 16, Wis 13, Cha 14
Skills:	Bluff +7, Concentration +4, Disable Device +7, Escape Artist +8, Hide +12, Intimidate +6, Listen +6, Move Silently +8, Ride +8, Search +9, Sense Motive +6, Spot +6
Feats:	Dodge, Flyby Attack, Point Blank Shot, Weapon Finesse (dagger)
Climate/Terrain:	Temperate forest
Organization:	Gang (2–4), band (6–11), or swarm (20–80)
Challenge Rating:	3
Treasure:	No coins, 50% goods, 50% items
Alignment:	Always chaotic evil
Advancement:	2–3 HD (Tiny)

Captured by the Mists of Ravenloft for sadistic, unspeakable acts committed in distant lands, these cruel creatures prey on the weak, helpless and dying. Bitter, insane and desperate creatures, the baobhan sith live to torment those who cannot fight back, finding amusement in suffering.

The baobhan sith (also called black sprites) look like tiny elves, standing only two feet tall, but have longer ears and dark dragonfly-like wings. They wear bright, ragged clothing and caps, making them resemble pixies, their benevolent kin. Their pointed teeth only show when they laugh.

Combat

Baobhan sith find their greatest amusement at the end of battles. Whether caused by their "mischievous" tricks or just chanced upon, the baobhan sith carve designs on the dying, torturing and devouring those left on the battlefield while laughing at their fate. Anyone caught by their infectious laughter must laugh as well, destined to be the next helpless victim of these sadistic sprites. Baobhan sith dislike direct confrontation. If forced into combat they become invisible and use their spell-like abilities to confuse or discourage opponents, then flee and follow, waiting for a time when a foe is at a disadvantage.

Infectious Laughter (Su): When a baobhan sith laughs, 1/day, everyone within a 30 ft. radius must make a Will save (DC 15) or be affected as though by *Tasha's Hideous Laughter* (as if cast by an 8th-level sorcerer) for 1d3 rounds. Those that successfully save cannot be affected again that day.

Natural Invisibility (Su): A baobhan sith remains invisible even when it attacks. This ability is constant, but the black sprite can suppress or resume it as a free action.

Spell-Like Abilities: 1/day—*confusion, dancing lights, detect law, detect thoughts, dispel magic, entangle, permanent image* (visual and auditory affects only), and *polymorph self*. These abilities are as the spells cast by an 8th-level sorcerer (save DC 13 + spell level).

Bastellus (Dream Stalker)

	Medium-Size Undead (Incorporeal)
Hit Die:	5d12 (32 hp)
Initiative:	+3 (Dex)
Speed:	30 ft.
AC:	16 (+3 Dex, +3 deflection)
Attacks:	Incorporeal touch +5 melee
Damage:	Incorporeal touch *insanity*
Face / Reach:	5ft. by 5ft. / 5 ft.
Special Attacks:	Constitution drain, sleep, dream in vasion, create spawn
Special Qualities:	Undead, incorporeal, +4 turn resis tance, hide in plain sight, light blindness
Saves:	Fort +1, Ref +4, Will +6
Abilities:	Str -, Dex 16, Con -, Int 10, Wis 14, Cha 16
Skills:	Bluff +9, Hide +10 (20), Intimidate +11, Listen +9, Sense Motive +8, Spot +12
Feats:	Alertness, Blind-Fight, Skill Focus (Hide)
Climate/Terrain:	Any land and underground
Organization:	Solitary or pack (2–5)
Challenge Rating:	6
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	6–10 HD (Medium-size)

The bastellus (or dream stalker) is a creature that feeds off its sleeping victims' fear. It invades its victim's dreams and insinuates itself into them, savoring the anguish it causes. The creature can change its form, resembling nothing more than a shadow on a wall or floor, and is easily missed with casual observation.

When the creature feeds, it takes on its true form, becoming a hulking, humanoid shadow. It is featureless, save its mouth, which appears as a leering smile.

When it feeds, it sprouts long tendrils from its fingers that spread over its victim's face like black veins. Witnessing this event requires a Horror save (DC 15).

Bastelli can understand any languages they spoke in life, but cannot speak any language. While in dreams, a bastellus can communicate with any creature that has a language.

Combat

The bastellus is cowardly, attacking only when certain its prey is vulnerable. Typically, bastelli seek out the weakest prey first, hoping to finish it off before anyone notices. If its chosen prey is guarded, it uses its *sleep* ability to cause the guardians to fall asleep. Bastelli fight savagely if cornered, but flee at the first possible chance.

Insanity (Su): The touch of a bastellus deals no damage, but fills the victim with twisted mental images. A victim touched by a bastellus must make a Will save (DC 17) or fall under the effects of a *confusion* spell for 1d4 rounds.

Sleep (Sp): The bastellus can cause creatures within a 30-ft. radius to go to *sleep*. All living creatures in the radius of effect, regardless of their Hit Dice, must make a Will save (DC 14) or be affected.

Darkness (Sp): The bastellus can create *darkness* as a spell-like ability twice per day as a 5th-level sorcerer.

Dream Invasion (Su): When attacking a sleeping victim, the bastellus must assume its true form, and no longer gains the benefits of its hide in plain sight ability. It touches the target's brow, twisting the sleeper's dreams into dark, evil images.

The victim may resist by making a Will save (DC 18). If the victim fails the saving throw, his dreams are utterly controlled by the bastellus. When the unfortunate victim awakens, he will have gained a negative level.

Should the victim succeed in the saving throw, he may combat the bastellus within the dream. While in the dream, the victim is assumed to have all equipment, spells, feats, and class abilities that they would normally have. Items and spells exhausted within the dream are no longer exhausted once the victim awakens. The bastellus, in turn, has all of its abilities and its touch inflicts 1d6 points of effective Wisdom drain instead of its

Create Spawn (Su): Victims who die due to the bastellus's *dream invasion* become a bastellus in 1d4 days. These new spirits have no connection to the monster that created them. They do not possess any of the abilities they had in life.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. They can pass through solid objects at will and own attacks pass through armor. Always moves silently.

insanity effect. Victims drained of all Wisdom in the dream-battle lose the conflict. When they awaken, they find that they have gained a negative level.

Should the victim win the battle, he immediately awakens. Furthermore, the bastellus is stunned for 10 minutes per the victim's level. The effects of a bastellus' effective Wisdom drain end when the victim wakes.

Hide in Plain Sight (Ex): The bastellus can assume the form of shadows cast by people or objects, hiding until its prey is sleeping. It may be detected by counting shadows (Spot check), but receives a +10 circumstance bonus Hide check in any room with multiple light sources. In a room with only one light source, its Hide skill drops back down to its base +10.

Light Blindness: Extremely bright light (such as sunlight or the *daylight* spell) blinds a bastellus, which recoils from such light. If it can, it will douse out any such bright like with its *darkness* ability.

Bat

	Carrion Bat Small Magical Beast	Skeletal Bat Medium-Size Undead
Hit Dice:	2d10+2 (13 hp)	1d12 (6hp)
Initiative:	+9 (+5 Dex, +4 Improved Initiative)	+3 (+3 Dex)
Speed:	5 ft., fly 50 ft. (good)	10 ft., fly 50 ft. (average)
AC:	19 (+1 size, +5 Dex, +3 natural)	15 (+3 Dex, +2 natural)
Attacks:	2 claws +2, bite −3 melee	2 claws +0 melee
Damage:	Claw 1d3−1, bite 1d4−1	Claw 1d4
Face/Reach:	5 ft. by 5 ft. / 5 ft.	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Shriek	None
Special Qualities:	Blindsight,	Undead, immunities
Saves:	Fort +2, Ref +9, Will +2	Fort +0, Ref +3, Will +2
Abilities:	Str 8, Dex 20, Con 13, Int 3, Wis 13, Cha 7	Str 10, Dex 17, Con —, Int —, Wis 10, Cha 11
Skills:	Listen +11*, Spot +11*	Listen +10
Feats:	Improved Initiative, Flyby Attack	Flyby Attack,
Climate/Terrain:	Any land and underground	Any land and underground
Organization:	Colony (10−40)	Colony (10−40) or swarm (20−50)
Challenge Rating:	1	1/3
Treasure:	Standard	Standard
Alignment:	Always neutral	Always neutral
Advancement:	3−4 HD (Medium-size); 5−7 HD (Large)	3 HD (Large); 5−15 HD (Huge)

Two types of bats are unique to the Ravenloft setting: the carrion bat and the skeletal bat. These winged nocturnal creatures serve a vital and terrifying purpose in the ecology of the Realms of Dread.

Carrion Bat

The carrion bat inhabits caves and tombs consuming the vermin and carrion that feed off freshly dead corpses. Rather than wait for naturally occurring food sources, however, the carrion bat provides its own dinner by killing creatures and enjoying the carrion eaters who arrive for the feast thus provided.

Combat

Once a potential victim is located the carrion bat makes a flyby attack, using its sonic attack to paralyze the creature. Utilizing its razor sharp wing claws it slashes the throat of the victim, who bleeds to death while the carrion bat waits. The bat stays near the corpse until no more carrion feeders visit it. The carrion bat does not eat flesh nor does it drink bodily fluids. Its fondness is for maggots and grave scarabs.

Blindsight: A carrion bat can "see" using echolocation, inaudible to most other creatures, that allows it to ascertain objects and creatures within 120 feet. A *silence* spell negates this ability and forces the bat to rely on its weak vision, which has a maximum range of 10 feet.

Shriek (Ex): A piercing blast from this nocturnal hunter forces the victim to make a Fortitude save (DC 16) or be paralyzed for 6 rounds. The carrion bat may make this sonic attack once every round.

Skills: Carrion bats receive a +4 racial bonus to Spot and Listen checks. These bonuses are lost if blindsight is negated.

Skeletal Bat

The only known skeletal creature that can fly, skeletal bats act as necromantic wizards' and sorcerers' messengers and guardians of their foul lairs.

Combat

Skeletal bats attack with their bony claws, slashing at victims.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Immunities (Ex): Skeletal Bats have cold immunity. Because they lack flesh or internal organs, they only take half damage from piercing or slashing weapons.

Beetle, Scarab

	Grave Scarab Fine Vermin	Giant Scarab Medium-size Vermin	Monstrous Scarab Large Vermin
Hit Dice:	1/8d8 (1 hp)	4d8+8 (26 hp)	8d8+10 (46 hp)
Initiative:	+2 (Dex)	+0	+0
Speed:	20 ft., climb 20 ft.	30 ft., climb 15 ft.	40 ft., climb 20 ft.
AC:	24 (+8 size, +2 Dex, +4 natural)	18 (+8 natural)	21 (–1 size, +12 natural)
Attacks:	Bite +10 melee	Bite +7 melee	Bite +12 melee
Damage:	Bite 1d2–5 and burrow	Bite 1d8+6	Bite 2d6+9
Face/Reach:	_ ft. by _ ft. / 0 ft.	5 ft. by 5 ft. / 5 ft.	5 ft. by 10 ft. / 5 ft.
Special Attacks:	Flesh burrow	Disease	Keen pincers, trample 2d8+3
Special Qualities:	Vermin, tremorsense	Vermin	Vermin
Saves:	Fort +2, Ref +2, Will +0	Fort +6, Ref +3, Will +1	Fort +8, Ref +4, Will +2
Abilities:	Str 1, Dex 15, Con 10, Int -, Wis 10, Cha 2	Str 19, Dex 10, Con 15, Int -, Wis 10, Cha 4	Str 23, Dex 10, Con 16, Int -, Wis 10, Cha 9
Skills:	Listen +2, Spot +1, Hide +10, Climb +2	Listen +5, Spot +3, Climb +5	Listen +8, Spot +7, Climb +5
Feats:	Weapon Finesse (bite)	Lightning Reflexes	Lightning Reflexes
Climate/Terrain:	Desert and underground	Desert and underground	Desert or underground
Organization:	Solitary or swarm (10–100)	Solitary, cluster (2–5), or swarm (6–11)	Solitary, cluster (2–5), or swarm (6–11)
Challenge Rating:	–	2	4
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	—	5–7 HD (medium), 8–10 HD (large)	8–10 HD (medium), 11–21 HD (large)

Grave Scarab

Scarab beetles are flesh-eating vermin with a glassy blue-black carapace. They are usually found lining the walls of tombs and underground passages in either active or inactive form. The active form normally swarms to attack any warm moving flesh that comes near. The inactive form is found in closed tombs and crypts. Here the swarm of beetles strips all of the flesh from the corpses it can find, then turn and eat each other, usually leaving only one or two beetles. These beetles go into a dormant state where their life processes are almost completely shut down. When in this state they take on a burnished golden color and can easily be mistaken for intricately crafted pieces of jewelry. If the beetle is placed next to a source of body heat it becomes active and attacks the warm flesh.

Scarab beetles have no ability to communicate and attack the closest source of food that can be found. Although a swarm can appear to be a mindless horror, they can usually be distracted with an alternate source of food.

Combat

Scarab beetles have one purpose when they attack living creatures: they want to eat the heart of the individual. To do this they use their Flesh burrowing attack and head directly for the victim's heart.

Vermin: Immune to mind-influencing effects.

Flesh Burrow (Ex): When in contact with skin, the scarab beetle immediately tries to dig into the flesh of the subject. If the beetle comes in contact with material it cannot bite through, such as armor, it moves along the surface until it finds an opening to the skin. It must make a successful attack roll to begin burrowing; it then buries itself in the individual's flesh. It can be seen as a large lump under the skin and begins moving unerringly toward the heart of the creature, eating flesh all along the way. A grave scarab takes 3 rounds to reach a Medium-size victim's heart, 2 rounds for a Small victim, and 4 rounds for a Large victim. The scarab inflicts 1d4 points of damage each round it burrows. Once it reaches the heart it consumes it,, inflicting 1d4 points of permanent Constitution damage each round and killing the creature in a horrific and painful death. Creatures immune to critical hits are immune to this attack.

Once the beetle has become imbedded, it is difficult to remove. The most obvious method is to remove the affected limb. Someone may also attempt to kill the beetle inside the skin. The beetle loses its Dexterity bonus while burrowing, but the damage done is split evenly between the beetle and the individual. An individual trying to attack a beetle burrowing in its own body incurs a –2 penalty to hit and damage.

Giant Scarab Beetle

These five-foot long insects look like larger versions of the grave scarab, but no inactive form exists. These creatures tunnel from crypt to crypt to eat dead and decaying flesh. They prefer the dark, usually fleeing from strong light, although the light does not damage them. They are much less likely to attack living creatures unless they are first attacked.

Combat

Because they only eat dead flesh, they often inflect individuals bitten by them with disease.

Disease (Ex): Filth fever–bite, Fortitude save (DC 12), incubation period 1d3 days; damage 1d3 temporary Dexterity and 1d3 temporary Constitution.

Vermin: Immune to mind-influencing effects.

Monstrous Scarab Beetle

In deep caverns and large tombs where many dead bodies are interred the largest of the scarab beetles are found. These 12-foot long insects dig deep burrows in the ground searching for dead material to eat. They never initiate an attack unless they are defending their eggs or nest.

Combat

Monstrous scarab beetles protect themselves with a vicious bite or a trample attack.

Keen pincers (Ex): The mandibles of the monstrous scarab beetle are so large and sharp that they deliver an incredible 4d8+9 points of damage and deliver a critical threat on a 19 or 20.

Trample (Ex): A monstrous scarab beetle can trample Medium-size or smaller creatures for 2d8+3 points of damage. Opponents who do not make attacks of opportunity against the monstrous scarab beetle can make a Reflex save (DC 20) for half damage.

Vermin: Immune to mind-influencing effects.

Boowray

	Tiny Fey (Incorporeal)
Hit Dice:	1d6+2 (5 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	30 ft., fly 60 ft. (good)
AC:	16 (+2 size, +4 Dex)
Attacks:	Bite +4 melee
Damage:	Bite 1d2–4
Face/Reach:	2 1/2 ft. by 2 1/2 ft. / 0 ft.
Special Attacks:	Suggestive Whispers
Special Qualities:	Incorporeal, Invisibility, Immunities
Saves:	Fort +2, Ref +7, Will +3
Abilities:	Str 3, Dex 19, Con 14, Int 16, Wis 12, Cha 18
Skills:	Hide +6, Listen +6, Spot +6
Feats:	Improved Initiative, Lightning Reflexes, Weapon Finesse (bite)
Climate/Terrain:	Temperate forest
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Always lawful evil
Advancement:	5–6 HD (Small)

Those in the Realms of Dread sometimes hear voices that drive them mad. Those that hear the voice of a boowray are certain to become deranged. The boowray gets pleasure from corrupting the pure and converting them into twisted, wicked people. Once a boowray finds its prey, it never leaves until the person is no longer useful or dead.

The boowray chooses to stay invisible until it has selected a promising target. When it becomes visible, it appears as a tiny humanoid, resembling a semi-transparent child . It has pale white skin and hair, bright green eyes, and grows mint leaves in place of hair. Its clothes also appear to have been crafted from leaves. It speaks to the target in whatever language the target fluently speaks. No one else can hear the boowray except for the target. The boowray appears innocent while talking, showing no intention of its true purpose until it is too late.

Combat

The boowray is dangerous, yet elusive. It chooses to run rather than physically fight, using its power of invisibility or its incorporeal state to flee. If forced to fight, the boowray tries to bite the opponent. The *dispel evil* spell can drive the boowray away.

Suggestive Whispers (Sp): The boowray exists solely to break down the spirits of its victims. Over the long term, boowrays can use their whispering to gaslight a victim (see "Madness Saves" in Chapter Three of the **Ravenloft** core book). For more immediate satisfaction, a boowray can plant a *suggestion* in its whispers at will, as the spell cast by an 8th-level sorcerer. The victim can make a Will save (DC 17) to resist the *suggestion*. For each *suggestion* the victim obeys, she suffers a cumulative –1 penalty to further attempts to resist the whispers. Each time the victim succeeds at such a Will save, the penalty is reduced by 1 point. As the victim falls under the boowray's thrall, the acts the creature suggests will grow steadily more evil and destructive. A victim is exempt from making powers checks for acts committed while under the boowray's direct compulsion, but over time, the spirit's constant gaslighting may turn the victim's moral alignment to evil. A boowray can remain invisible while whispering. A *silence* spell can offer a victim temporary respite from the boowray's whispers.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and its own attacks pass through armor. Always moves silently.

Immunities (Ex): Immune to all mind-influencing effects.

Invisibility (Su): The booray can become invisible at will, as a standard action, and can remain invisible indefinitely.

Bowlyn

	Medium-Size Undead (Incorporeal)
Hit Dice:	4d12 (26 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	Fly 30 ft. (perfect)
AC:	13 (+2 Dex, +1 deflection)
Attacks:	Incorporeal touch +7 melee (or scimitar +7 melee)
Damage:	Incorporeal touch sickness 1d6 (1d6+7 vs. ethereal), scimitar 1d6+3
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Manifestation, seasick touch, telekinesis
Special Qualities:	Undead, incorporeal, +5 turn resistance
Saves:	Fort +4, Ref +3, Will +2
Abilities:	Str 16, Dex 15, Con –, Int 9, Wis 12, Cha 16
Skills:	Balance +6, Hide +8, Listen +8, Profession (sailor) +6, Search +8, Spot +10
Feats:	Alertness, Ambidexterity, Dodge, Power Attack
Climate/Terrain:	Any aquatic
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	5–8 HD (Medium-size)

The bowlyn (also called the "sailor's demise"), is a vengeful spirit set on destroying those it blames for its death. Without exception, the bowlyn were sailors on ocean-going vessels who died from an accident at sea. A twisted incorporeal vision of a bloated, fish-eaten corpse, it sets its misfortune on the members of the unfortunate crew who knew it in life. Typically invisible, it manifests only to show its terrible visage to those upon whom its vengeance is unleashed — who may find themselves jumping overboard in fear. The bowlyn cannot rest until all the crew is dead or the ship is

destroyed. The bowlyn must stay in its watery grave for 1 to 10 years before it can begin its revenge. The first appearance of the bowlyn always takes place on the anniversary of its death.

Combat

The bowlyn always follows the same pattern: attacks happen once per night and affect the people it knew, or take place in an area where it performed its duties in life (such as fire in the crow's nest if the sailor had often been lookout). The bowlyn always chooses to attack indirectly if possible, using its seasick touch only if thwarted from creating increasingly deadly accidents aboard ship. Because it is a spirit tied directly to the sea, if any captain is wise (or foolish) enough to run his ship aground, the spirit will be instantly annihilated.

Manifestation (Su): When a bowlyn manifests, it can strike with its touch attack and its ghostly weapon as well as be attacked by those on both the Material and Ethereal Planes. However, its appearance also causes *fear* as the spell cast by an 12th-level sorcerer (Will save DC 15 to resist).

Seasick Touch (Su): A bowlyn that hits a living target with its seasick attack deals 1d6 damage. The victim must also make a Fortitude save (DC 15), or be instantly overcome with nausea. Nauseated individuals are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action such a character can take is a single move (or move-equivalent action) per round. The nausea lasts until the victim is cured. Any magical healing negates the nausea.

Telekinesis (Su): The bowlyn can use *telekinesis* once per round as a free action, as cast by a 12th-level sorcerer. The bowlyn's telekinesis can only affect objects.

Broken One

	Medium-Size Aberration
Hit Die:	3d8+12 (25 hp)
Initiative:	–1 (Dex)
Speed:	20 ft.
AC:	15 (–1 Dex, +6 natural)
Attacks:	2 slams +5 melee
Damage:	Slam 1d4+3
Face / Reach:	5ft. by 5ft. / 5ft.
Special Attacks:	See below
Special Qualities:	See below
Saves:	Fort +5 Ref +0 Will +5
Abilities:	Str 16, Dex 8, Con 18, Int 6, Wis 14, Cha 10
Skills:	Spot +5, Listen +5, Hide +4, Climb +8
Feats:	Multiattack
Climate /Terrain:	Any land or underground
Organization:	Solitary, gang (2–5), or pack (6–11)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	4–6 HD (Medium-size); 7–9 HD (Large)

The term "broken one" actually refers to a large variety of creatures that stem from different methods of origin. Some broken ones are the result of horrid experiments conducted by twisted surgeons or spellcasters. Others result from a powerful curse that knotted their bodies into inhuman forms. Still others were created by the Mists themselves, shaped into their current forms as a result of failed powers checks.

In general, a broken one is a misshapen creature that resembles a forced amalgam of different creatures. Its limbs may be disproportionate, one arm larger than the other for instance. It may resemble a patchwork of beings, with different anatomical parts sewn together to make a hideous mockery of life. It may even combine the features of beasts with those of humanoids. All broken ones are hideous in the extreme, and seem to bear a deep hatred of all forms of standard life.

Broken ones can understand all the languages they knew in their former life (if any), but only speak in a limited capacity. Broken ones created from animals often will speak their creator's language.

Combat

Broken ones, driven by their intense hatred for "normal" life, are prone to rush into combat without regard to their own safety. Each Broken One is a unique being, possessing different capabilities, but each has two of the following powers:

Great Arms (Ex): The broken one has a massive arm or arms. This helps the creature grab and throttle its opponents. Having this ability also gives the creature the Improved Grab (Ex) ability. To use this ability, the broken one must hit with a slam attack.

Inhuman Strength (Ex): The creature's natural strength has been enhanced by its transmutation. Add +4 to the creature's standard Strength score.

This gives the broken one a +2 bonus to hit and damage.

Damage Reduction(Su): The hide of the broken one has been mystically toughened. The creature receives damage reduction 10/+1.

Fluid Body (Su): The creature's body is soft and rubbery like clay. The broken one can flatten its body, and flow around different objects like water. It can fit through any crack or opening, so long as it is accessible by water as well.

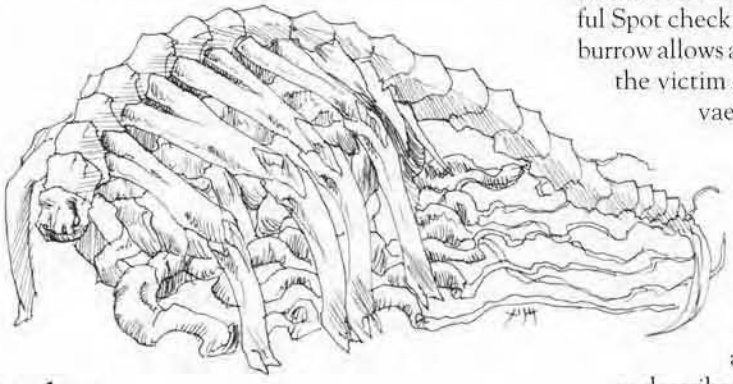
Extra Limb (Ex): The broken one has an extra limb that attached to its malformed body. This gives the creature an additional slam attack as well as the Multiattack feat.

Frenzy (Ex): Once per day, the broken one can go into a frenzy, giving it a +2 enhancement bonus to Strength and Constitution, and a –2 penalty to AC. It remains in a frenzy until it or its opponent is dead.

Carrion Stalker

	Tiny Vermin
Hit Dice:	1d8+2 (6 hp)
Initiative:	+3 (Dex)
Speed:	20 ft.
AC:	17 (+2 size, +3 Dex, +2 natural)
Attacks:	8 tendrils +5 ranged
Damage:	Tendrils (see text)
Face/Reach:	2 ft. by 2 ft. / 15 ft.
Special Attacks:	Tendrils, Infest
Special Qualities:	Vermin, heatsense
Saves:	Fort +4, Ref +3, Will +0
Abilities:	Str 3, Dex 16, Con 14, Int -, Wis 10, Cha 2
Skills:	Hide +18, Spot +4
Climate/Terrain:	Underground
Organization:	Solitary or cluster (2–6)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement Range:	2–3 HD (Small); 3–4 HD (Small)

Carrion stalkers are vile creatures that feed off the dead. Similar in size and shape to a large horseshoe crab, carrion stalkers have an exoskeleton that extends to their eight legs, giving the appearance of a walking humanoid rib cage. They possess eight long, jellyfish-like tendrils attached to their muscular undersides. These 15-foot long tendrils are deep red in color and drag along behind the creature as it walks. A nesting stalker is often mistaken for the ribcage and entrails of the corpse on which it feeds.



Combat

Carrion stalkers hide in the corpses of their victims until warm-blooded creatures approach within 15 feet. Screeching, they lash out with their eight tendrils to trap their prey, using their legs and the corpses they nest in to anchor themselves.

Tendrils (Ex): Stalkers can make up to eight separate, but simultaneous, attacks with their tendrils when they leap, using their legs to help guide the attack. The tendrils are filled with tiny stinging needles that cause 1d2 points of damage per hit. If any tendrils hit the target, he or she must make a Reflex save (DC 13 + 1 per tendril that hits) or become bound by the tendrils. Bound PCs are considered pinned, as per the grappling rules. The stalker itself is not considered grappled. Escape from the tendrils requires a successful Escape Artist or Strength check (DC 15 + 1 per wrapping tendril). Bound PCs suffer 1 additional point of stinging damage per tendril per round. PCs assisting the bound character using the Aid Another action are stung for _ this amount. The stalker continues to attack its pinned victim (at +4 to hit) with any tendrils that missed previously. The tendrils can be damaged with slashing weapons only. Each tendril is AC 20 (+8 size, +2 natural) and has 2 hit points. The tendrils' hit points do not count against those of the stalker. The tendrils continue to sting for 1d4 rounds after the death of the stalker itself and are no easier to remove.

Infest (Ex): The stalker drags a pinned victim 5 feet closer to itself each round until it drags the victim into its own square. This does not provoke an attack of opportunityThe stalker then releases a cloud of larvae from between its "ribs" as a free action. If a carrion stalker is killed before releasing its larvae, it launches its larvae at an adjacent creature as it dies. A carrion stalker dies immediately after the release. 2d4 larvae leap onto the victim and burrow in on the next round. A successful Spot check (DC 15) before the larvae begin to burrow allows an assistant to pluck 1d4 larvae from the victim as a standard action. Burrowed larvae cause 1d2 points of temporary Constitution damage per larvae per round unless a successful Fortitude save (DC 12 + 1 per burrowed larvae) is made. A successful Heal check (DC 15) is required to remove each burrowed larvae. If the PC is still entangled, anyone assisting the PC will be stung as described above. *Remove disease* destroys all larvae. The larvae grow to full size within 2 weeks.

Vermin: Immune to mind-influencing effects.

Heatsense (Ex): A stalker can sense the location of all warm-blooded creatures within 30 feet regardless of invisibility or concealment. A stalker is considered blinded against creatures that do not generate heat, such as oozes and the undead.

Carrionette

	Diminutive Construct
Hit Dice:	2d10 (11 hp)
Initiative:	+0
Speed:	15 ft.
AC:	14 (+4 size bonus)
Attacks:	Straight razor –2 melee; or silver needle +0 ranged
Damage:	Razor 1d4–2; silver needle special
Face/Reach:	1 ft. by 1 ft./0 ft.
Special Attacks:	Silver needles, possession
Special Qualities:	Construct, *ventriloquism*, wooden body, darkvision 60 ft.
Saves:	Fort +0, Ref +0, Will –1
Abilities:	Str 6, Dex 10, Con -, Int 9, Wis 8, Cha 8
Skills:	Climb +8*
Climate/Terrain:	Odiare
Organization:	Solitary or pack (2–8)
Challenge Rating:	1
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	3–4 HD (Tiny)

When in repose, a carrionette appears to be nothing more than a brightly painted wooden marionette, with jointed limbs and holes where a puppeteers strings might go, though the strings themselves are absent. It matters little, as the carrionette is perfectly capable of moving without the aid of a puppeteer.

The first carrionette was created by the famous Odiaran toymaker Guiseppe, and was intended to serve as the child that Guiseppe had never had. This carrionette, which would come to call itself Maligno, turned on its creator and the people of Odiare, creating more carrionettes to serve it and using them to slaughter most of the adults of the town. Maligno has since become the darklord of Odiare, and he continues to use his carrionette servants to terrorize the people of that land when the mood strikes him. Some of these creatures are also rumored to have spread to other lands.

A carrionette's most feared power is its ability to usurp control of the bodies of living creatures, controlling them from within like a puppeteer. Gaining control over a living body is the only ambition of a carrionette.

Combat

Carrionettes wield small, sharp weapons in melee, such as razors or kitchen knives, but their small size and weak limbs prevent them from being very threatening in melee. Unfortunately, carrionettes have a much more dangerous form of attack in the form of the silver needles each carries.

Silver Needles (Su): Each carrionette carries a quiver of ten small needles, which the carrionette can throw at targets up to 15 feet away. When the carrionette throws a needle, a thin silver cord trails behind it, extending from the carrionette's hand. With a successful attack roll, the needle hits one of the victim's limbs, an arm or leg chosen by the carrionette. The needles do no damage to the target, but the victim must make a Will save with a DC of 14. If the victim fails the save, the target limb has been paralyzed, and the silver cord becomes invisible. A paralyzed limb is useless. A paralyzed arm cannot hold any items or weapons or make an attack. A paralyzed leg reduces the victim's speed by half. If the needle is removed from the limb, the paralyzation ends in 1d4 rounds. Carrionettes can recover and reuse thrown needles; the needles themselves are non-magical, serving only as a medium of delivery for the silver cords.

Possession (Su): A carrionette can take possession of an immobilized humanoid or monstrous humanoid by driving a needle into the base of its neck. The victim must be unable to resist this action, either because it is unconscious or asleep, or because all four of its limbs have been paralyzed by silver needles. When the needle is driven into the victim's neck, the carrionette's essence is transferred into the living victim, while the victim's essence is in turn transferred into the body of the carrionette. This effect is similar to the spell *magic jar*, except that it offers no saving throw and the effects have indefinite duration.

After the transfer, the carrionette falls briefly unconscious, gaining control of its new body after a single round has passed. The victim remains unconscious for a much longer period, unable to take control of the carrionette's body for a full hour. Once the carrionette has control over the body, it can remove any silver needles from its limbs. Carrionettes are immune to the paralyzing effect of their needles.

Once the carrionette has its new, living body, it takes care to hide and bind its original doll body, as the carrionette's essence is still linked to its wooden body. If the doll body is destroyed, the carrionette immediately dies as well. Furthermore, if the doll body, now controlled by the essence of the living victim, drives a silver needle into the living body of the carrionette, the transfer is reversed. The carrionette returns to its original body and lies inert for an hour, while the living victim regains control of its original body after a single

round. Carrionettes take great care to prevent this from occurring, locking their doll bodies in chests or closets or otherwise incapacitating them.

Ventriloquism (Sp): Carrionettes can cast a *ventriloquism* spell at will. Their voices are shrill and inhuman, almost a parody of a child's voice.

Construct: Immune to mind-influencing effects, poison, disease and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage.

Wooden Body (Ex): A *warp wood* spell cast on a carrionette destroys it instantly.

Skills: Carrionettes receive a +8 racial bonus to Climb checks.

Cat

	Tiny Magical Beast Midnight Cat	Large Animal Plains Cat	Tiny Undead Crypt Cat
Hit Dice:	3d8 (13 hp)	4d8+12 (30 hp)	1/2 d12 (4 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)	+3 (Dex)	+7 (+3 Dex, +4 Improved Initiative)
Speed:	30 ft.	40 ft.	30 ft.
AC:	22 (+2 size, +3 Dex +7 luck)	15 (–1 size, +3 Dex, +3 natural)	15 (+1 size, +3 Dex, +1 natural)
Attacks:	2 claws+6 melee, bite-2 melee	2 claws +7 melee, bite +2melee	2 claws +4 melee, bite -1 melee
Damage:	Claw 1d2–2, bite 1d3–2	Claw 1d6+5, 1d8+2	Claw 1d3–1 and disease, bite 1d3–1 and disease
Face/Reach:	2 1/2 ft. by 2 1/2 ft./0 ft.	5 ft. by 10 ft./5 ft.	5 ft. by 5ft./5 ft.
Special Attacks:	Steal breath, curses	Pounce, rake 1d8+2	Infection
Special Qualities:	Darkvision 60 ft., low-light vision	Scent	Undead, immunities
Saves:	Fort +3, Ref +6, Will +3	Fort +4, Ref +7, Will +2	Fort +0, Ref +2, Will +2
Abilities:	Str 6, Dex 16, Con 11, Int 12, Wis 15, Cha 18	Str 21, Dex 16, Con 17, Int 2, Wis 12, Cha 7	Str 8, Dex 14, Con -, Int -, Wis 10, Cha 11
Skills:	Balance +11, Climb +10, Hide +15*, Listen +9, Move Silently+12, Spot +9	Balance +5, Climb +5, Hide +7*, Jump +9, Move Silently +7*	Balance +8, Hide +12, Move Silently +4
Feats:	Improved initiative, Weapon Finesse (claw)		Improved Initiative Weapon Finesse (claw,bite)
Climate/Terrain:	Any land	Temperate plains	Any land and underground
Organization:	Solitary	Solitary	Solitary or guardians (10–20)
Challenge Rating:	3	3	1/3
Treasure:	Standard	None	Standard
Alignment:	Always neutral evil	Always neutral	Always neutral
Advancement:	—	5–8 HD (Large)	—

Certain felines are common to the Ravenloft setting. These cats range from being feared to considered good luck totems.

Midnight Cat

Midnight cats appear as inky black cats with luminous, yellow-green eyes. Regardless of the weather, their misty breath is always visible. They are both highly prized and feared for their power over curses. They are greedy and fickle creatures, and often adopt a "master," who is expected to see to their every desire.

Midnight cats typically know at least one domain language, though they seldom deign to speak.

Combat

Midnight cats know better than to attack opponents larger than themselves. If attacked, they are more likely to invoke a curse than retaliate with tooth and claw.

Steal Breath (Sp): Midnight cats feed on the spirits of living creatures. To do this, the cat must perch on the chest of a sleeping victim, then inhale the breath from the creature's lips. The victim must make a Fortitude save (DC 15) or suffer 1 point of permanent Constitution drain. In addition, the victim is rendered immune to all healing magic until the cat is dead.

Curses (Sp): A midnight cat can lift any curse of up to troublesome severity, at will, as a standard action. It does this by sucking the curse out of the victim in the same way it steals breath, except that the target can be awake. The cat always demands payment for this service, however, usually in the form of performing some evil deed on the cat's behalf. If the cat takes offense for any reason, it can lay a curse of vengeance at will (see Chapter Three of the **Ravenloft** core book), as a standard action. These curses can be of up to troublesome severity, and the cat has a total bonus of +15 to its curse check.

Skills: Midnight cats receive a +4 racial bonus to Hide and Move Silently checks and a +8 racial bonus to Balance checks. They use their Dexterity modifier for Climb checks. * A midnight cat's Hide bonus rises to +8 in dark areas.

Plains Cat

Native to the grasslands of Nova Vaasa, plains cats are large black felines with bobbed tails. Males have white tufts of hair at the ends of their ears, which are considered good luck tokens. To find a mate, a plains cat emits a call that can be heard for several miles. If there is a response, a series of call-and-responses will be uttered. To the untrained ear, these roars sound like agonized screams. Many would-be rescuers have lost their lives attempting to find the source of the screams only to end up as victims of the plains cats.

Combat

Plains cats attack when they feel threatened or feel their territory is being invaded.

Pounce (Ex): If a plains cat leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Rake (Ex): A plains cat that successfully hits a foe while pouncing may make two rake attacks (+7 melee) with its hind legs for 1d8+2 damage each.

Startle (Ex): When a hunting plains cat roars, the sound is amazingly like that of a human scream. Foes within 30 feet who hear the scream must make an immediate Fear save (DC 10) or be stunned for 1 round. Plains cats can roar at will instead of making a bite attack. Whether or not the Fear save is successful, the foe cannot be startled again by that plains cat's startle ability for one day.

Skills: Plains cats receive a +4 racial bonus to Balance, Hide, and Move Silently checks. * In areas of tall grass or heavy underbrush the Hide bonus improves to +12.

Crypt Cat

Normally found as guardians in burial chambers, often with non-magical mummified cats, crypt cats appear dry and shrunken, with mangy clumps of fur clinging to the papery skin stretched across their bones. Their teeth are yellowed and broken, and their eyes are nothing but husks that rattle in gaping sockets.

Combat

Unless threatened, skeletal cats remain still until they can attack by surprise.

Infection (Su): Any living creature damaged by a crypt cat must make a Fortitude save (DC 12). If the creature fails this save, the wound becomes red and inflamed, and will never completely heal. Even if magic healing is used, 1 point of damage per infected attack remains unhealed until the crea-

ture receives a *heal* or *remove disease* spell. A single casting of either spell cures all infected wounds.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Immunities (Ex): Crypt Cats have cold immunity. Because they lack flesh or internal organs, they only take half damage from piercing or slashing weapons.

Changeling (Kin)

	Medium-Size Construct
Hit Dice:	3d10 (16 hp)
Initiative:	+0
Speed:	30 ft.
AC:	10
Attacks:	None or weapon +2
Damage:	None or by weapon type
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	See below
Special Qualities:	Construct, darkvision 60 ft.
Saves:	Fort +1, Ref +1, Will +1
Abilities:	Str 11, Dex 11, Con –, Int 10, Wis 10, Cha 10
Skills:	Racial skill(s) (see below)
Feats:	See below
Climate/Terrain:	Shadow Rift
Organization:	Solitary or pack (2–12)
Challenge Rating:	0 (non-combatants) or 1 (combatants)
Treasure:	None
Alignment:	Same as creator
Advancement:	By character class

Changelings are creatures born from human shadows taken by the Arak (shadow fey) into the Shadow Rift. The shadow fey cut the shadows from the bodies of volunteers in the mortal world, leaving behind mindless shells. The shadows become changelings in the Shadow Rift, acting as master servants for the Arak. Each of the Nine Breeds of Arak creates servants that are exceptionally adept at particular tasks according to the breed of their creator.

The Arak promise those who volunteer to become changelings the "reward" of spending life among the shadow fey and the opportunity to become master craftsman. In truth, changelings can be made from the unwary as well as true volunteers. To become a changeling, a mortal must eat faerie food provided by the shadow fey. After eating the faerie food, the consumer falls into a deep sleep. The shadow fey then lights a magic candle beside the body. The candle burns for 5 hours, and the victim cannot be awoken unless it is extinguished. Next, the shadow fey sprinkles the body with sparkling black dust, which allows the Arak to slice off the victim's shadow with a silver sickle. The shadow fey places the shadow into a bag and tries to reach the Shadow Rift before the candle burns down in 5 hours.

If the shadow fey reaches the Shadow Rift before the candle burns down or is extinguished, the shadow transforms into a changeling in the shape and appearance of the shadow's former owner. The changeling's creator then assigns it a task, which it performs with obsessive concentration and devotion. For this reason, changeling craftsmen are able to create items of much higher quality than most mortals. Changelings are able to speak whatever languages they spoke in life, though they speak without emotion. When changelings are killed, they dissolve into the shadows.

Back in the mortal world, the magic candle extinguishes as soon as the changeling springs to life in the Shadow Rift. The victim's body then rises as a mindless automaton to carry out mundane, repetitive tasks of everyday life. These soulless bodies are sometimes called the elf-shot or the shadow-reft. The shadow-reft have no Intelligence score and no shadow, but they are otherwise identical to their former selves. They will not defend themselves even if attacked.

A shadow-reft person can be restored by a *wish* or *miracle* spell or by casting a *resurrection* spell cast on their living changeling, which instantly destroys the changeling and restores the shadow-reft to normal life.

Combat

Shee changelings are non-offensive and will not fight even if attacked. Changelings created by the powrie, the sith, and the teg fight using the weapons described under their individual entries.

Construct: Changelings are immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Racial Skills (Ex): All changelings are exceptionally skilled in one or more areas according to the role for which they were created. Changelings are considered trained in all of their racial skills (though they have no skill points) and receive racial bonuses to these skills as detailed below.

Powriekin

Changelings created by the powrie travel beyond the Shadow Rift to perform missions of stealth for the Arak. The cunning and sadistic nature of the powriekin serves them well in their roles as spies, thieves, and assassins. They are proficient with all simple weapons, preferring poisoned daggers and darts.

Sneak Attack (Ex): Powriekin are able to perform sneak attacks as a 3rd-level rogue (+2d6 damage).

Racial Skills (Ex): Powriekin gain a +10 racial bonus to Hide and Move Silently checks.

Sheekin

Sheekin are skilled entertainers created to please the Arak. They do not fight.

Racial Skills (Ex): As performers, Sheekin are incredibly charismatic, gaining a +20 racial bonus to Perform skill checks. When not performing, they are quiet and inattentive.

Sithkin

Sithkin are pale, undead-like creatures sent to the world of mortals to retrieve items of importance from graveyards, mortuaries, and other places of death. Sithkin will fight if necessary using simple weapons such as the sickle, though they are not exceptional fighters.

Command Undead (Su): Sithkin can rebuke undead as a 7th-level evil cleric.

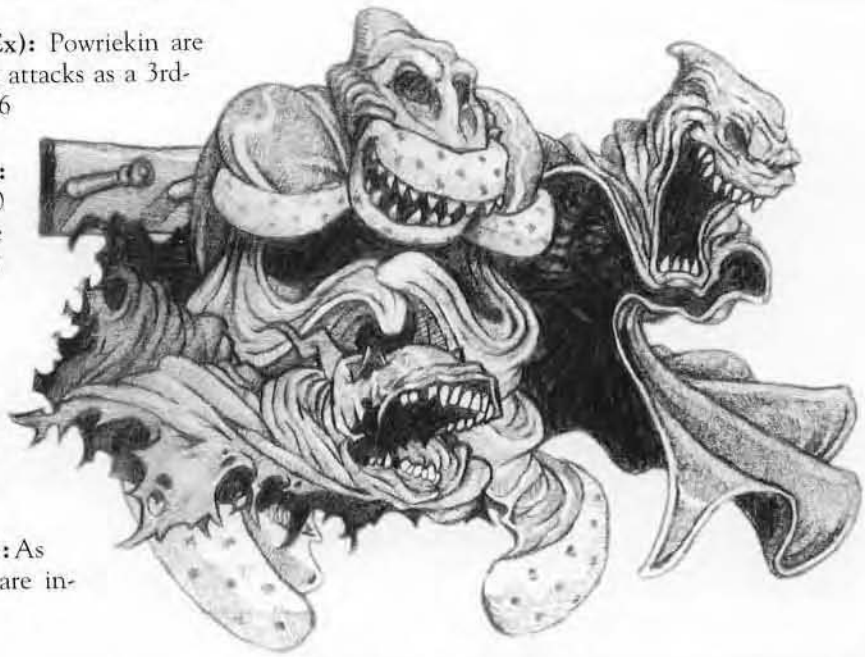
Undead Friendship (Su): Aside from domain lords, no undead will ever attack a sithkin unless the sithkin attacks it first.

Racial Skills (Ex): Sithkin never speak and move very quietly, gaining a +10 racial bonus to Move Silently checks.

Tegkin

Tegkin are hunters for the Arak. These wild changelings are proficient with simple weapons, the shortbow, and the longbow. They will fight if accosted while hunting.

Racial Skills (Ex): Tegkin gain a +10 racial bonus to Wilderness Lore checks and a +4 racial bonus to Hide, Move Silently and Spot checks.



Cloaker, Dread

	Cloaker, Shadow	Cloaker, Resplendent	Cloaker, Undead
	Large Aberration	Large Aberration	Large Undead
Hit Dice:	6d8+18 (34 hp)	6d8+20 (35 hp)	5d12 (32)
Initiative:	+7 (+3 Dex, +4 Improved initiative)	+7 (+3 Dex, +4 Improved initiative)	+7 (+3 Dex, +4 Improved initiative)
Speed:	10 ft., fly 40 ft. (average)	10 ft., fly 40 ft. (average)	10 ft.,fly 40 ft. (average)
AC:	19 (–1 size, +3 Dex, +7 natural)	17 (–1 size, +3 Dex, +5 natural)	19 (–1 size, +3 Dex, +9 natural)
Attacks:	Tail slap +8 melee, bite +3 melee	Attach +8 melee touch	Tail slap +8 melee, bite +3 melee
Damage:	Tail slap 1d6+5; bite 1d4+2	none	Tail slap 1d6+5; bite 1d4+2
Face/Reach:	5ft. by 5ft./10ft.(bite 5ft)	5ft. by 5ft./10ft.	5ft.by 5ft./10ft.(bite 5ft)
Special Attacks:	Attach, Constitution drain, engulf	Color spray, attach, hit point drain, engulf	Engulf, attach, energy drain, create spawn
Special Qualities:	Shadow shift, damage reduction 20/+1, vulnerability	Damage reduction 20/+1, vulnerability	Undead, damage reduction 20/+1, vulnerability
Saves:	Fort +9, Ref +5, Will +7	Fort +9, Ref +5, Will +7	Fort Ø, Ref +5,Will +7
Abilities:	Str 21, Dex 16, Con 17, Int 14, Wis 15, Cha 15	Str 21, Dex 17, Con 17, Int 14, Wis 15, Cha 18	Str 21, Dex 16, Con Ø Int 14, Wis 15, Cha 15
Skills:	Hide +12*, Listen +11, Move Silently +12, Spot +11	Hide +12*, Listen +11, Move Silently +12, Spot +11	Hide +12, Listen +11, Move Silently +12, Spot +11
Feats:	Alertness, Improved Initiative	Alertness, Improved Alertness, Improved Initiative	Initiative
Climate/Terrain:	Underground	Underground	Underground
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	5	5	5
Treasure:	Standard	Standard	Standard
Alignment:	Usually Chaotic Neutral	Usually Chaotic Neutral	Always Chaotic Evil
Advancement:	7—9 HD (Large); 10—18 HD (Huge)	7—9 HD (Large); 10—18 HD (Huge)	6–8 HD (Large); 9–16 HD (Huge)]

Unlike the cloakers of other worlds, dread cloakers are parasitic creatures. They attach themselves to the spine and shoulders of a host, then feed by using their host to channel the energies they require. None of these creatures, not even the seemingly benevolent resplendent cloaker, feel any true compassion for their hosts.

Shadow Cloaker

Rumored to have originated on the Plane of Shadow, shadow cloakers have a preference for dark places. Seen in the light, a shadow cloaker resembles a black cape-shaped void. Unless attached to a host, this creature blends into the shadows and is rarely seen. No record exists of any successful attempts to communicate with shadow cloakers, but they are thought to be intelligent and possess a language of their own.

Combat

The shadow cloaker stalks its prey silently, passing along the ground or walls as gently as a passing shadow. If successful in its Move Silently check, this creature always gains surprise when it attacks. It prefers to attack solitary beings and attempts to attach itself to its intended host. If necessary, it can attack with tail and bite when not attached and tail when it is attached to a host.

Attach (Su): If a shadow cloaker hits a man-shaped living creature at least one size category smaller than itself with its bite attack, it attaches itself to the creature's shadow. The creature becomes the cloaker's host. A cloaker cannot bite if it is attached to a host. A cloaker detaches from its host only if it dies or is the target of a *daylight*, *sunbeam*, or *sunburst* spell. If the host dies, the cloaker detaches and moves on to find a new host.

Without a host, the cloaker loses one Hit Die per week until it dies. If the cloaker attaches to a new host, it recovers one Hit Die for each day it feeds.

Constitution Drain (Su): Shadow cloakers feed by draining Constitution from living beings. They need to be attached to a host in order to use this ability, since they actually grant it to the host. Any physical contact the host makes with another living creature (which may require a touch attack) allows the cloaker to inflict 1 point of permanent Constitution drain. The victim does not feel the effects of this drain for 2d8 minutes. The cloaker only uses this ability to feed and only feeds once per day. If 24 hours pass without its host touching a living creature, the cloaker will feed from its host. A victim drained to 0 Constitution dies and rises 24 hours later as a shadow.

Engulf (Ex): A shadow cloaker can try to envelop a creature at least one size category smaller than itself in its body as a standard action. The cloaker automatically succeeds if it is engulfing its host; otherwise, it attempts a grapple that does not provoke an attack of opportunity. If the cloaker is not attached to a host, it can bite the engulfed victim with a +4 attack bonus. Wrapped creatures are considered pinned. Attacks that hit an engulfing cloaker inflict half their damage to the monster and half to the trapped victim. Area effect spells inflict full damage against both. The cloaker can still use its tail to strike at other targets.

Shadow Shift (Su): These creatures can manipulate shadows. When using this ability, the cloaker and its host gain one-quarter concealment (10% miss chance) for 1d4 rounds. In shadowy areas, the creature gains a +5 racial bonus to Hide checks (raising its total bonus to +17). If attached to a host, the racial bonus applies to the host's Hide checks.

Damage Reduction (Su): Since the shadow cloaker drapes itself around its host like a true cloak, the creature's damage reduction also protects the host from all physical attacks except area attacks.

Resplendent Cloaker

Resembling a lovely and bejeweled cloak of rich, glowing fabric, these benign symbionts are nonetheless seen as evil omens. Resplendent cloakers feed by healing the wounds of their hosts. Unfortunately, their lovely appearance and radiant glow also attract attention to their hosts. They are considered evil omens because they always seem drawn to suffering and bloodshed as if they were prescient. It is thought that their glow might be a method of communication, but no one has been able to successfully communicate with them.

Combat

The resplendent cloaker lies in wait for a new host by draping itself on the floor or across a piece of furniture. When a potential host comes within range, the cloaker attacks.

Color Spray (Su): A resplendent cloaker can emit a burst of light at a target that acts as a *color spray* spell cast by a 6th-level sorcerer. (A Will save of DC 16 negates.)

Attach (Su): If a resplendent cloaker's *color spray* stuns or knocks unconscious a man-shaped living creature at least one size category smaller than itself, the cloaker tries to attach itself to the creature with a touch attack. The creature becomes the cloaker's host. The cloaker detaches from its host if it goes four days without feeding (see below), or if it or its host receives any form of magic healing. Another character can forcibly remove the cloaker from its host with a successful Strength check (DC 15), but this requires both the host and the cloaker to make a Fortitude save (DC 14) or die. A successful save leaves the host stunned for 1d8 minutes. If a host dies, the cloaker detaches and moves on to find a new host. Without a host, the cloaker loses one Hit Die per week until it dies. If the cloaker attaches to a new host, it recovers one Hit Die for each day it feeds.

Hit Point Drain (Su): Resplendent cloakers feed by healing their hosts. They need to be attached to a host in order to use this ability. Each round, the cloaker can heal up to 5 points of damage that either it or its host has suffered as a free action. If the host is wounded, the cloaker "devours" 1 point of damage for every 2 points it heals. A resplendent cloaker must devour at least 1 point of damage each day. If the cloaker is wounded, it heals itself by drain the health of its host; the host suffers 2 points of damage for each hit point the cloaker recovers. The cloaker does not heal damage it has inflicted.

Engulf (Ex): Same as shadow cloaker (above), except that the resplendent cloaker does not attack with its tail.

Damage Reduction (Su): See shadow cloaker (above).

Vulnerabilities: These cloakers are sensitive to magical darkness effects, losing 1 hit point per

round while in the area of effect. Using any kind of healing magic on the cloaker inflicts damage (equal to the amount that should be healed) to both the creature and its host.

Skills: When determining if other creatures can see the resplendent cloaker in any but the most brightly lit conditions, the cloaker's bright glow gives such creatures a +10 circumstance bonus to their Spot checks.

Undead Cloaker

Rumored to be the tragic remnant of a resplendent cloaker drained by an undead, these creatures resemble tattered, rotting cloaks from a distance. Up close, their rotting flesh is all too evident. They are believed to be intelligent, as they can direct the actions of a mindless host, but there is no record of any successful attempts to communicate with them.

Combat

The undead cloaker prefers to attack from surprise, attempting to engulf its victim. It keeps its target engulfed and uses its bite to attach itself to its victim's neck. Once its new host has stopped struggling, the cloaker allows it freedom of movement but stays attached. Forcefully removing an undead cloaker from its host takes a Strength check (DC 17). If successful, this kills the cloaker but in its death the creature drains 1d4 levels from its host.

Engulf (Ex): Same as shadow cloaker (above).

Attach (Su): If an undead cloaker engulfs a man-shaped creature at least one size category smaller than itself, it attempts to bite. If the bite attack hits, it attaches itself to the creature. The creature becomes the cloaker's host. A cloaker cannot bite if it is attached to a host. A cloaker detaches from its host only if it dies, is successfully turned, or if a *negative energy protection* spell is cast on its host. An undead cloaker will not attempt to attach itself to a creature warded by such a spell. An undead cloaker does not detach if its host dies. Another character can forcibly remove the cloaker from its host with a successful Strength check (DC 15), but as the cloaker is torn free its host receives 1d4 negative levels. Without a host, the cloaker loses one Hit Die per week until it is destroyed. If the cloaker attaches to a new host, it recovers one Hit Die for each day it feeds.

Energy Drain (Su): Undead cloakers feed by draining life energy from living creatures. As with the shadow cloaker, the undead cloaker uses its host as the conduit, and cannot drain energy without a host. If the host touches any living creature, that creature receives one negative level. If the creature is resisting being touched, the host must make an unarmed attack to drain energy. If the host does not drain energy at least once in any 24-hour span, the host receives a negative level. The Fortitude save to remove the negative level (or those received if the cloaker is removed, above) has a DC of 14.

Create Spawn (Su): Any humanoid slain by an undead cloaker's energy drain (including the host) rises as a zombie 24 hours later. These zombies are under the command of the undead cloaker that created them and remain enslaved until its death. They do not possess any of the abilities they had in life. A host that rises as a zombie is still the cloaker's host. The cloaker controls its undead host like a puppet.

Damage Reduction (Su): See shadow cloaker (above).

Corpse Candle

	Medium-Size Undead (Incorporeal)
Hit Dice:	6d12 (39 hp)
Initiative:	+3 (Dex)
Speed:	30 ft., fly 60 ft (good)
AC:	15 (+3 Dex, +2 deflection)
Attacks:	Incorporeal touch +5
Damage:	Incorporeal touch spiritual flame 1d6
Face/Reach:	5 ft. by 5ft. / 5 ft.
Special Attacks:	Death vision, control flame
Special Qualities:	Undead, incorporeal, +2 turn resistance
Saves:	Fort +2, Ref +4, Will +8
Abilities:	Str –, Dex 16, Con –, Int 14, Wis 14, Cha 12
Skills:	Spot +12, Intuit Direction +10, Intimidate +12, Tracking +12
Feats:	Alertness, Blind-Fight, Iron Will
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	6
Treasure:	None
Alignment:	Usually chaotic neutral
Advancement:	8–12 HD (Medium-size)

Corpse candles are incorporeal spirits of murdered individuals that attempt to coerce the living into gaining revenge upon their killers. The spirit's will remains within its corpse until an instrument of revenge can be found.

Corpse candles gain their name from the slight flamelike glow that flickers in the eyes of their corpses. This glow remains until they find an in-

strument for their revenge, at which time the instrument gains a slight glow to his or her eyes, that is only visible in the dark. The spirit only has one purpose, to track down its killer and either kill her or to bring her to justice for the crime.

Corpse candles are naturally invisible and intangible. Spells that can reveal invisible or ethereal creatures can reveal the spirit, however. If it has not yet found an instrument for its revenge, the spirit appears as a shapeless wisp of mist hovering over its corpse. If it has found an instrument, it appears as a ghostly image of the slain person sitting astride the instrument's shoulders.

Combat

Rarely do corpse candles cause physical damage to those around them, rather depending on their instrument of revenge to act for them.

Death Vision (Su): The first person to look into the dead eyes of a corpse candle's body must succeed at a Will save (DC 16). If the individual succeeds in her save she notices only a slight flicker in the eyes of the corpse and is immune to the power for one day. If the individual fails, she goes into a trance and experiences the full horror of the last moments of the spirit's life (often requiring a Horror save). Through this vision, the corpse candle gives its instrument a mental picture of the spirit's killer and the over whelming urge to bring this killer to justice.

Control Flame (Su): The corpse candle has the power to merge a part of it spirit with any nearby flame and gain a measure of control over it. The spirit uses this power against individuals that refuse to cooperate with its plan for revenge. The spirit causes the individual to see the face of its killer in all flames it views. It can also shoot out a tendril of flame up to 10 ft. to wrap around the person. This causes only 1d6 points of damage, no matter how large the flame used. This tendril can also be used to ignite flammable material.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drains, or death from massive damage.

Incorporeal: Can only be hit by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always move silently.

Crimson Bones

	Medium-Size Undead
Hit Dice:	2d12 (15 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	30 ft.
AC:	15 (+3 Dex, +2 natural)
Attacks:	2 claws +2 melee, bite −3 melee
Damage:	Bite 1d8+2; claw 1d4+3;
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Blood poisoning, burning blood
Special Qualities:	Undead, immunities
Saves:	Fort +3, Ref +3, Will +4
Abilities:	Str 14, Dex 16, Con -, Int -, Wis 12, Cha 6
Skills:	None
Feats:	Improved Initiative
Climate/Terrain:	Any land
Organization:	Any
Challenge Rating:	2
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	3-7 HD (Large); 8-14 HD (Huge)

Crimson bones are gruesome undead created when a humanoid is flayed alive in a sacrificial ritual. They appear as skeletons that continually drip with fresh blood. Crimson bones are not cre-

ated purposely; they rise spontaneously from the dead, driven by hatred of the living and lust for vengeance. They cannot speak or even understand the words of others. They exist only to kill in wild frenzies of blood and death. Evil clerics cannot rebuke or command these chaotic undead, but they can be turned. Only sithkin changelings or arcane spellcasters using the *control undead* spell can control a crimson bones.

Combat

Crimson bones attack until destroyed, for their only focus is on killing the living and flaying the flesh from their bones. Empowered by their hatred, their teeth and bony fingers rip through flesh like knives.

Blood Poisoning (Ex): Whenever a crimson bones is hit by an adjacent attacker, the attacker must make a Reflex save (DC 14) or be splashed with its blood. If a splashed attacker is a living creature, she must make a Fortitude save (DC 13) or contract advanced blood poisoning. The victim suffers 1 point of damage per round until she dies or her blood is purified with a *neutralize poison* spell or equivalent effect.

Burning Blood (Su): Supernatural disease—bite, Fortitude save (DC 13), incubation period 1 day; damage 1 permanent Constitution drain. Unlike normal diseases, burning blood continues until the victim reaches Constitution 0 (and dies) or receives a *remove disease* spell or similar magic.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Immunities (Ex): Crimson Bones have cold immunity. Because they lack flesh or internal organs, they take only half damage from piercing or slashing weapons.

Dhampir

Dhampir are the offspring of vampires and humanoid women of the same base race as the vampire. Dhampir are almost always physically beautiful and extremely seductive. They are tragic creatures that spend their lives caught between their powerful predatory urges and all too human self-loathing. They receive supernatural powers from their fathers, but their mother's humanity protects them from the vampires' weaknesses. None of the supernatural weaknesses that can destroy or repel a vampire limits a dhampir, though sunlight does neutralize most of a Dhampir's powers.

Most dhampir grow up ignorant of their heritage because the mothers almost never survive childbirth. Their undead sires rarely bother to keep track of such events and are often surprised when confronted with their offspring many years later. Most dhampir find the predator too strong to resist, and follow the bloodthirsty path of their sires, even before they realize their true nature. Those that do resist the predator usually focus their urges into hunting down and destroying vampires, including their fathers.

A dhampir is an epic adversary. In addition to its supernatural powers, all dhampir develop a character class, and those skills should be added to the base creature stats given below. A dhampir is a terrible foe for a vampire or a PC.

Creating a Dhampir (Half-Vampire)

"Dhampir" is a template that can be added to any humanoid or monstrous humanoid creature (referred to hereafter as the "base creature"), though human is the most common. The creature's type changes to "monstrous humanoid," if it is not one already. It uses all of the base creature's statistics and special abilities except as noted here.

Hit Dice: Increase by one die type, to a maximum of d12.**Speed**: Same as base creature

AC: The base creature's natural armor improves by +4.

Attacks: The dhampir retains all of the attacks of the base creature and also gains a slam attack if it did not already have one.

Damage: Dhampir have slam attacks. If the base creature does not have this attack form, use the damage values found under the vampire template in the *Monster Manual*. Creatures with natural attacks retain their damage ratings or use the values on that table, whichever is better.

Special Attacks: A dhampir retains all the special attacks of the base creature and gains those listed below. Saves have a DC of 10 + _ dhampir's HD + dhampir's Charisma modifier unless noted otherwise.

Domination (Su): A dhampir who meets an opponent's gaze can affect the opponent as a *dominate person* cast by a 12th-level sorcerer. This is similar to a gaze attack, except that the dhampir must take a standard action, and those merely looking at it are not affected. The ability has a range of 30 feet.

Blood Drain (Ex): A dhampir can suck blood from a living victim with its fangs by making a successful grapple check. If he pins the foe, he drains blood, inflicting 1d4 points of temporary Constitution damage every round the pin is maintained.

Children of the Night (Su): Dhampir command the lesser creatures of the world and once per day can call forth a pack of 4d8 dire rats, a swarm of 10d10 bats, or a pack of 3d6 wolves as a standard action. These creatures arrive in 2d6 rounds and serve the dhampir for up to one hour.

Special Qualities: A dhampir retains all the special qualities of the base creature and those listed below.

Damage Reduction (Su): A dhampir's body is tough, giving the creature damage reduction 10/+1.

Resistance (Su): A dhampir has cold and electricity resistance 10.

Spider Climb (Ex): A dhampir can climb sheer surfaces as though with a *spider climb* spell.

Fast Healing (Ex): A dhampir heals 1 point of damage each round so long as it has not been reduced to –10 hit points.

Blood Requirement (Ex): A dhampir must feed on humanoid blood at least once a week or it cannot use its supernatural special attacks or special qualities.

Sunlight Vulnerability (Su): A dhampir cannot use its supernatural special attacks or special qualities in natural sunlight.

Restless (Su): Dhampir are doomed to rise as vampires after death, regardless of the cause of their demise. 1d4 days after burial the "dhampir" template is removed. If the base creature had less than 5 Hit Dice, it rises as a vampire spawn. If the base creature had 5 or more Hit Dice, the "vampire" template is applied. This can be prevented by destroying the dhampir's body as one would destroy the body of a vampire.

Saves: As the base creature plus character class.

Abilities: Increase from the base creature as follows: Str +4, Dex +4, Con +4, Int +2, Wis +2, Cha +4.

Skills: Dhampir receive a +6 racial bonus to Bluff, Hide, Listen, Move Silently, Search, Sense Motive, and Spot checks. Otherwise, same as base creature plus character class.

Feats: Dhampir gain Alertness, Combat Reflexes, Dodge, Improved Initiative, and Lightning Reflexes, assuming the base creature meets the prerequisites.

Climate/Terrain:	Any land
Organization:	Solitary
Challenge Rating:	Same as base creature +2
Treasure:	Double standard
Alignment:	Any
Advancement:	By character class

Sample Dhampir

This example uses an 8th-level human fighter as the base creature.

	Medium-Size Monstrous Humanoid
Hit Dice:	8d10+16 (60 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	30 ft.
AC:	3 (+4 Dex, +4 natural, +5 *+1 chain shirt*)
Attacks:	Slam +13/+8 melee or *+1 rapier* +14/+9 melee
Damage:	Slam 1d6+5; rapier 1d6+8
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Dominate, blood drain, children of the night

Special Qualities:	Damage reduction 10/+1, cold and electricity resistance 10, spider climb, fast healing 1, blood requirement, sun light vulnerability, restless
Saves:	Fort +8, Ref +8, Will +4
Abilities:	Str 20, Dex 18, Con 14, Int 14, Wis 14, Cha 16
Skills:	Bluff +6, Climb +8, Hide +6, Jump +8, Listen +8, Move Silently +8, Ride +8, Swim +8, Search +6, Sense Motive +6, and Spot +8
Feats:	Alertness, Ambidexterity, Combat Reflexes, Dodge, Expertise, Im proved Critical (rapier), Improved Initiative, Lightning Reflexes, Mobil ity, Quick Draw, Spring Attack, Weapon Focus (rapier), Weapon Specialization (rapier), Whirlwind Attack

Combat

The Will save against this dhampir's domination has a DC of 17.

Magic Items Carried: *dust of appearance*

Challenge Rating: 10

Doppelganger, Dread

	Medium-Size Shapechanger
Hit Dice:	4d8+4 (22 hp)
Initiative:	+1 (+1 Dex)
Speed:	30 ft.
AC:	17 (+1 Dex, +6 natural)
Attacks:	2 slams +5 melee,
Damage:	Slam 1d6+2
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Detect thoughts
Special Qualities:	Alter self, glamer, immunities
Saves:	Fort +5, Ref +5, Will +6
Abilities:	Str 14, Dex 13, Con 12, Int 13, Wis 14, Cha 14
Skills:	Bluff +12*, Disguise +12*, Listen +11, Sense Motive +6, Spot +8
Feats:	Alertness, Dodge
Climate/Terrain:	Any land and underground (Paridon)
Organization:	Solitary, pair or clan (4–12)
Challenge Rating:	3
Treasure:	Double standard
Alignment:	Usually neutral evil
Advancement:	By character class

Dread doppelgangers are malicious schemers that take on the shape of other humanoids. In natural form they are hairless, sexless humanoids with oily gray skin and long, gangly arms. Their cruel, twisted faces feature pointed ears framing an elongated face with evil, calculating eyes and a large, snarling mouth.

Dread doppelgangers usually work as a group, planning their actions days, sometimes years, in advance. A typical doppelganger scheme involves the methodical replacement of a merchant or noble house's family and servants over the course of months. Once in control, they usually escape in the night with as much wealth as possible or live their lives in their assumed form for decades, ruling their stolen estates with surprising, if ruthless, wisdom.

Doppelgangers cannot reproduce among themselves, mating with humanoids of other races to produce offspring, and can reproduce as either sex. They are generally reluctant to mate as females though, because once a doppelganger is impregnated, it cannot change form until the child is born. A newborn always appears to be a healthy, adorable child the same race as the true humanoid parent. At puberty, the shapechanging abilities slowly manifest and eventually run out of control for at least a year. A child abandoned by its doppelganger parent has little chance of survival.

Combat

When in its natural form, the dread doppelganger strikes with its powerful fists. It prefers not to attack with its fists if doing so will expose it. A dread doppelganger attacked publicly (if it feels the attack is not life threatening) prefers to risk being "killed" (feigning death) rather than risk exposure, trusting its family to arrange an escape from burial. When shaped as an armed person, it attacks with appropriate weapons.

Detect Thoughts (Su): A dread doppelganger can continuously *detect thoughts* as the spell cast by an 18th-level sorcerer (save DC 14). It can suppress or resume this ability as a free action.

Alter Self (Su): A doppelganger can assume the shape of any Small or Medium-size humanoid. This works like *alter self* as cast by an 18th-level sorcerer, but the doppelganger can remain in the chosen form indefinitely. It can assume a new form or return to its own form as a standard action.

Glamer (Su): A dread doppelganger can alter the texture and appearance of objects on its person as a free action. A doppelganger cannot change the objects' basic material (cloth remains cloth, metal remains metal, etc.), but a doppelganger could turn threadbare rags into clothes of any fashion, or turn a bit of wire into a necklace or visa versa. Doppelgangers often carry assorted knickknacks in their pockets to use for this purpose. Objects automatically revert to their true form if separated from the doppelganger by at least 5 feet.

Immunities (Ex): Dread doppelgangers are immune to sleep and charm effects.

Skills: A doppelganger receives a +4 racial bonus to Bluff and Disguise checks. * When using *alter self*, a doppelganger receives an additional +10 circumstance bonus to Disguise checks. If it can read an opponent's mind, it receives an additional +4 to Bluff and Disguise checks.

Dream Spawn

	Lesser Dream Spawn (Gray Morph)	Lesser Dream Spawn (Shadow Morph)	Greater Dream Spawn (Ennui)
	Small Outsider (Evil)	Medium-Size Outsider (Evil)	Medium-Size Outsider (Evil)
Hit Dice:	3d8+3 (16 hp)	5d8+10 (32 hp)	8d8+16 (52 hp)
Initiative:	+0	+5 (+1 Dex, +4 Improved Initiative)	+6 (+2 Dex, +4 Improved Initiative)
Speed:	20 ft.	30 ft.	30 ft., fly 60 ft. (average)
AC:	14 (+1 size, +3 natural)	16 (+1 Dex, +5 natural)	15 (+2 Dex, +3 natural)
Attacks:	2 claws +5 melee	2 claws +7 melee	4 claws +11 melee
Damage:	Claw 1d3+1	Claw 1d4+2	Claw 1d4+3
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Lullaby, memory drain	Lullaby, memory drain, nightmare howl	Lullaby, memory drain
Special Qualities:	Detect thoughts, alternate form,damage reduction 15/+1.feareater,darkvision 60 ft.	Detect thoughts, alternate form, damage reduction 20/+2, fear eater, darkvision 60 ft.	Detect thoughts, alternate form, invisibility, damage reduction 30/+3, fear eater, darkvision 60 ft.
Saves:	Fort +4, Ref +3, Will +4	Fort +6, Ref +5, Will +6	Fort +8, Ref +8, Will +9
Abilities:	Str 13, Dex 11, Con 12, Int 7, Wis 12, Cha 9	Str 15, Dex 12, Con 15 , Int 11, Wis 14, Cha 12	Str 17, Dex 15, Con 14, Int 14, Wis 17, Cha 16
Skills:	Bluff +2, Disguise +4, Hide +6, Listen +3, Move Si lently +2, Sense Motive +3, Spot +3	Bluff +10, Disguise +10, Hide +4, Intimidate +5, Listen +5, Move Silently +4, Sense Motive +8, Spot +5	Bluff +13, Disguise +15, Hide +10, Intimidate+12, Listen+10, Move Silently +10, Sense Motive +12, Spot +10
Feats:	Skill Focus (Disguise)	Improved Initiative, Skill Focus (Disguise)	Alertness, Flyby Attack, Improved Initiative, Skill Focus (Disguise)
Climate/Terrain:	Any land and underground (dreams)	Any land and underground (dreams)	Any land and underground (dreams)
Organization:	Solitary, pair, gang (3–6) or pack (9–20)	Solitary, pair, or pack (3–6)	Solitary
Challenge Rating:	3	5	6
Treasure:	None	None	None
Alignment:	Always lawful neutral	Always lawful evil	Always lawful evil
Advancement:	4–6 HD (Medium-size), 7–9 HD (Large)	6–10 HD (Medium-size), 11–15 HD (Large)	9–16 HD (Medium-size), 17–24 HD (Large)

Dream spawn exist beyond the Veil of Sleep, where mortal minds go to dream. Although legends speak of a nightmarish land hidden deep within the Mists of Ravenloft where the waking world and the reality of dreams twist and touch, most adventurers will encounter dream spawn only in their worst nightmares.

Dream spawn are strange, shapeshifting creatures that seem to thrive on the manipulation and spiritual torment of dreamers. Within dreamscapes, they use their powers to appear as everything from mundane animals to loved ones to unspeakable horrors, drawing their imagery from the dreamer's own mind. Dream spawn draw sustenance from fear itself, having no need to eat, drink, or breathe.

Dream spawn speak their own hushed language, known as Oneiros. They can also communicate in the languages of any dreamer they prey upon.

Combat

Dream spawn all have the following qualities. A character killed by a dream spawn in a dreamscape must make a Madness save upon waking (DC = 10 + 1/2 dream spawn's HD + dream spawn's Wisdom modifier). If dream spawn defeat a dreamer once, they usually return, plaguing the same dreamer until they are driven off or drive their victim into a nightmare-filled coma.

Memory Drain (Su): Once per day, a dream spawn can make a touch attack that deals 1d4 temporary Intelligence damage. Until the victim recovers all Intelligence points, the dream spawn can use its alternate form ability to perfectly mimic any creature from the victim's memory.

Detect Thoughts (Su): A dream spawn knows the surface thoughts of any creature in the dreamscape it inhabits, as if it had studied the character for three rounds with *detect thoughts* cast by a sorcerer of a level equal to its Hit Dice.

Alternate Form (Su): As a standard action, a dream spawn can change its form as though using *polymorph self* cast by an 8th-level sorcerer. It can remain in its new form indefinitely, and can return to its normal form as a standard action.

Fear Eater (Ex): Dream spawn are immune to all fear, horror and madness effects. If targeted by a spell that would normally cause such an effect, they heal 1 point of damage per spell level. If a dream spawn's actions cause a dreamer to fail a Fear, Horror or Madness save, it heals 2 point of damage for a minor effect, 4 points of damage for a moderate effect, and 8 points of damage for a major effect.

Gray Morph

Gray morphs are pathetic creatures that impersonate animals and minor characters in dreamscapes. They are obedient and unimaginative, dutifully assisting the shadow morphs as they terrorize dreamers.

Gray morphs resemble small, gangly humanoids without any features to speak of. Their ashen skin is perfectly smooth and almost liquid in appearance.

Combat

Gray morphs are cowardly creatures, preferring to flee at the first sign of hostility. If forced to fight, they assume their natural form and attack with their claws.

Lullaby (Su): As a standard action, a gray morph can murmur softly in Oneiros, causing its foes to become drowsy. All opponents within a 20-

foot radius centered on the gray morph must succeed at a Will save (DC 14). Creatures who fail the save are fatigued for 1d4 rounds, or for as long as the gray morph remains within 20 feet of them and continues to speak. Maintaining this ability is a free action once it is initiated. This is a sonic, mind-affecting ability.

Shadow Morph

Shadow morphs direct the events in a dreamscape, tailoring their actions to inspire the most fear in dreamers. They impersonate vanquished foes, departed loved ones, or whatever terrors a dreamer secretly fears.

Shadow morphs appear similar to gray morphs, though their flesh is nearly black and their shape suggests greater litheness and power.

Combat

Shadow morphs are cruel and ferocious in combat. They delight in taking on the forms of old foes or loved ones to attack dreamers, though they are not above simply appearing as frightening animals or monsters.

Lullaby (Su): As the gray morph.

Nightmare Howl (Su): As a standard action, a shadow morph can unleash a bloodcurdling screech. All opponents within a 60-foot radius centered on the shadow morph must succeed at a Will save (DC 14) or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by that shadow morph's howl for one day. For each creature that fails its save, the shadow morph is cured of 1d4 points of damage. All dream spawn are immune to howl of a shadow morph. This is a sonic, mind-affecting fear ability.

Greater Dream Spawn (Ennui)

Ennui are the terrifying wardens of the Veil of Sleep. They slink through the shadows of dreamscapes in search of particularly vivid nightmares. Although they normally attack with their claws, ennui have been known to wield dreamslayer weapons (see sidebar).

In its natural form, an ennui resembles a vaguely humanoid creature with maddeningly indistinct features. Its four gangly arms end in wicked claws, and huge, leathery wings sprout from the creature's back. The creature's charcoal skin is smooth and featureless. Eyes that smolder with white fire peer out from its stooped, wedge-shaped head.

Ennui are cunning and patient sadists, reveling in emotional suffering. Some simply roam the Veil of Sleep preying upon any dreamers they encounter, but many are said to serve an unspeakable higher master.

Combat

Ennui observe their foes while invisible or disguised, and then revert to their normal shape and attack mercilessly.

Lullaby (Su): As a standard action, an ennui can murmur softly in Oneiros, causing its foes to become drowsy. All opponents within a 20-foot radius centered on the ennui must succeed at a Will save (DC 14) or be affected as though by *sleep* cast by an 8th-level sorcerer, except that it can affects creatures of any HD. This is a sonic, mind-affecting compulsion ability.

Invisibility (Sp): An ennui can use *invisibility* as a standard action, as the spell cast by a 8th-level wizard, and can remain invisible indefinitely.

New Magic Weapon Special Ability

Dreamslayer: A dreamslayer weapon functions as a magical weapon with a normal enhancement bonus in the waking world. In a dream, however, its enhancement bonus increases by +3, to a maximum of +5.

Caster Level: 10th; *Prerequisites:* Craft Magic Arms and Armor, *dream*; *Market Price:* +1 bonus.

Dreamweaver

	Diminutive Outsider (Lawful)
Hit Dice:	1/4 d8 (2 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	20 ft., climb 20 ft.
AC:	17 (+3 Dex, +4 size)
Attacks:	Bite +3 melee
Damage:	Bite 1d2–2 and poison
Face/Reach:	1 ft. by 1 ft. / 0 ft.
Special Attacks:	Poison, web
Special Qualities:	Sunlight vulnerability
Saves:	Fort +2, Ref +5, Will +2
Abilities:	Str 6, Dex 17, Con 10, Int 7, Wis 10, Cha 3
Skills:	Hide +10, Spot +2, Move silently +6
Feats:	Improved Initiative

Climate/Terrain:	Any land or underground (dreams)
Organization:	Solitary, colony (2–5), swarm (6–11)
Challenge Rating:	–
Treasure:	None
Alignment:	Always lawful neutral
Advancement:	Ø

Like dream spawn, dreamweavers are strange creatures from the realm of slumber. These spider-like entities are said to weave the stuff of mortal dreams and nightmares. They come in two varieties. The light colored dreamweavers have furry bodies the rosy color of the morning sky, with white or gray stripes on the legs, and weave pleasant dreams. The dark colored variety are solid black, sometimes with red stripes on their legs, and spin nightmares. Dreamweavers communicate with other creatures only through dreams.

Dreamweavers are usually encountered only in dreams, where they swarm in colonies composed of only one type of the creature. Dreamers are seldom lucid enough to see them, however. Dreamweavers occasionally enter the waking world, usually when a sleeper's dreams are disturbed by an abrupt awakening. These rare creatures are highly prized in the waking world for their otherworldly silk. Dreamweavers derive their sustenance from the dreams they generate.

Combat

Dreamweavers are not malicious or violent. They attack only if cornered.

Poison (Ex): Sting, Fortitude save (DC 11); initial 1d6 temporary Wisdom, secondary 2d6 temporary Wisdom. A victim whose Wisdom is reduced to 0 or less slips into a deep sleep, filled with strange dreams, and cannot be woken until her Wisdom rises above 0 again.

Web (Su): Creatures that sleep within 50 feet of a dreamweaver are susceptible to the dreams that they create. Dreamweavers spin their webs whenever near a sleeper. Their silk continually changes color to reflect the nature of the dreams within it. The light colored dreamweaver allows sleepers respite from the "nightmares" horror effect (see Chapter Three of the **Ravenloft** core book). Sleepers who are not suffering from the nightmares effect gain a full night's rest in only four hours. The dark colored dreamweavers disturb dreamers, who automatically suffer from the nightmares effect for as long as they sleep near the silk.

Sunlight Vulnerability (Su): Dreamweavers are creatures of night and shadow. If exposed to natural sunlight, they fade away, never to return.

Drownling

	Small Fey (Aquatic)
Hit Dice:	2d6+2 (9 hp)
Initiative:	+4 (Dex)
Speed:	20 ft., swim 30 ft.
AC:	15 (+4 Dex, +1 size)
Attacks:	2 claws +1 melee
Damage:	1d4–1
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Improved grab, spell-like abilities
Special Qualities:	Unified spirits, water dependency, damage reduction 5/silver
Saves:	Fort +1, Ref +5, Will +1
Abilities:	Str 9, Dex 18, Con 13, Int 10, Wis 11, Cha 15
Skills:	Bluff +10, Hide +15, Listen +6, Move Silently +7, Sense Motive +8, Spot +6
Feats:	Alertness, Dodge
Climate/Terrain:	Any aquatic, marsh, or any land or underground near water
Organization:	Covey (3)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	—

Drownlings are aquatic fey that live in pools of stagnant water or swamps. They appear to be young female children, no taller than three feet, with large sad eyes. Drownlings weigh about 40 pounds. They wear clothes of a child and usually smell of foul water. Drownlings communicate with each other telepathically and also speak a number of languages. They can breathe water or air and are strong swimmers. They hate all humanoids and miss no chance to torment them.

Combat

Drownlings always appear in groups of three. One approaches a humanoid on land looking bedraggled and soaked. The drownling begs for help from this person and tells him that her sister is drowning. Often one of the others flails around and cries for help to encourage the person to jump in without too much thought. She leads the person into deep water where the others then attack. They often use their *entangle* spell to help them hold the person underwater.

Improved Grab (Ex): To use this ability, a drownling must hit a Medium-size or smaller swimming foe with both claw attacks. If it gets a hold, it tries to drag pin the foe and drag it down beneath the water's surface. All three drownlings gang up on a single foe, using the aid another action (see "Special Attacks and Damage" in Chapter Eight of the *Player's Handbook*) to improve their chances of drowning the victim. The drownlings maintain their pin until the victim drowns (see "The Environment" in Chapter Three of the *Dungeon Master's Guide*).

Spell-Like Abilities: 1/day — *charm person*, *confusion*, *dancing lights*, *detect magic*, and *entangle*. These abilities are as spells cast by an 8th-level sorcerer (save DC 12 + spell level).

Unified Spirits (Su): The covey of drownlings share a common life force. Any damage done to one of them splits evenly among the three. If any one of the drownlings is reduced to 0 hit points, the other two flee, knowing that as long as they are in their native waters they will not die unless they all reach –10 hit points. As long as the drownlings are in their native waters they automatically stabilize and recover 1 hit point per hour. [1 per day is actually half the normal rate for a 2 HD critter.]

Water Dependency (Ex): A drownling suffers 1d4 points of effective Strength drain each hour it remains on dry land. Once the drownling returns to its native waters, it recovers lost Strength at the rate of 1 point per minute.

Elemental, Dread

Dread elementals are created by the interaction between the elemental planes and the Realm of Dread. Summoned creatures tend to manifest in macabre fashion, and elementals are no exception. When a caster attempts to call a standard elemental in Ravenloft, there is a 20% chance that a dread elemental will manifest instead, and attempts using summoning magic automatically produce dread elementals. It is also possible to summon a dread elemental on purpose, though the summoner must have the appropriate materials (mist, blood, grave, pyre) available. If a Dread Elemental is summoned by accident, the Dark Powers provide the needed materials. A dread elemental that is summoned by accident is always uncontrolled. Specifically summoned dread elementals have the same chance to become free-willed as any other elemental.

Unlike standard elementals, dread elementals are conjured from the planar fabric of the Realm of Dread itself and return there once dismissed. Because

dread elementals have no home plane to return to, Ravenloft's limitations on calling spells do not break the inherent pact in calling spells. However, dread elementals are aware that they have been torn away from their natural state of existence, and these foul-tempered creatures react by fulfilling their master's commands in as violent and destructive a means as possible. They despise those who would control them, and if the opportunity arises to betray their masters, they take it.

Dread elementals seem to be able to understand all creatures that have a language, though they never communicate themselves.

Combat

Dread Elementals have varied combat abilities and tactics, but all have the same elemental qualities.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Mists Subtype (Ex): Can be summoned in any domain.

	Pyre Elemental, Small **Small Elemental (Fire, Mists)**	**Pyre Elemental, Medium** **Medium-size Elemental (Fire, Mists)**	**Pyre Elemental, Large** **Large Elemental (Fire, Mists)**
Hit Dice:	2d8 (9 hp)	4d8+8 (26 hp)	8d8+24 (60 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)	+7 (+3 Dex, +4 Improved Initiative)	1+9 (+5 Dex, +4 Improved Initiative)
Speed:	50 ft.	50 ft.	50 ft.
AC:	15 (+1 size, +1 Dex, +3 natural)	16 (+3 Dex, +3 natural)	18 (–1 size, +5 Dex, +4 natural)
Attacks:	Slam +3 melee	Slam +6 melee	Slam +10/+5 melee
Damage:	Slam 1d4 and 1d4 fire	Slam 1d6+1 and 1d6 fire	Slam 2d6+3 and 2d6 fire
Face/Reach:	5 ft. by 5 ft. / 5 ft.	5 ft. by 5 ft. / 5 ft.	5 ft. by 5 ft. / 10 ft.
Special Attacks:	Burn, dance of death	Burn, dance of death	Burn, dance of death
Special Qualities:	Elemental, fire subtype	Elemental, fire subtype	Elemental, damage reduction 10/+1, fire subtype
Saves:	Fort +0, Ref +4, Will +0	Fort +3, Ref +7, Will +1	Fort +5, Ref +11, Will +2
Abilities:	Str 10, Dex 13, Con 10, Int 5, Wis 11, Cha 11	Str 12, Dex 17, Con 14, Int 5, Wis 11, Cha 11	Str 14, Dex 21, Con 16, Int 7, Wis 11, Cha 11
Skills:	Listen +5, Spot +5	Listen +5, Spot +5	Listen +11, Spot +11
Feats:	Improved Initiative, Weapon Finesse (slam)	Improved Initiative, Weapon Finesse (slam)	Dodge, Improved Initiative, Weapon Finesse (slam)

	Pyre Elemental, Huge **Huge Elemental (Fire, Mists)**	**Pyre Elemental, Greater** **Huge Elemental (Fire, Mists)**	**Pyre Elemental, Elder** **Huge Elemental (Fire, Mists)**
Hit Dice:	16d8+64 (136 hp)	21d8+84 (178 hp)	24d8+96 (204 hp)
Initiative:	+11 (+7 Dex, +4 Improved Initiative)	+12 (+8 Dex, +4 Improved Initiative)	+13 (+9 Dex, +4 Improved Initiative)
Speed:	50 ft.	50 ft.	50 ft.
AC:	19 (–2 size, +7 Dex, +4 natural)	24 (–2 size, +8 Dex, +8 natural)	25 (–2 size, +9 Dex, +8 natural)
Attacks:	Slam +17/+12/+7 melee	Slam +21/+16/+11 melee	Slam +25/+20/+15/+10 melee
Damage:	Slam 2d8+6 and 2d8 fire	Slam 2d8+7 and 2d8 fire	Slam 2d8+9 and 2d8 fire
Face/Reach:	10 ft. by 5 ft. / 15 ft.	10 ft. by 5 ft. / 15 ft.	10 ft. by 5 ft. / 15 ft.
Special Attacks:	Burn, dance of death	Burn, dance of death	Burn, dance of death
Special Qualities:	Elemental, damage reduction 10/+2, fire subtype	Elemental, damage reduction 10/+2, fire subtype	Elemental, damage reduction 15/+3, fire subtype
Saves:	Fort +9, Ref +17, Will +5	Fort +11, Ref +20, Will +7	Fort +12, Ref +23, Will +8
Abilities:	Str 18, Dex 25, Con 18, Int 7, Wis 11, Cha 11	Str 20, Dex 27, Con 18, Int 7, Wis 11, Cha 11	Str 22, Dex 29, Con 18, Int 7, Wis 11, Cha 11
Skills:	Listen +18, Spot +18	Listen +23, Spot +23	Listen +26, Spot +26
Feats:	Dodge, Improved Initiative, Mobility, Weapon Finesse (slam)	Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse (slam)	Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse (slam)

Pyre Elemental

A pyre elemental appears as a slender column of incredibly intense flame with whipping tendrils of blue flame. Charred bits of bone can be seen dancing in the central column's flames. It is formed by the fires of a funeral pyre. If the pyre is that of a dead person who was especially evil in life, it can grow to the next largest size even if the conjurer is not high enough level to control it.

Combat

The pyre elemental revels in consuming all material things. It lashes out with a flaming tendril leaving the stench of charred flesh behind it.

Burn (Ex): Those hit by a pyre elemental's slam attack must succeed at a Reflex save or catch fire. The flame burns for 1d4 rounds. The save DC is 10 + 1/2 elemental's Hit Dice + elemental's Dexterity modifier. A burning creature can take a move equivalent action to put out the flame. Creatures hitting a pyre elemental with natural weapons or unarmed attacks take fire damage as though hit by the elemental's attack, and also catch fire unless they succeed at a Reflex save.

Dance of Death (Su): A pyre elemental can touch the corpse of any once-living corporeal creature within its reach as a free action, animating it as a zombie or skeleton (depending on the condition of the corpse). The undead bursts into flame and races around, attacking creatures and setting fires at random. Any object or creature struck by the undead's attacks takes additional damage as if it had been hit by alchemist's fire (see the *Player's Handbook*). The undead itself suffers 1d3 points of fire damage each round until it is consumed.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

	Blood Elemental, Small Small Elemental (Water, Mists)	Blood Elemental, Medium Medium-Size Elemental (Water, Mists)	Blood Elemental, Large Large Elemental (Water, Mists)
Hit Dice:	2d8+2 (11 hp)	4d8+12 (30 hp)	8d8+32 (68 hp)
Initiative:	+0	+1 (Dex)	+2 (Dex)
Speed:	20 ft.	20 ft.	20 ft.
AC:	17 (+1 size, +6 natural)	19 (+1 Dex, +8 natural)	20 (–1 size, +2 Dex, +9 natural)
Attacks:	Slam +4 melee	Slam +6 melee	Slam +10/+5 melee
Damage:	Slam 1d6+3 and blood drain	Slam 1d8+4 and blood drain	Slam 2d8+7 and blood drain
Face/Reach:	5 ft. by 5 ft. / 5 ft.	5 ft. by 5 ft. / 5 ft.	5 ft. by 5 ft. / 10 ft.
Special Attacks:	Blood drain, drench, engulf	Blood drain, drench, engulf	Blood drain, drench, engulf
Special Qualities:	Elemental	Elemental	Elemental, damage reduction 10/+1
Saves:	Fort +4, Ref +0, Will +0	Fort +7, Ref +2, Will +1	Fort +10, Ref +4, Will +2
Abilities:	Str 14, Dex 10, Con 13, Int 5, Wis 11, Cha 11	Str 16, Dex 12, Con 17, Int 5, Wis 11, Cha 11	Str 20, Dex 14, Con 19, Int 7, Wis 11, Cha 11
Skills:	Listen +5, Spot +5	Listen +7, Spot +7	Listen +11, Spot +11
Feats:	Power Attack	Power Attack	Cleave, Power Attack

	Blood Elemental, Huge Huge Elemental (Water, Mists)	Blood Elemental, Greater Huge Elemental (Water, Mists)	Blood Elemental, Elder Huge Elemental (Water, Mists)
Hit Dice:	16d8+80 (152 hp)	21d8+105 (199 hp)	24d8+120 (228 hp)
Initiative:	+4 (Dex)	+5 (Dex)	+6 (Dex)
Speed:	20 ft.	20 ft.	20 ft.
AC:	21 (–2 size, +4 Dex, +9 natural)	22 (–2 size, +5 Dex, +9 natural)	23 (-2 size, +6 Dex, +9 natural)
Attacks	Slam +17/+12/+7 melee	Slam +21/+16/+11 melee	Slam +25/+20/+15/+10 melee
Damage:	Slam 2d10+10 and blood drain	Slam 2d10+12 and blood drain	Slam 2d10+13 and blood drain
Face/Reach:	10 ft. by 5 ft. / 15 ft.	10 ft. by 5 ft. / 15 ft.	10 ft. by 5 ft. / 15 ft.
Special Attacks:	Blood drain, drench, engulf	Blood drain, drench, engulf	Blood drain, drench, engulf
Special Qualities:	Elemental, damage reduction 10/+2	Elemental, damage reduction 15/+2	Elemental, damage reduction 15/+3
Saves:	Fort +15, Ref +9, Will +5	Fort +17, Ref +12, Will +7	Fort +19, Ref +14, Will +8
Abilities:	Str 24, Dex 18, Con 21, Int 7, Wis 11, Cha 11	Str 26, Dex 20, Con 21, Int 7, Wis 11, Cha 11	Str 28, Dex 22, Con 21, Int 6, Wis 11, Cha 11
Skills:	Listen +18, Spot +18	Listen +23, Spot +23	Listen +26, Spot +26
Feats:	Cleave, Great Cleave, Power Attack, Sunder	Cleave, Great Cleave, Improved Critical (slam), Power Attack, Sunder	Cleave, Great Cleave, Improved Critical (slam), Power Attack, Sunder

The blood elemental is formed from either a large pool of blood or the water drawn from the lungs of drowned men. It appears as a shapeless crimson blob, continually extending and reabsorbing thin tentacles. As with most dread elementals, using the blood of an especially evil person can strengthen the Hit Dice of the summoned elemental, whether the summoner wants it to or not. The Vistani whisper rumors of a blood elemental that was summoned using the blood of a murderous family of werewolves. That particular elemental displayed a terrifying variety of powers, far beyond the scope of most dread elementals. Despite being a variant of the water elemental, the blood elemental cannot enter or cross a large body of water. If the elemental is forced into contact with a body of water as large as the blood elemental, it takes 1d10 points of damage per round until it escapes.

A blood elemental is the most methodical and deliberate of all dread elementals. If a blood elemental becomes free-willed, it will certainly take its time about stalking its conjurer, enjoying the chance to cause collateral destruction during the pursuit. A blood elemental leaves a writhing trail of blood in its wake that dries in mysterious, almost artistic patterns.

Combat

A blood elemental's most common attack is a slam from one of its tentacles. With each successful hit on a living creature, the blood elemental attempts a blood drain against the creature. It can also attempt to engulf opponents, but not in the same round as it makes a slam attack.

Blood Drain (Ex): A blood elemental that slams an opponent attempts to drain blood through

the opponent's skin as a free action. The opponent must make a Fortitude save (DC = elemental's Hit Dice + Constitution modifier) or suffer 1d4 points of temporary Constitution damage. A blood elemental gains one hit point for every point of Constitution drained.

Drench (Ex): The elemental's touch puts out torches, campfires, exposed lanterns and other open flames of nonmagical origin if these are at least one size category smaller than the elemental itself. The elemental can dispel magic fire it touches as *dispel magic* cast by a sorcerer whose level equals the elemental's HD total.

Engulf (Ex): The blood elemental can attempt to mow down any opponent that is at least one size category smaller than the itself. Opponents are entitled to an attack of opportunity against the blood elemental, but if they do so, they are not entitled to a saving throw to avoid being engulfed. Those who do not take attacks of opportunity must make a Reflex save (DC 16) or be engulfed. Engulfed creatures are subject to drowning rules. Attacks against the elemental have chance to hit the engulfed creature as well, dividing damage evenly between the elemental and the creature. The chance is 50% if the elemental is one size category larger than the creature, 10% if the elemental is two size categories larger than the engulfed creature, and 0% if it is three size categories larger or more.

	Mist Elemental, Small **Small Elemental (Air, Mists)**	**Mist Elemental, Medium** **Medium-Size Elemental (Air, Mists)**	**Mist Elemental, Large** **Large Elemental (Air, Mists)**
Hit Dice:	2d8 (9 hp)	4d8+8 (26 hp)	8d8+24 (60 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)	+9 (+5 Dex, +4 Improved Initiative)	+11 (+7 Dex, +4 Improved Initiative)
Speed:	Fly 100 ft. (perfect)	Fly 100 ft. (perfect)	Fly 100 ft. (perfect)
AC:	17 (+1 size, +3 Dex, +3 natural)	18 (+5 Dex, +3 natural)	20 (–1 size, +7 Dex, +4 natural)
Attacks:	Slam +5 melee	Slam +8 melee	Slam +12/+7 melee
Damage:	Slam 1d4	Slam 1d6+1	Slam 2d6+3
Face/Reach:	5 ft. by 5 ft. / 5 ft.	5 ft. by 5 ft. / 5 ft.	5 ft. by 5 ft. / 10 ft.
Special Attacks:	Air mastery, infuse evil	Air mastery, infuse evil	Air mastery, infuse evil
Special Qualities:	Elemental	Elemental	Elemental, damage reduction 10/+1
Saves:	Fort +0, Ref +6, Will +0	Fort +3, Ref +9, Will +1	Fort +5, Ref +13, Will +2
Abilities:	Str 10, Dex 17, Con 10, Int 5, Wis 11, Cha 11	Str 12, Dex 21, Con 14, Int 5, Wis 11, Cha 13	Str 14, Dex 25, Con 16, Int 7, Wis 11, Cha 15
Skills:	Listen +5, Spot +5	Listen +7, Spot +7	Listen +11, Spot +11
Feats:	Flyby Attack, Improved Initiative, Weapon Finesse (slam)	Flyby Attack, Improved Initiative, Weapon Finesse (slam)	Dodge, Flyby Attack, Improved Initiative, Weapon Finesse (slam)

	Mist Elemental, Huge **Huge Elemental (Air, Mists)**	**Mist Elemental, Greater** **Huge Elemental (Air, Mists)**	**Mist Elemental, Elder** **Huge Elemental (Air, Mists)**
Hit Dice:	16d8+64 (136 hp)	21d8+84 (178 hp)	24d8+96 (204 hp)
Initiative:	+13 (+9 Dex, +4 Improved Initiative)	+14 (+10 Dex, +4 Improved Initiative)	+15 (+11 Dex, +4 Improved Initiative)
Speed:	Fly 100 ft. (perfect).	Fly 100 ft. (perfect)	Fly 100 ft. (perfect)
AC:	21 (–2 size, +9 Dex, +4 natural)	26 (–2 size, +10 Dex, +8 natural)	27 (–2 size, +11 Dex, +8 natural)
Attacks:	Slam +19/+14/+9 melee	Slam +23/+18/+13 melee	Slam +27/+22/+17/+12 melee
Damage:	Slam 2d8+6	Slam 2d8+7	Slam 2d8+9
Face/Reach:	10 ft. by 5 ft. / 15 ft.	10 ft. by 5 ft. / 15 ft.	10 ft. by 5 ft. / 15 ft.
Special Attacks:	Air mastery, infuse evil	Air mastery, infuse evil	Air mastery, infuse evil
Special Qualities:	Elemental, damage reduction 10/+2	Elemental, damage reduction 10/+2	Elemental, damage reduction 15/+3
Saves:	Fort +9, Ref +19, Will +5	Fort +11, Ref +22, Will +7	Fort +12, Ref +25, Will +8
Abilities:	Str 18, Dex 29, Con 18, Int 6, Wis 11, Cha 17	Str 20, Dex 31, Con 18, Int 7, Wis 11, Cha 19	Str 22, Dex 33, Con 18, Int 6, Wis 11, Cha 21
Skills:	Listen +18, Spot +18	Listen +23, Spot +23	Listen +26, Spot +26
Feats:	Dodge, Flyby Attack, Improved Initiative, Weapon Finesse (slam)	Dodge, Flyby Attack, Improved Initiative, Mobility, Weapon Finesse (slam)	Dodge, Flyby Attack, Improved Initiative, Mobility, Weapon Finesse (slam)

The mist elemental formed from the essence of the Mists of Ravenloft themselves. The mist elemental appears as a harmless, drifting cloud of white vapor. This allows a mist elemental to hide in foggy regions as if it was *invisible*.

Combat

A mist elemental is extremely fast and maneuverable. It is also relentless in chasing opponents and enjoys hurling victims to their doom from great heights.

Air Mastery (Ex): Airborne creatures suffer a –1 penalty to attack and damage rolls against a mist elemental.

Infuse Evil (Su): As a standard action, a mist elemental can attempt to enter a victim's lungs and permeate their very being with evil. Opponents who fail a Fortitude save (DC 15) have been infused and must make a Will save (DC = 1/2 elemental's Hit Dice + elemental's Charisma modifier) or suffer an involuntary alignment change to neutral evil. The alignment change is temporary, lasting for 2d8 minutes. At the expiration of the effect, the victim is allowed a second Will save of the same DC. If the second save fails, the victim remains neutral evil. An *atonement* spell can return the victim to his true alignment.

	Grave Elemental, Small **Small Elemental (Earth, Mists)**	**Grave Elemental, Medium** **Medium-Size Elemental (Earth, Mists)**	**Grave Elemental, Large** **Large Elemental (Earth, Mists)**
Hit Dice:	2d8+2 (11 hp)	4d8+12 (30 hp)	8d8+32 (68 hp)
Initiative:	–1 (Dex)	1 (Dex)	1 (Dex)
Speed:	20 ft.	20 ft.	20 ft.
AC:	17 (+1 size, –1 Dex, +7 natural)	18 (–1 Dex, +9 natural)	18 (–1 size, –1 Dex, +10 natural)
Attacks:	Slam +5 melee	Slam +8 melee	Slam +12/+7 melee
Damage:	Slam 1d6+4	Slam 1d8+7	Slam 2d8+10
Face/Reach:	5 ft. by 5 ft. / 5 ft.	5 ft. by 5 ft. / 5 ft.	5 ft. by 5 ft. / 10 ft.
Special Attacks:	Earth mastery, sink	Earth mastery, sink	Earth mastery, sink
Special Qualities:	Elemental, tremorsense	Elemental, tremorsense	Elemental, damage reduction 10/+1, tremorsense
Save:	Fort +4, Ref –1, Will +0	Fort +7, Ref +0, Will +1	Fort +10, Ref +1, Will +2
Abilities:	Str 17, Dex 8, Con 13, Int 5, Wis 11, Cha 11	Str 21, Dex 8, Con 17, Int 5, Wis 11, Cha 11	Str 25, Dex 8, Con 19, Int 7, Wis 11, Cha 11
Skills:	Listen +5, Spot +5	Listen +7, Spot +7	Listen +11, Spot +11
Feats:	Power Attack	Power Attack	Cleave, Power Attack

	Grave Elemental, Huge **Huge Elemental (Earth, Mists)**	**Grave Elemental, Greater** **Huge Elemental (Earth, Mists)**	**Grave Elemental, Elder** **Huge Elemental (Earth, Mists)**
Hit Dice:	16d8+80 (152 hp)	21d8+105 (199 hp)	24d8+120 (228 hp)
Initiative:	–1 (Dex)	–1 (Dex)	–1 (Dex)
Speed:	20 ft.	20 ft.	20 ft.
AC:	18 (–2 size, –1 Dex, +11 natural)	20 (–2 size, –1 Dex, +13 natural)	22 (–2 size, –1 Dex, +15 natural)
Attacks:	Slam +19/+14/+9 melee	Slam +23/+18/+13 melee	Slam +27/+22/+17/+12 melee
Damage:	Slam 2d10+13	Slam 2d10+15	Slam 2d10+16
Face/Reach:	10 ft. by 5 ft. / 15 ft.	10 ft. by 5 ft. / 15 ft.	10 ft. by 5 ft. / 15 ft.
Special Attacks:	Earth mastery, sink	Earth mastery, sink	Earth mastery, sink
Special Qualities:	Elemental, damage reduction 10/+2, tremorsense	Elemental, damage reduction 10/+2, tremorsense	Elemental, damage reduction 15/+3, tremorsense
Save:	Fort +15, Ref +4, Will +5	Fort +17, Ref +6, Will +7	Fort +19, Ref +7, Will +8
Abilities:	Str 29, Dex 8, Con 21, Int 7, Wis 11, Cha 11	Str 31, Dex 8, Con 21, Int 7, Wis 11, Cha 11	Str 33, Dex 8, Con 21, Int 7, Wis 11, Cha 11
Skills:	Listen +18, Spot +18	Listen +23, Spot +23	Listen +26, Spot +26
Feats:	Cleave, Great Cleave, Power Attack, Sunder	Cleave, Great Cleave, Improved Critical (slam), Power Attack, Sunder	Cleave, Great Cleave, Improved Critical (slam), Power Attack, Sunder

The grave elemental is a variant of earth elemental drawn from the soil of a graveyard. It has a vaguely humanoid shape, with exposed bits of human corpses, shattered coffins and headstones protruding from it.

Combat

A grave elemental is direct and brutal in combat. It charges directly toward opponents and attempts to pound them into dust. Grave elementals are especially hateful spirits, and will often continue pounding on an opponent that has been dead for a minute or more. A grave elemental cannot travel through or across water, but it can move freely through earth and stone. It often lurks beneath the ground and uses its tremorsense to target victims walking on the ground above.

Earth Mastery (Ex): A grave elemental gains a +1 attack and damage bonus if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental suffers a –4 penalty to attack and damage. (These modifiers are not included in the statistic block.)

Sink (Su): Once per hour, a grave elemental can will a mass of worm-eaten, bony arms to burst up from the ground around a single foe within 60 feet. Unless the foe succeeds at a grapple check against the elemental, the arms latch on and start to drag the victim down into the earth. In the first round, a Medium-size victim sinks up to its knees and can no longer move from its current position. If the grave elemental continues to concentrate, the victim is pulled down to her waist in the second round, losing any Dexterity bonus to AC, and is pulled completely underground in the third round. Other characters can help pull the victim free before this happens by using the "break another's pin" action (see "Grapple" in Chapter Eight of the *Player's Handbook*). A victim dragged beneath the earth sinks six feet beneath the surface and is placed in a state of suspended animation until unearthed. A grave elemental can use this attack only against a foe standing on an earthen or stone surface.

Climate/Terrain: Any

Organization: Solitary

Challenge Rating: Small 1; medium 3; large 5; huge 7; greater 9; elder 11

Treasure: None

Alignment: Always neutral evil

Advancement: Small 3 HD (Small); medium 5–7 HD (Medium-size); large 9–15 HD (Large); huge 17–20 HD (Huge); greater 22–23 HD (Huge); elder 25+HD (Huge)

Ermordenung

A seductive, twisted and evil people of the domain of Borca, the ermordenung are created by Ivana Boritsi, mistress of Borca, to become her most loyal and elite operatives and assassins. Living as members of the ruling class, they appear as normal human beings of beauty, nobility and grace. Both men and women are exceptionally tall and marked by coal-black hair, dark, hypnotic eyes and an unusually pale complexion.

Although immune to most forms of poison, ermordenung have no natural resistance to the toxic touch of their peers. Forever denied normal physical pleasures, inner suffering and agony leads most of them to become cruel and heartless, carrying out the orders of Ivana Boritsi without question. They are rarely sent on missions outside Borca.

Creating an Ermordenung

"Ermordenung" is a template that can be added to any humanoid creature (referred to hereafter as the "base creature"). However, Ivana selects only the most physically attractive of her people (humans with a Charisma of at least 16) for this "honor." The process of this nightmarish transformation is rumored to be so brutal that only the most physically fit (those with at least 4 HD and a Constitution of at least 12) can survive. The ermordenung uses all of the base creature's statistics and special abilities except as noted here.

Hit Dice: Same as base creature

Speed: Same as base creature

AC: Same as base creature

Attacks: Same as base creature

Special Attacks: An ermordenung retains all the special attacks of the base creature and also gains those listed below. Saves against the ermordenung's toxins have a DC of 10 + 1/2 ermordenung's HD + ermordenung's Constitution modifier unless noted otherwise.

Toxic Touch (Ex): The skin of the ermordenung is extremely poisonous to the touch. To poison a foe, the ermordenung must touch exposed skin. In combat, this requires an unarmed melee attack but

bypasses the foe's natural armor bonus, if any. Foes who strike an ermordenung with an unarmed attack are also exposed to its toxin. Contact, Fortitude save, initial and secondary damage 2d4 temporary Constitution.

Kiss of Death (Ex): An ermordenung's kiss is utterly lethal to living creatures. In non-combat situations, this is their preferred method of killing. In combat, an ermordenung can kiss a foe by making a successful grapple check. Its kiss carries the same toxin as its touch (above), but adds a +4 modifier to the DC of the victim's Fortitude saves.

Special Qualities: An ermordenung retains all the special qualities of the base creature and gains the following.

Poison Immunity (Ex): Immune to all poisons except the toxins of other ermordenung and poisons created by closed border effects.

Saves: Same as base creature

Abilities: Increase from the base creature as follows: Str +6, Dex +4, Con +4, Int +2, Wis +2, Cha +4.

Skills: Same as base creature

Feats: Ermordenung gain Great Fortitude, Improved Unarmed Strike and Iron Will, assuming the base creature doesn't already have these feats.

Climate/Terrain: Any land (Borca)

Organization: Solitary or pair

Challenge Rating: Same as the base creature +2

Treasure: Standard

Alignment: Usually lawful evil

Advancement: By character class

Sample Ermordenung

This example uses a 4th-level human rogue as the base creature.

	Ermordenung Medium-Size Humanoid
Hit Dice:	4d6+12 (26 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	30 ft.
AC:	15 (+4 Dex, +1 padded armor)
Attacks:	Unarmed strike +7 melee; or +1 *dagger* +8 melee
Damage:	1d3+4 subdual and poison; or dagger 1d4+5
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Toxic touch, kiss of death, sneak attack +2d6
Special Qualities:	Poison immunity, evasion, uncanny dodge
Saves:	Fort +6, Ref +10, Will +4
Abilities:	Str 19, Dex 18, Con 16, Int 15, Wis 12, Cha 20
Skills:	Bluff +12, Diplomacy +12, Escape Artist +7, Gather Information +10, Hide +10, Innuendo +8, Listen +8, Move Silently +11, Read Lips +9, Sense Motive +8, Spot +8, Use Magic Device +8
Feats:	Ambidexterity, Great Fortitude, Improved Initiative, Improved Unarmed Strike, Iron Will, Lightning Reflexes

Combat

The ermordenung uses her overwhelming charisma and incredible beauty to lure victims close enough for her poisonous kiss.

Magic Items Carried: 3 *potions of cure moderate wounds*

Challenge Rating: 6

Fenhound

	Medium-Size Outsider (Chaos, Good)
Hit Dice:	4d8+10 (28 hp)
Initiative:	+2 (+2 Dex)
Speed:	40 ft.
AC:	18 (+2 Dex, +6 natural)
Attacks:	Bite +8 melee
Damage:	Bite 1d8+6
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Bay, trip, recurrence
Special Qualities:	Scent, magic immunity, damage reduction 20/+2, SR 14
Saves:	Fort +6, Ref +6, Will +4
Abilities:	Str 18, Dex 15, Con 14, Int 2, Wis 11, Cha 12
Skills:	Listen +5, Spot +5, Wilderness Lore +6
Feats:	—Endurance, Track
Climate/Terrain:	Temperate marsh
Organization:	Pair or pack (5–8)
Challenge Rating:	4
Treasure:	None
Alignment:	Always chaotic good
Advancement Range:	6–10 HD (Large)

The deep, rumbling, mournful howl of the fenhound may give good men pause, yet it strikes true terror into those who succumb to evil.

Fenhounds only appear on the three nights of the full moon. They resemble large, brown mastiffs, but closer examination reveals an unsettling golden aura outlining their coarse, thick fur. They are manifestations of the Mists of Ravenloft, yet fenhounds seek out those who have begun the path to evil and attempt to destroy them. Any person who performs an act in a swamp or moor that calls for a powers check calls the hunt upon himself. When the full moon next rises, two or more hounds appear from the Mists to hunt down and destroy the person before he furthers his own evil. Fenhounds track their target unerringly. Fenhounds fade away with the first light of dawn. If their target has evaded them, they will return on each night of the full moon until they have slain their prey or the curse is lifted (see below). If slain, a fenhound's body dissolves into a cloud of luminous vapor that quickly dissipates.

Combat

Fenhounds do not circle or herd victims. When a fenhound locates its target, it attacks immediately, attempting to kill the target as quickly and cleanly as possible. Fenhounds are focused entirely on the target of their hunt, but they will attack any creatures that try to block their path or defend their target. The golden aura that surrounds a fenhound gives it spell resistance 14 and additional immunities as detailed below.

Bay (Su): When fenhounds first materialize, they bay to the moon before launching their hunt. This chilling howl can be heard for a mile in every direction. If the target of the hounds' hunt hears this cry, she must make an immediate Fear save (DC 13).

Magic Immunity (Ex): Fenhounds are immune to all spells from the Sun cleric domain. Additionally, any spell cast by a priest who worships a god of the moon, moors, or revenge will not harm a fenhound.

Trip (Ex): A fenhound that hits with a bite attack can attempt to trip the opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the fenhound.

Recurrence (Su): Any character who kills a fenhound earns their wrath. At the rising of each full moon, a pack of fenhounds will materialize with that character as their target. An *atonement* spell can free any target from the hounds' attention.

Figurine

	Figurine, Ceramic Tiny Construct	Figurine, Crystal Diminutive Construct	Figurine, Ivory Diminutive Construct
Hit Dice:	2d10 (11 hp)	1d10 (5 hp)	2d10 (11 hp)
Initiative:	+2 (Dex)	+3 (Dex)	+3 (Dex)
Speed:	10 ft.	10 ft.	10 ft.
AC:	15 (+2 size, +2 Dex, +1 natural)	18 (+4 size, +3 Dex, +1 natural)	20 (+3 Dex, +4 size, +3 natural)
Attacks:	Claw +2 melee; or fluid spray +5 ranged touch	Rake +3 melee	Gore +5
Damage:	Claw 1d2–1; or fluid damage	Rake 1d2–1	Gore 1d2
Face/Reach:	2 _ ft. by 2 _ ft. / 0 ft.	1 ft. by 1 ft. / 0 ft.	1 ft. by 1 ft. / 0 ft.
Special Attacks:	Fluid spray	Spell-like abilities	Enlarge, trumpet
Special Qualities:	Construct, immunities, damage reduction 15/+1, blunt weapon vulnerability	Construct, immunities, damage reduction 15/+1, half damage from edged weapons	Construct, immunities, damage reduction 15/+1
Saves:	Fort +1, Ref +3, Will +1	Fort +0, Ref +2, Will +0	Fort +1, Ref +4, Will +1
Abilities:	Str 9, Dex 15, Con -, Int 6, Wis 11, Cha 1	Str 9, Dex 17, Con -, Int 6, Wis 11, Cha 1	Str 10, Dex 16, Con -, Int -, Wis 11, Cha 1
Skills:	Hide +10	Hide +14	
Climate/Terrain:	Any land (Sri Raji)	Any land (Sri Raji)	Any land (Sri Raji)
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	1	1	3
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	5–8 HD (Small); 9–12 HD (Medium-size)	7–10 HD (Tiny); 11–14 HD (Small)	3–4 HD (Tiny); 5–8 HD (Small); 9–12 HD (Medium-size)

	Figurine, Obsidian Diminutive Construct	Figurine, Porcelain Diminutive Construct
Hit Dice:	1d10 (5 hp)	2d8 (27 hp)
Initiative:	+3 (Dex)	+2 (Dex)
Speed:	10 ft.	10 ft.
AC:	17 (+4 size, +3 Dex)	19 (+4 size, +2 Dex, +3 natural)
Attacks:	Claw +3 melee	Claw +3 melee; or ray +7 ranged touch
Damage:	Claw 1d2–1	Claw 1d2–1
Face/Reach:	1 ft. / 0 ft.	1 ft. by 1 ft. / 0 ft.
Special Attacks:	Spikes, shards	Enlarge, enervation ray
Special Qualities:	Construct, damage reduction 15/+1	Construct, immunities, see invisibility, damage reduction 15/+2
Saves:	Fort +1, Ref +3, Will +1	Fort +2, Ref +4, Will +2
Abilities:	Str 9, Dex 17, Con —, Int 3, Wis 11, Cha 1	Str 9, Dex 15, Con -, Int 6, Wis 11, Cha 1
Skills:	Hide +10	Hide +16
Climate/Terrain:	Any land (Sri Raji)	Any land (Sri Raji)
Organization:	Solitary	Solitary
Challenge Rating:	2	3
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	5–8 HD (Small); 9–12 HD (Medium-size)	7–10 HD (Tiny); 11–14 HD (Small)

Figurines are magical constructs that evince different powers according to their type. Although they may be mistaken for *figurines of wondrous power*, they are actually more akin to tiny dread golems. Mundane versions of these figurines are commonplace in Rajian culture, but it was the scholar and artisan Jawahar Zhosh who first learned how to imbue them with power. Zhosh was soon killed by his figurines, but the secret of their creation has spread.

As with all constructs, figurines must be crafted by artisans, then granted "life" through magic or dark desire. Once per month, a figurine and its current "master" must make opposed Will saves. If the figurine succeeds, it breaks free of the hold its master has over it. The figurine's moral alignment shifts to evil, and it vengefully seeks to slay its master.

Figurines understand the language of their creator, though they cannot speak themselves.

Combat

All figurines share the following quality.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Ceramic Figurines

Ceramic figurines are pottery-like works of art in the shape of a lizard, reptile, or amphibian, such as an alligator, snake, turtle, or frog. Typically painted in vivid colors, the figurines are always slightly rotund with clawed limbs.

Ceramic figurines are used as guardians or assassins. Their low intelligence allows them to understand relatively detailed commands from their masters and to use basic tactics (such as hiding) when carrying out these commands.

Combat

Ceramic figurines can make a single melee claw attack per round, though they will only use this attack form on orders from their master. More often, they attack their targets with the dangerous fluids contained in their hollow interiors and then return to their masters.

Fluid Spray (Ex): A ceramic figurine is created with an interior cavity to prevent it from exploding when it is fired in the kiln. This cavity can be filled through a hole in the bottom of the figurine with various liquids, such as alchemists' fire, holy water, acid, or poison. Figurines are able to hold two flasks of liquid. A figurine can spit one flask of liquid at a time in a stream at a single target within 10 ft. as a ranged touch attack. There is no splash damage from the attack.

If a ceramic figurine is destroyed by a physical attack, any remaining fluid in its interior will burst out as if a grenade-like missile struck in the location of the figurine.

Immunities (Ex): Immune to fire, cold, and electricity. Ceramic figurines are especially susceptible to damaging sonic effects, such as the *shatter* and *shout* spells, which destroy them unless they make a successful Fortitude save. The figurines still suffer damage even with a successful save.

Blunt Weapon Vulnerability (Ex): Blunt weapons inflict double damage to ceramic figurines.

Crystal Figurines

Crystal figurines are beautiful objects carved from a single piece of crystal or gemstone. Materials used typically include rock crystal, emerald, garnet, and amethyst. The figurines are usually carved in the form of an insect, such as a spider, scorpion, or beetle.

Crystal figurines are used as guardians or distractions. Their low intelligence allows them to understand relatively detailed commands from their masters and to use basic tactics (such as hiding) when carrying out these commands.

Combat

Crystal figurines can make a single rake, bite, or sting attack per round (depending on the form), though they will only use this attack form on orders from their master. More often, they attack their targets with their spells.

Spell-Like Abilities: 1/day — *color spray, hypnotic pattern, rainbow pattern*. These abilities are as the spells cast by an 8th-level sorcerer. Saving throws to resist these effects have a DC of 5 + spell level.

Immunities (Ex): Immune to all light-related spells (e.g. *color spray, sunbeam*). Furthermore, any of these spells cast on the figurine will rebound against the caster. Crystal figurines are especially susceptible to damaging sonic attacks, such as *shatter* and *shout* spells, which destroy them unless they make a successful Fortitude save. The figurines still suffer damage even with a successful save.

Half Damage from Edged Weapons (Ex): Edged weapons, even magic ones, inflict only half

damage to a crystal figurine, with a minimum of 1 point of damage.

Ivory Figurines

Ivory figurines are carved from elephant tusks into the shape of tiny elephants. The figurines are decorated in elaborate scrimshaw designs.

Ivory figurines are usually used as guardians. They are not intelligent and can only follow direct, simple commands from their master.

Combat

Ivory figurines can make a single gore attack per round. They are far more dangerous, however, when they use their capabilities of enlargement or their trumpeting attack.

Enlarge (Su): 3/day – An ivory figurine can *enlarge* itself to 11 ft. tall. In this form, the figurine is now Huge size and attacks as an elephant (see "Animals" in the *Monster Manual*), except that it is still a non-intelligent construct, has 55 hit points, and its saves are Fort +3 Ref +3 Will +3. Each use of this ability lasts one minute.

Trumpet (Su): 3/day – In either its normal or enlarged form, an ivory figurine can trumpet in a 30 ft. cone. This has the same effect as a *shout* spell as cast by an 8th-level sorcerer. The Fortitude save has a DC of 10 in the figure's normal form, or 15 in its enlarged form.

Immunities (Ex): Immune to cold and electricity.

Obsidian Figurines

Obsidian figurines are constructed in humanoid shapes, such as people, monkeys, or apes. Obsidian figurines appear more primitive than other types of figurines; they usually have many rough and sharp edges.

Obsidian figurines are used as guardians or assassins. Obsidian figurines are less intelligent than most other figurines; they are able to only follow the simplest commands and use no tactics of their own.

Combat

Obsidian figurines can make a single melee attack per round, cutting with their sharp limbs. Obsidian figurines can be coated with poison so that successful attacks will poison their targets as any poisoned weapon.

Spikes (Ex): These figurines have a natural habit of getting under the feet of those they attack. Taking advantage of this fact, figurine creators sometimes carve up to six spikes on the figurine, which act like caltrops. When an obsidian figurine attacks by getting "underfoot," the target's shield, armor and deflection bonus do not count toward its AC. On a critical hit, one of these spikes breaks off in the foot of its target. This wound has the same effect as a caltrop wound and must be treated in an identical manner. Broken spikes cannot be replaced.

Shards (Ex): Physical attacks that damage an obsidian figurine cause microscopic shards of obsidian to shoot into the air. Anyone in the same square as the figurine must make a Reflex save (DC 10) or suffer 1

point of damage and be permanently blinded by shards of obsidian. *Remove blindness* can cure this, of course.

Porcelain Figurines

The most powerful of all figurines, porcelain figurines are created in the form of a tiger. They are also the most difficult to make. They are made from fine porcelain and painted realistically in meticulous detail.

Porcelain figurines are usually used as guardians. Their low intelligence allows them to understand relatively detailed commands from their masters and to use basic tactics (such as hiding) when carrying out these commands.

Combat

Porcelain figurines can make a single claw attack per round. When ordered, they can use their capabilities of enlargement and their enervation rays to terrorize their prey.

Enlarge (Su): At will – A porcelain figurine can enlarge itself to 9 ft. long. In this form, the figurine is now Large size, has AC 14, Strength 23, and can attack with 2 claws (+9 melee, damage 1d8+6) and its bite (+4 melee, damage 2d6+3).

Enervation Ray (Su): 3/day – A porcelain figurine can fire an *enervation* ray from its eyes as an *enervation* spell cast by an 8th-level sorcerer, though it only bestows 1 negative level rather than 1d4. The Fortitude save to remove a negative level has a DC of 6.

Immunities (Ex): Immune to fire.

See Invisibility (Su): Porcelain figurines continuously *see invisibility* as cast by an 8th-level sorcerer.

Furies

	Alecto	Tisiphone	Megarea
	Medium-Size Outsider (Evil, Mists)	**Medium-Size Outsider (Evil, Mists)**	**Medium-Size Outsider (Evil, Mists)**
Hit Dice:	10d8+20 (65 hp)	10d10+10 (65 hp)	10d8+10 (55 hp)
Initiative:	+3 (Dex)	+7 (+3Dex, +4 Improved Initiative)	+3 (Dex)
Speed:	20 ft., fly 80 ft. (average)	20 ft., fly 80 ft. (average)	20 ft., fly 80 ft. (average)
AC:	15 (+3 Dex, +2 natural)	15 (+3 Dex, +2 natural)	15 (+3 Dex, +2 natural)
Attacks:	2 claws +11 melee; or *+3 scourge of fools* +15/+10 ranged	2 claws +13, bite +11 melee; *or +3 scourge of weakness* +16 ranged	2 claws +10 melee; or *+3 scourge of idiocy* +11 melee
Damage:	Claw 1d4+1; *+3 scourge of fools* 1d4+4 and Wisdom damage	Bite 1d4+3, claw 1d4+3; *+3 scourge of weakness* 1d4+8 and Strength damage	Claw 1d4; *+3 scourge of idiocy* 1d4+3 and Intelligence damage
Face/Reach:	5 ft. by 5 ft. /5 ft.	5 ft. by 5 ft. / 5 ft.	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Rake, breath weapon,	Rake, breath weapon	Rake, breath weapon, spells
Special Qualities:	Change self, immunities, gaseous death, damage reduction 20/good, find penitent, weaknesses	Change self, immunities, gaseous death, damage reduction 20/good, find penitent, weaknesses	Change self, immunities, gaseous death, damage reduction 20/good, find penitent, weaknesses
Saves:	Fort +8, Ref +9, Will +10	Fort +8, Ref +5, Will +4	Fort +8, Ref +9, Will +9
Abilities:	Str 12, Dex 15, Con 13, Int 15, Wis 16, Cha 14	Str 16, Dex 16, Con 13, Int 10, Wis 12, Cha 14	Str 10, Dex 15, Con 12, Int 16, Wis 14, Cha 15
Skills:	Bluff +10, Diplomacy +10, Gather Information +10, Intimidate +15, Knowledge (Ravenloft) +12, Listen +12, Scry +15, Search +10, Sense Motive +15, Spot +12	Bluff +13, Diplomacy +12, Gather Information +10, Intimidate +14, Listen +10, Scry +10, Sense Motive +12, Spot +10	Bluff +12, Concentration +15, Diplomacy +19, Gather Information +17, Intimidation +12, Knowledge (arcana) +13, Listen +15, Move Silently +12, Scry +15, Spellcraft +15, Spot +15
Feats:	Exotic Weapon Proficiency (scourge), Flyby Attack, Multiattack	Combat Reflexes, Dodge, Exotic Weapon Proficiency (scourge), Flyby Attack, Improved Initiative, Mobility, Multiattack, Weapon Focus (scourge), Weapon Specialization (Scourge)	Exotic Weapon Proficiency (scourge), Flyby Attack, Multiattack
Climate/Terrain:	Any land or underground	Any land or underground	Any land or underground
Organization:	Triune (with Tisiphone and Megarea)	Triune (with Alecto and Megarea)	Triune (with Alecto and Tisiphone)
Challenge Rating:	11	11	11
Treasure:	None	None	None
Alignment:	Always lawful evil	Always lawful evil	Always lawful evil
Advancement:	By character class (cleric)	By character class (fighter)	By character class (sorcerer)

The Furies are three malicious sisters who exist to prevent the redemption of Ravenloft's evil denizens. Attracted to anyone turning from evil, the trio descends upon him, attempting to force him to continue down the path of depravity; tempting him to commit increasingly heinous crimes. Their methods are subtle at first, but quickly grow violent when faced with resistance. The Furies always appear together. Similar to harpies, the Furies' upper bodies resemble those of beautiful women with ink-black skin and hair, needle-like teeth and talons, and eyes that glow a dusky red. The lower half of a Fury's body resembles that of a foul vulture, and black, leathery bat wings rise from her shoulders.

When they sense someone on the path to atonement, the Furies swoop down, changing into ancient crones. They send rumors of their scrying abilities to their victim, tempting him to learn the future. Using guile and wit they convince him to continue down his dark path. They make three such attempts. If the victim resists temptation each time, they seek to destroy him. Selecting a public place for his demise, they make the death as torturous as possible as a lesson to other evildoers who might wish to renounce their ways. The Furies thrive on the flesh of intelligent creatures, consuming a Medium-size creature each day between them.

The Furies speak all humanoid languages, taunting victims in their own native tongues.

Combat

Although the Furies use their natural weaponry to torment and kill victims, if corruption fails, each of them has a unique set of evil talents she uses, both in battle and in subtle trickery. In addition to their natural attacks and supernatural abilities, each Fury wields a +3 *scourge* in combat (treat as a whip that inflicts 1d4 points of damage rather than subdual damage). A Fury can attack with her scourge in lieu of making claw attacks.

All Furies have the following abilities:

Rake (Ex): A Fury that hits a foe with both claw attacks can make two rake attacks (+9 melee) with her taloned feet for 1d4+1 damage each.

Breath Weapon (Su): 3/day—A Fury can exhale a breath of putrid air similar to a *stinking cloud* spell cast by an 8th-level sorcerer. This putrid air fills a single adjacent square (Fortitude save DC 16).

Find Penitent (Su): Furies are drawn to those in the third and fourth levels of corruption, (*the invitation* and *the embrace*), should such a creature wish to seek redemption. If the Furies target such a creature, it cannot hide from them even by magical means.

Mists Subtype (Ex): Can be summoned in any domain.

Gaseous Death (Su): If a Fury is reduced to 0 hit points, she dissipates with her scourge into a fetid black cloud. Remaining Furies continue to fight, though a lone Fury will attempt to flee if both her sisters are slain. So long as a single sister survives, slain Furies reform at full health 24 hours after their apparent death. To permanently destroy the Furies, all three must be destroyed in a single 24-hour period, and an Innocent (see "Powers Checks" in Chapter Three of the **Ravenloft** core book) must land the killing blows. If the Furies are permanently slain, they dissolve into smoke, but their scourges remain.

Immunities (Su): Furies have damage resistance 20 against any attack made by non-good creatures. Attacks made by good-aligned creatures bypass the Furies' damage resistance. Furies are immune to paralysis, polymorphing, and mind-influencing effects.

Change Self (Sp): —As a standard action, a Fury can *change self* (as the spell cast by a 10th-level sorcerer), taking the form of a wizened human crone. She can remain in human form indefinitely.

Weaknesses: Furies can be turned (but not destroyed, rebuked or commanded) by a paladin or good-aligned cleric as if they were undead. A separate attempt must be made to turn each Fury, and her true name must be invoked. The Furies cannot purposefully harm creatures of good alignment, although they may direct their fetid breath weapon on them.

Alecto

Called *the Implacable* and *She Who Must Not Be Named* by the Vistani, this sister wields the *scourge of foolishness*, a +3 magic weapon that inflicts 1d3 points of temporary Wisdom damage with each strike.

Spells: Alecto has the spellcasting abilities of a 10th-level cleric. She has access to the Death, Destruction, Evil, Fire, Knowledge, Trickery and War domains. Her preferred spells include *burning hands*, *cause light wounds*, *charm person*, *clairaudience*, *death knell*, *dispel good*, *dispel magic*, *divination*, *divine power*, and *protection from good*. Saves against Alecto's spells have a DC of 13 + spell level.

Tisiphone

Known as *the Avenger* by the Vistani, Tisiphone has the combat prowess of a 10th-level fighter. Unlike her sisters, she can attack with both her scourge and her claws in the same round. Swifter than her sisters, she wields the *scourge of weakness*, a +3 magical weapon that inflicts 1d3 points of temporary Strength damage with each strike.

Megarea

Megarea is called *the Disputatious* by the Vistani. Her *scourge of idiocy*, a +3 magical weapon, inflicts 1d3 points of temporary Intelligence damage per strike.

Spells: Megarea has the spellcasting ability of a 10th-level sorcerer. Her spells are drawn from the schools of Abjuration, Conjuration, Divination, Evocation, and Necromancy. Saves against Megarea's spells have a DC of 12 + spell level.

Known Spells: (6/7/7/6/5/3) 0—*daze*, *dancing lights*, *detect magic*, *detect poison*, *disrupt undead*, *flare*, *light*, *ray of frost*, *resistance*; 1—*cause fear*, *chill touch*, *color spray*, *hold portal*, *magic missile*; 2—*darkness*, *flaming sphere*, *protection from arrows*, *web*; 3—*dispel magic*, *lightning bolt*, *stinking cloud*; 4—*minor globe of invulnerability*, *polymorph other*; 5—*cone of cold*.

Geist

Geists are the undead spirits of creatures that died a traumatic death with either a task uncompleted or an evil deed unpunished. Using the terms presented in Chapter Five of the **Ravenloft** core book, a geist is a rank one ghost that lacks the manifestation special attack.

Geists typically possess only one or two special abilities. Unable to manifest, these powers are often the spirit's sole means of interacting with the Material Plane. Geists are seldom dangerous in and of themselves, but their presence often indicates the presence of greater evils.

Geists remain in the Near Ethereal at all times, and are intangible and invisible to creatures on the Material Plane. To those who can see ethereal creatures, a geist appears as a transparent image of its former self at the moment of its death.

Most geists are bound to a particular area, usually the location of their death. These geists cannot stray far from the area to which they are bound. A few wandering geists roam the world, however, each seeking to complete a task left undone in life.

Creating a Geist

"Geist" is a template that can be added to any aberration, animal, beast, dragon, giant, humanoid, magical beast, monstrous humanoid, or shapechanger. The creature (hereafter referred to as the "base creature") must have a Charisma score of at least 6. The creature's type changes to "undead." It uses the base creature's statistics except as noted here. Geists lose all special abilities of the base creature.

Hit Dice: Increase to d12.

Speed: Geists have a fly speed of 30 feet, unless the base creature has a higher fly speed, with perfect maneuverability.

AC: Natural armor is the same as the base creature but applies only to ethereal encounters.

Attacks: None

Damage: None

Special Attacks: A geist gains 1d2 special attacks from the list below. Geists are classified by the powers they manifest; the bussengeist and poltergeist subtypes are included as examples. The common geist has the mind games and phantom shift attacks. The bussengeist has aura of despair

and mind games. The poltergeist has the telekinesis special attack. Saves have a DC of 10 + 1/2 geist's HD + geist's Charisma modifier.

Aura of Despair (Sp): A bussengeist continually radiates an aura of despair in a 120 ft. radius. Creatures within this radius must make a Will save or suffer a –2 morale penalty to saving throws, attack rolls, ability checks, skill checks and weapon damage rolls. This penalty lasts until the victim leaves the area of effect. Those who succeed at their saving throw cannot be affected by that particular bussengeist's aura of despair for 24 hours.

Mind Games (Su): Although geists cannot manifest, as a free action they can appear to the living by creating a phantasmal image of themselves. This illusion is as powerful as the *major image* spell, except it is a phantasm, not a figment. The geist can create only an image of itself, and the image can appear only to creatures within 30 feet of the geist. If the creature died a particularly gruesome death, the sight of a geist may require a Horror save. Creatures that succeed at a Will save cannot perceive the geist.

Phantom Shift (Su): The geist can make ethereal resonance (see the **Ravenloft** core book) visible and tangible to the living. A living creature targeted by the geist ceases to see or feel the Material Plane as it is, but instead experiences the ethereal resonance of the area (Will save negates). The geist often uses this ability to plunge witnesses into a recreation of its own death.

Telekinesis (Su): The poltergeist can use telekinesis once per round as a free action, as cast by a sorcerer whose level equals the geist's HD or 12, whichever is higher. Poltergeists can manipulate only objects with a weight equal to or less than their Charisma score.

Special Qualities: A geist retains none of the special qualities of the base creature, but gains the abilities listed below, as well as the undead type and incorporeal subtype. Geists also gain the rejuvenation quality (see Ghosts in the *Monster Manual*). Even if "destroyed," a geist will always return to its haunting grounds until its spirit can rest in peace.

Immunities (Ex): Because they cannot manifest, geists ignore any damage from a corporeal source.

Turn Resistance (Ex): A bound geist has +4 turn resistance and cannot leave the area to which it is bound. Instead, they cower if turned.

Saves: Same as the base creature

Abilities: Same as the base creature, except that geists have no Strength, Dexterity, or Constitution score. Its Charisma score increases by +2.

Skills: Geists receive a +8 racial bonus to Hide, Listen, Search, and Spot checks. Otherwise same as the base creature.

Feats: Same as the base creature

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 1/2

Treasure: None

Alignment: Any

Advancement: —

Sample Geist

This example uses a 2nd-level human commoner as the base creature.

Geist

Medium-Size Undead (Incorporeal)

Hit Dice:	2d12 (13 hp)
Initiative:	+2 (Dex)
Speed:	Fly 30 ft. (perfect)
AC:	12 (Dex)

Attacks:	None
Damage:	None
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Mind games, phantom shift
Special Qualities:	Undead, incorporeal, +4 turn resistance, rejuvenation
Saves:	Fort +0, Ref +2, Will +0
Abilities:	Str -, Dex 14, Con -, Int 10, Wis 10, Cha 9
Skills:	Hide+10, Listen +10, Profession +7, Search +8, Spot +11
Feats:	Lightning Reflexes, Skill Focus (Profession)

The Will save against this geist's mind games and phantom shift is DC 10.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Incorporeal: Can be harmed only by other incorporeal creatures. Ignores any damage from a corporeal source. Can pass through solid objects at will. Always moves silently.

Bussengeist

A bussengeist is a special form of wandering geist. Bussengeists are the spirits of people whose actions or inaction caused a great tragedy in which they were killed. Bussengeists wander the world, visiting locations of impending similar tragedies to lament for 1d6 days before the tragedy actually occurs.

Poltergeist

A poltergeist is a special form of bound geist. Poltergeists often die in scenes of great violence and emotional turmoil. They hate living creatures and attempt to frighten them by telekinetically hurling objects at them.

Ghoul Lord

Ghoul lords are the cursed souls of humanoids who dared to taste the flesh of their own race. These individuals gain the dire attention of the Dark Powers and are corrupted by their cannibalistic sins. They become twisted creatures, eventually dying and rising again in the form of ghoul lords, masters of the ravenous dead.

Ghoul lords are solitary creatures, maintaining dominion over a specific territory. They prefer places where the dead are found in plenty, such as graveyards or battlefields. Ghoul lords usually command large hives of ghouls and ghasts. They use these hives to spread their influence, create spawn, and to collect living flesh to sate their burning hunger.

Ghoul lords are easily mistaken for their lesser kin, with tightly drawn skin and flesh, sharp fangs and talons, and long, rasping tongues. Some ghoul lords distinguish themselves from their minions by wearing old, tattered clothing, a remnant of who they were in life.

Ghoul lords speak the languages they spoke in life. They can communicate telepathically with any ghoul or ghast within 100 feet.

Creating a Ghoul Lord

"Ghoul lord" is a template that can be added to any humanoid or monstrous humanoid creature (referred to hereafter as the "base creature"). The creature's type changes to "undead." It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Increase to d12.

Speed: Same as the base creature. If the base creature has a swim speed, the ghoul lord retains the ability to swim and becomes a lacedon lord.

Size	Bite Damage	Claw Damage	Ravenous
Fine	1	—	1/8
Diminutive	1d2	1	1/4
Tiny	1d3	1d2	1/2
Small	1d4	1d3	1
Medium-size	1d6	1d4	2
Large	1d8	1d6	4
Huge	2d6	2d4	8
Gargantuan	2d8	2d6	16
Colossal	4d6	2d8	32

AC: The base creature's natural armor improves by +4.

Attacks: A ghoul lord retains all the attacks of the base creature and also gains two claw attacks and a bite attack if it didn't already have them.

Damage: Ghoul lords have claw and bite attacks. If the base creature does not have these attack forms, use the damage values in the table below. Creatures with natural attacks retain their old damage ratings or use the values below, whichever is better.

Special Attacks: A ghoul lord retains all the attacks of the base creature and also gains those below. Saves have a DC of 10 + 1/2 ghoul lord's HD + ghoul lord's Charisma modifier unless noted otherwise.

Miasma (Su): The air around a ghoul lord is so heavy with the stench of evil that as one nears the ghoul lord, the miasma actually begins to resemble a sickly green mist. Any good-aligned creature within 60 feet of a ghoul lord must make a Will save or suffer a –4 morale penalty to all attack rolls, checks and saving throws. This penalty persists until the creature leaves the radius of effect. This is a supernatural fear effect.

Paralysis (Su): Those hit by a ghoul lord's bite or claw attack must succeed a Fortitude save (DC = 10 + 1/2 ghoul lord's HD + ghoul lord's Charisma modifier) or be paralyzed for 1d6+6 minutes.

Ravenous Fever (Su): Supernatural disease — bite, Fortitude save (DC 20), incubation period 1d4 days; damage 1d4 temporary Constitution and special. A ghoul lord's bite can infect its victims with the same feverish hunger that damned it. An infected victim must consume a number of pounds of flesh each day, as determined by the victim's size (see table above). At first, any kind of raw meat will suffice. If the disease claims more than 2 points of Constitution damage, however, the victim can sate the hunger only with the flesh of humanoids. If the victim loses more than 5 points of Constitution, the hunger can be sated only with the flesh of living humanoids.

On any day an infected victim does not sate this hunger, she suffers 1d4 temporary Constitution damage and must make a Madness save (DC 10 + 1 per point of Constitution damage suffered). Failure indicates that the victim goes temporarily mad and must attempt to feed on flesh. This disease can be cured only by a *heal* spell; less powerful spells will not suffice.

Create Spawn (Su): A humanoid or monstrous humanoid reduced to 0 Constitution or less by a ghoul lord's ravenous fever die and rise as ghoul lords in 24 hours if the body is not destroyed. If a ghoul lord instead slays its victim with its claws or bite, the victim returns as a ghast in 1d4 days. Spawn are under the command of the ghoul lord that created them and remain enslaved until its death.

Special Qualities: A ghoul lord retains all the special qualities of the base creature and those listed below, and also gains the undead type.

Turn Resistance (Ex): Ghoul lords gain +2 turn resistance

Saves: Same as the base creature

Abilities: Increase from base creature as follows: Str: +2, Dex: +4, Int +2, Wis +2, Cha +4. As an undead creature, a ghoul lord has no Constitution score.

Skills: Ghoul lords receive a +8 racial bonus to Hide, Listen, Move Silently, Search, and Spot checks. Otherwise same as the base creature.

Feats: Ghoul lords gain the Multiattack feat, assuming the base creature doesn't already have these feats.

Climate/Terrain: Any land and underground

Organization: Solitary or troop (1 plus 2–4 ghasts and 7–12 ghouls)

Challenge Rating: Same as the base creature +2

Treasure: Standard

Alignment: Always chaotic evil

Advancement: By character class

Sample Ghoul Lord

This example uses a 6th-level human fighter as the base creature.

	Ghoul Lord Medium-Size Undead
Hit Dice:	6d12 (39 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	30 ft.
AC:	21 (+3 Dex, +4 natural, +4 master work chain shirt)
Attacks:	2 claws +10 melee; bite +8 melee; or masterwork bastard sword +14 me lee; or masterwork shortbow +10 ranged
Damage:	Claw 1d4+4, bite 1d6+2; or bastard sword 1d10+8; or shortbow 1d6
Face / Reach:	5ft. by 5ft. / 5ft.
Special Attacks:	Miasma, paralysis, ravenous fever, create spawn
Special Qualities:	Undead, turn resistance +2
Saves:	Fort +5 Ref +5 Will +4
Abilities:	Str 18, Dex 17, Con -, Int 12, Wis 15, Cha 13
Skills:	Climb +10, Hide +12, Jump +10, Listen +11, Move Silently +12, Search +10, Spot +11, Ride +9, Swim +10
Feats:	Cleave, Dodge, Exotic Weapon Pro ficiency (bastard sword), Great Cleave, Improved Initiative, Multiattack, Power Attack, Weapon Focus (bastard sword), Weapon Spe cialization (bastard sword)

Combat

The Will save against this ghoul lord's miasma has a DC of 14.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage.

Challenge Rating: 8

Goblyn

	Medium-Size Monstrous Humanoid
Hit Dice:	4d8+8 (26 hp)
Initiative:	+3 (Dex)
Speed:	30 ft.
AC:	15 (+3 Dex, +2 natural)
Attacks:	2 claws +6 melee, bite +4 melee
Damage:	Claw 1d4+2, bite 1d6+2
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Improved grab, feasting, startle
Special Qualities:	Controlled, SR 10, immunities, darkvision 90 ft.
Saves:	Fort +3, Ref +7, Will +4
Abilities:	Str 14, Dex 16, Con 14, Int 8, Wis 10, Cha 13
Skills:	Climb +10, Hide +8, Listen +3, Move Silently +10, Spot +3
Feats:	Endurance, multiattack
Climate/Terrain:	Any land and underground
Organization:	Solitary, gang (2–5), or pack (7–12)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral evil
Advancement:	5–6 HD (Medium-size)

Goblyns were once humanoid creatures, but were transformed by powerful evil magic into twisted beings. Their skin becomes a greenish-brown, wartyhide and the hair falls from the top of their heads, leaving only a shaggy mane around the base of their skulls. Their heads grow in odd shapes with bulges and depressions in various locations. The fanged mouth of a goblyn expands to take up half of its face, allowing the mouth to open to an extraordinary size. Goblyn eyes have neither irises nor pupils, and glow like embers.

Goblyns live under the total control of their master. They never instigate combat on their own, but will attack whatever they are ordered to attack without mercy or fear. Goblyns can eat almost anything to sustain themselves. Their only real desire is to obey their master's whims. They never sleep nor grow bored. Many spellcasters consider them the perfect choice for guards and sentries.

Combat

Goblyns utilize their natural weaponry in combat, using teeth and claws to rend opponents.

Improved Grab (Ex): To use this ability, the goblyn must hit a Huge or smaller creature with both claw attacks. If it gets a hold, it can feast.

Feasting (Ex): If a goblyn gets a hold on a foe, starting with the following round it may use its bite attack to rend and gnaw the flesh of its victim's face. In any round a goblyn successfully "feasts" on a foe, it gains a +4 circumstance bonus to any opposed grapple checks to maintain its hold. For each 10 points of damage a goblyn's feasting inflicts, the victim must succeed at a Fortitude save (DC 12) or increase her Outcast Rating (see "Races" in Chapter Two of the **Ravenloft** core book) by 1 point due to extensive facial scarring. A regenerate spell can remove all OR modifiers incurred by scarring.

Startle (Ex): Goblyns attack with sudden and surprising ferocity. The first time a foe encounters a goblyn in combat, she must make a Fear save (DC 13) or be stunned for one round.

Controlled (Su): When goblyns are created, they form a telepathic bond with their creator. Through this bond, they have a telepathic link with every other goblyn he controls and often act in a very coordinated manner when attacking. Goblyns attack by surprise when possible.

Immunities: Goblyns are immune to sleep and mind-influencing effects.

Golem, Dread

	Bone Golem Medium-Size Construct	Doll Golem Tiny Construct	Gargoyle Golem Medium-Size Construct
Hit Dice:	13d10 (71 hp)	7d10 (38 hp)	11d10 (61 hp)
Initiative:	+0	+2 (+2 Dex)	–1 (–1 Dex)
Speed:	30 ft. (can't run)	20 ft. (can't run)	20 ft. (can't run), climb 10 ft.
AC:	20 (+10 natural)	16 (+2 size, +2 Dex, +2 natural)	20 (–1 Dex, +11 natural)
Attacks:	2 claws +13 melee	Bite +6 melee	2 slams +16 melee
Damage:	Claw 2d4+4	Bite 1d6–2 and laughter	Slam 2d6+8
Face/Reach:	5 ft. by 5 ft. / 5 ft.	2 1/2 ft. by 2 1/2 ft. / 0 ft.	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Dread roar	Biting Laughter	Pounce, petrify
Special Qualities:	Construct, weapon immunities, magic immunity, damage reduction 10/+2	Construct, magic immunity, damage reduction 10/+2	Construct, magic immunity, damage reduction 10/+2
Saves:	Fort +4 Ref +4, Will +4	Fort +2 Ref +4, Will +2	Fort +3 Ref +2, Will +3
Abilities:	Str 18, Dex 11, Con -, Int -, Wis 11, Cha 1	Str 6, Dex 15, Con -, Int -, Wis 11, Cha 1	Str 26, Dex 9, Con -, Int -, Wis 11, Cha 1
Climate/Terrain:	Any land and underground	Any land and underground	Any land and underground
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	10	8	10
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	14–20 HD (Large); 21–40 HD (Huge)	8–10 HD (Small); 11–14 HD (Medium-size)	11–15 HD (Medium-size); 16–25 HD (Large)

	Glass Golem	Mechanical Golem	Zombie Golem
	Medium-Size Construct	Large Construct	Large Construct
Hit Dice:	7d10 (38 hp)	14d10 (77 hp)	18d10 (99 hp)
Initiative:	–1 (–1 Dex)	+0	1 (Dex)
Speed:	30 ft. (can't run)	30 ft. (can't run)	20 ft. (can't run)
AC:	16 (–1 Dex, +7 natural)	22 (–1size, +12 natural)	17 (–1 size, –1 Dex, +9 natural)
Attacks:	Sword +9 melee	Weapon (varies) +17/+12 melee	2 slams +16
Damage:	Sword 2d10+4	*Keen* greatsword 2d6+7 (see text)	Slam 2d8+4
Face/Reach:	5 ft. by 5 ft. / 5 ft.	5 ft. by 5 ft. / 10 ft.	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Prismatic burst	Shocking strike, lightning burst	Stench
Special Qualities:	Construct, fast healing 2, vulner ability to bludgeoning attacks, magic immunity, damage reduction 10/+2	Construct, magic immunity, damage reduction 10/+2.	Construct, partial actions only, magic immunities, damage reduction 10/+2
Saves:	Fort +2 Ref +1, Will +2	Fort +4 Ref +4, Will +4	Fort +6 Ref +5, Will +6
Abilities:	Str 18 Dex 9, Con -, Int -, Wis 11, Cha 1	Str 20, Dex 10, Con -, Int -, Wis 11, Cha 1	Str 18 Dex 8, Con -, Int -, Wis 11, Cha 1
Climate/Terrain:	Any land and underground	Any land and underground	Any land and underground
Organization:	Solitary	Solitary	Solitary
Challenge Rating:	8	11	12
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	8–12 HD (Medium-size); 13–18 HD (Large)	15–22 HD (Large); 23–35 HD (Huge)	19–24 HD (Large); 25–44 HD (Huge)

Golems are constructs created from various materials. Unlike golems created in other settings, Dread golems do not cost exorbitant sums and require untold magics to construct. Instead, they are brought to life through the crafting and dark desires of their masters.

All golems share the following abilities:

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Magic Immunities (Ex): Besides those specifically referenced, no spells of any sort can affect a bone golem.

Combat

As described in the *Monster Manual*, golems are fearsome and unsubtle combatants that obey the direct commands of their creators. Dread golems, on the other hand, typically develop strange and unique personalities, making their tactics less predictable.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Bone Golem

Constructed from the foul remains of previously animated skeletal undead, bone golems stand roughly 6 feet tall and weigh a scant 60 pounds or so. Unfortunately for adventurers, they are often mistaken for simple skeletons. A bone golem often appears as a horrifically mismatched collection of random remains, with bones and bone fragments jutting out at nightmarish angles and joints often appear where none should be.

These horrors were first invented by the lich Azalin during the decades he spent experimenting in Barovia.

Combat

Bone golems attack with two razor-sharp claws backed with surprising strength. They do not employ advanced tactics and never use weapons of any sort.

Dread Roar (Su): Once every 1d4 rounds, the bone golem may throw back its head and issue a burst of soul-wrenching laughter. Living creatures within 100 ft. of the golem must make both a Fear and a Horror save (DC 16). Failure on either causes the character to become paralyzed with fear for 2–12 rounds. A creature that fails both saves is instantly slain. This is a supernatural fear effect and a death effect.

Weapon Immunities (Ex): Bone golems have cold immunity. Due to its lack of flesh, a bone golem takes only half damage from slashing and piercing weapons. If *shatter* is successfully cast on a bone golem, then all physical attacks that hit the

golem inflict double damage for a number of rounds equal to the spell's caster level. Slashing and piercing weapons would thus inflict normal damage, while bludgeoning weapons would deal double damage.

Magic Immunity (Ex): A bone golem is immune to all spells, spell-like abilities and supernatural effects, except as follows. A *dispel magic* (DC 18) cast directly on the golem causes the monster to collapse, seemingly dead, for a number of rounds equal to (dispel check – 10). A *detect magic* cast on the suppressed creature will reveal an aura of power slowly increasing as the golem "recharges." If the caster's dispel check beats the DC by 10 or more, the golem is destroyed. Casting *animate dead* on a bone golem restores it to full hit points.

Doll Golem

Modeled on a child's toy, these foot-tall creations can be put to good use as defenders of the young, but are often corrupted into destroying them instead. It is impossible to distinguish a doll golem from an ordinary toy until they move to attack. Then their eyes glow with an unearthly malice and their features become twisted and cruel.

Combat

Doll golems attack with a wicked bite. However, the physical damage is the least threatening part of the golem's attack.

Biting Laughter (Su): Those hit by a doll golem's bite attack must make a Will save (DC 13) or begin laughing hysterically as per *Tasha's hideous laughter*, except that the laughter continues until *dispelled* (DC 17) or the creature dies. The affected creature receives one negative level for each round of laughter. This is merely an effective drain; once the laughter is dispelled, one negative level is removed each round.

Magic Immunity (Ex): A doll golem is immune to all spells, spell-like abilities and supernatural effects, except as follows. Fire-based effects inflict only half damage (none on a successful save) and a *warp wood* spell affects doll golems as if it was a *slow* spell. A *dispel magic* (DC 15) cast directly on the golem causes the monster to collapse, seemingly dead, for a number of rounds equal to (dispel check – 10). A *detect magic* cast on the suppressed creature will reveal an aura of power slowly increasing as the golem "recharges." If the caster's dispel check beats the DC by 10 or more,

the golem is destroyed. A *mending* spell restores the golem to full hit points.

Gargoyle Golem

Experienced adventurers fear the sound of stone scraping on stone for it often signals the attack of a gargoyle golem. Carved from designs only seen in a madman's nightmare, the massive creatures (6 feet tall, but often over 500 pounds) are created with the express purpose of protecting a specific building or other structure (such as a bridge.)

Combat

A gargoyle golem often begins combat with a horizontal or vertical pounce. Following that, the creature uses its mighty stone fists to pulverize any opposition.

Pounce (Ex): In the first round of combat, a gargoyle golem can pounce on any creature within 100 feet, making a single slam attack. Gargoyle golems are immune to falling damage, but if a golem leaps downward (perhaps from the eaves of a cathedral) to attack a foe and its slam attack hits, any falling damage it would have suffered is dealt to its victim. (Thus a golem that drops 40 feet to pounce on a victim adds 4d6 damage if it hits.) This extra falling damage is divided between the character and her armor, shield, or weapon (in that order).

Petrify (Su): If a gargoyle golem hits a foe with both slam attacks in a single round, the target must make a Fortitude save (DC 15) or be turned to stone. If the golem petrifies its foe, it attempts a coup de grace against the stone opponent in the next round. If this results in the creature's death, the statue shatters and the foe can be restored to life only with a *true resurrection*, *wish*, or *miracle*.

Magic Immunity (Ex): A gargoyle golem is immune to all spells, spell-like abilities and supernatural effects, except as follows. Soften earth and stone inflicts 2d8 points of damage to it, with no saving throw. An *earthquake* spell targeted directly on the golem slays it instantly with no further effect. A *dispel magic* (DC 16) cast directly on the golem causes the monster to collapse, seemingly dead, for a number of rounds equal to (dispel check – 10). A *detect magic* cast on the suppressed creature will reveal an aura of power slowly increasing as the golem "recharges." If the caster's dispel check beats the DC by 10 or more, the golem is destroyed.

Glass Golem

Exquisitely beautiful, these stained-glass creations (often crafted in the form of knights) guard shrines and churches in the Dread Domains. When they move, a soft tinkling like that of wind chimes can be heard and the light that refracts through their finely crafted bodies covers the ground with a rainbow of colors.

Combat

The glass golem hides in stained glass windows until it is ready to strike. When it does attack (usually from surprise) it strikes time and again with the razor edges of its glass sword to devastating effect.

Prismatic Burst (Su): A glass golem can unleash this burst of light once every 1d4 rounds. It affects all creatures within 30 feet as if by a *prismatic spray* cast by a 7th-level sorcerer. The saving throw has a DC (if applicable) of 13.

Fast Healing (Su): This ability only works when the golem is in direct sunlight or within the radius of a *daylight* or similar spell.

Vulnerability to Bludgeoning Attacks (Ex): Due to their fragile materials, any damage dealt by a bludgeoning weapon that exceeds the glass golem's damage resistance is doubled

Magic Immunity (Ex): A glass golem is immune to all spells, spell-like abilities and supernatural effects, except as follows. If a glass golem is successfully targeted with a shatter spell and then struck by subsequent physical attacks, the golem must make a Fortitude save (DC 5 + damage dealt) or be destroyed. This effect's duration is equal to the *shatter* spell's caster level. A *dispel magic* (DC 14) cast directly on the golem causes the monster to collapse, seemingly dead, for a number of rounds equal to (dispel check – 10). A *detect magic* cast on the suppressed creature will reveal an aura of power slowly increasing as the golem "recharges." If the caster's dispel check beats the DC by 10 or more, the golem is destroyed. A *mending* spell instantly restores the golem to full hit points.

Golem, Mechanical

The hiss of steam and the crackle of barely controlled electricity announce the presence of this technological nightmare. Generally man-like in shape, these creations always have a bladed melee weapon built into at least one limb. The mechanical golem never looks like it should work,

yet somehow it does — and often with deadly efficiency.

Combat

A mechanical golem attacks with whatever weapon has been built into it. The bladed weapon is always *keen*.

Shocking Strike (Ex): Any critical hit the golem lands deals an additional 3d6 points of electricity damage. The victim must make a Fortitude save (DC 17) or be stunned for 2d4 rounds. Any melee attack against a mechanical golem that would normally result in a critical (even though the golem is immune) also deals this damage to the attacker, as the weapon penetrates to the electrical workings inside the creature.

Lightning Burst (Ex): Once every 1d4 rounds, a mechanical golem can release a burst of pent-up electricity with a radius of 20 feet. All creatures caught within this aura suffer 3d6 electricity damage, or half damage with a successful Reflex save (DC 17).

Magic Immunity (Ex): A mechanical golem is immune to all spells, spell-like abilities and supernatural effects, except as follows. The golem is affected normally by rust effects, such as that caused by a *rusting grasp* spell. A *dispel magic* (DC 14) cast directly on the golem causes the monster to collapse, seemingly dead, for a number of rounds equal to (dispel check – 10). A *detect magic* cast on the suppressed creature will reveal an aura of power slowly increasing as the golem "recharges." If the caster's dispel check beats the DC by 10 or more, the golem is destroyed.

Zombie Golem

Only the most blasphemous of intellects could dream of creating a zombie golem. Sewn together from the hacked apart bodies of fallen zombies, this walking obscenity should not be described save in a safe haven during broad daylight. Those adventurers who have seen them claim that no two look alike and that the body parts are fused together at perverted angles and places with a variety of faces and limbs. The creature reeks of an odor more foul than the grave. Only these creatures' slow movement rate allows any hope of defeating them.

Like the bone golem, these monsters were invented by Azalin as he studied the planar fabric of his prison.

Combat

A zombie golem attacks with its powerful forelimbs, looking to beat its opponent into submission.

Stench (Ex): The foul necromantic odor that exudes from the golem causes all who come within 30 feet to make a Fortitude save (DC 19) or suffer a –2 circumstance penalty to all attack rolls, saving throws and skill checks for 1d6+4 minutes. Anyone who succeeds at the save is immune to that zombie golem's stench for one day.

Partial Actions Only (Ex): Zombie golems have poor reflexes and can only perform partial actions. Thus, they can move or attack, but not both unless they use a partial charge action.

Magic Immunity (Ex): A zombie golem is immune to all spells, spell-like abilities and supernatural effects, except as follows. A *dispel magic* (DC 16) cast directly on the golem causes the monster to collapse, seemingly dead, for a number of rounds equal to (dispel check – 10). A *detect magic* cast on the suppressed creature will reveal an aura of power slowly increasing as the golem "recharges." If the caster's dispel check beats the DC by 10 or more, the golem is destroyed. A *true resurrection* spell slays the creature instantly while *animate dead* restores it to full hit points.

Grave Ooze

	Large Ooze
Hit Dice:	6d10+27 (60 hp)
Initiative:	–5 (Dex)
Speed:	10 ft., burrow 5 ft.
AC:	4 (–1 size, –5 Dex)
Attacks:	Slam +5 melee
Damage:	Slam 2d4+3 and 1d4 acid
Face/Reach:	5 ft. by 10 ft. / 10 ft.
Special Attacks:	Improved grab, acid, engulf, poison
Special Qualities:	Ooze, blindsight, immunities
Saves:	Fort +4, Ref –3, Will –3
Abilities:	Str 15, Dex 1, Con 15, Int -, Wis 1, Cha 1
Climate/Terrain:	Any land and underground (graves)
Organization:	Solitary
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always neutral
Advancement:	7–9 HD (Large); 10–18 HD (Huge)

The grave ooze is not an undead abomination as its appearance might suggest. While its oily surface bubbles with rotting flesh and broken bones

protrude from its membranes, this horror is all too alive. This amorphous mass of flesh roils and seeps through loose earth to feed on the flesh of the dead — and occasionally the living. Although non-intelligent, the grave ooze is naturally drawn to places of death, carnage or mass burials by the scent of abundant rotting flesh beneath the surface. Burrowing its way through the earth, the ooze consumes the flesh of the dead and buried, growing in size until there is nothing left to consume. Few grave robbers have encountered a grave ooze and survived to tell the tale. Breaking into a mausoleum or unearthing a casket only to find a voracious inhabitant spells certain doom for the unwary.

Combat

Grave oozes remain hidden beneath the surface, preferring dead flesh to that of the living. If disturbed, however, a grave ooze will attack any creature it encounters. It seeks to engulf its opponent, crushing it and allowing its poisons to take effect. Once the victim is subdued, the ooze consumes its victim over time, adding the new flesh to its mass.

Improved Grab (Ex): To use this ability, the grave ooze must hit with its slam attack. If it hits, it can attempt to grapple without incurring an attack of opportunity.

Acid (Ex): The ooze's entire body is a giant digestive organ. As such, every pore secretes digestive acids and every melee hit inflicts acid damage. Grave ooze acid dissolves only organic material. Items made of metal or stone interred in the graves upon which the ooze feeds are left intact.

Engulf (Ex): A grave ooze can engulf a Medium-size or smaller creature with a successful grapple check, either flowing over the victim's body or dragging the victim down into its grave. A grave ooze deals automatic acid damage to engulfed victims each round. Engulfed victims are considered trapped and are exposed to the grave ooze's poison. Attacks that hit an engulfing grave ooze deal half their damage to the monster and half to the trapped victim.

Poison (Ex): Contact, Fortitude save (DC 15); initial and secondary damage 1d4 temporary Strength and 1d4 temporary Constitution.

Ooze: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits or flanking.

Blindsight (Ex): An ooze's entire body is a sensory organ. It needs no light to see its prey. A grave ooze can smell rotting flesh through the earth for miles, and can detect heat and motion within 60 feet.

Immunities (Ex): Immune to necromantic effects and damage from piercing weapons.

Gremishka

	Tiny Beast
Hit Dice:	1/2 d10 (2 hp)
Initiative:	+10 (+6 Dexterity, +4 Improved Initiative)
Speed:	50 ft., climb 30 ft.
AC:	18 (+2 size, +6 Dexterity)
Attacks:	2 claws +8 melee, bite +3 melee
Damage:	Claw 1d2–3; bite 1d3–3
Face/Reach:	2 1/2 ft. by 2 1/2 ft. / 0 ft.
Special Attacks:	Swarm
Special Qualities:	Low-light vision, darkvision 60 ft.
Saves:	Fort +2, Ref +8, Will –1
Abilities:	Str 5, Dex 23, Con 10, Int 13, Wis 9, Cha 7
Skills:	Hide +18, Listen +4, Move Silently +8, Pick Pocket +12, Spot +4, Tumble +10
Feats:	Improved Initiative, Weapon Finesse (claws, bite)
Climate/Terrain:	Any land
Organization:	Swarm (20–40)
Challenge Rating:	1/3
Treasure:	Double standard
Alignment:	Usually chaotic evil
Advancement:	1–2 HD (Small)

Gremlins are known in folktales throughout the land as mischievous little creatures that like to sabotage things and pull pranks on people. The gremishkas are twice as bad and twice as deadly. From a distance, gremishkas have been mistaken for alley cats, monkeys and rats. Seen up close, their bodies seem to combine traits of all three. They have slitted, reptilian eyes, and their needle-toothed mouths appear slightly too large for their faces. Gremishka fur can grow in any pattern.

Gremishkas abhor bright light, living in dark or underground places like caves, basements, or city sewers. Gremishka derive petty pleasure from others' suffering, pulling violent and sometimes lethal practical jokes. They are perfect thieves, with their hoarded treasure a collection of shiny baubles ranging from random junk to true valuables.

Gremishkas are surprisingly intelligent and speak their own language. It is not unusual for them to understand several human languages as well, though they cannot speak them.

Combat

Gremishkas are always found in large numbers. They like to wait in dark places and ambush their prey, and have been known to construct traps from found materials. They flee from superior opponents. When they do fight, gremishkas use their claws and teeth to rip into their opponents. They are unusually quick and nimble, which makes them difficult to hit.

Improved Grab (Ex): To use this ability, a gremishka must hit with both claw attacks. If it gets a hold, it latches onto its foe and automatically deals bite damage each round the hold is maintained. The target is not considered grappled, but must include the gremishka's weight (4 lb.) in its encumbrance. If another character attacks a gremishkas while it is latched onto a victim, any excess damage beyond the gremishka's hit points is applied to the victim.

Swarm (Ex): These creatures attack targets in droves. They attempt to pile on as many as they physically can atop one person. Up to 20 gremishkas can attack (and latch onto) a Medium-size target in a single round. Double this maximum for each size category larger than Medium-size, and halve it for each size category smaller. For every four gremishkas latched onto a target, add +1 to the total damage inflicted by their bite attacks.

Skitterish (Ex): A gremishka must make a Fear save (DC 15) if suddenly exposed to bright light, such as that created by a *daylight* spell.

Grim

	Medium-Size Magical Beast
Hit Dice:	4d10+16 (38 hp)
Initiative:	+10 (+6 Dex, +4 Improved Initiative)
Speed:	60 ft. (dog), fly 90 ft. (average) (owl)
AC:	19 (+1 size, +6 Dex, +2 natural)
Attacks:	Bite +7 melee (dog); or bite +4 melee, claws +6 melee (owl)
Damage:	Bite 2d6+3 (dog); bite 1d6+2, claw 1d4+2 (owl)
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Frightful presence, turning
Special Qualities:	Circle of protection against evil, detect corruption, damage reduction 15/+1, SR 16, immunities, intangible being
Saves:	Fort +4, Ref +4, Will +3
Abilities:	Str 14, Dex 22, Con 18, Int 12, Wis 14, Cha 16
Skills:	Listen +12, Sense Motive +14, Spot +15
Feats:	Extra Turning, Improved Initiative, Multiattack
Climate/Terrain:	Any land
Organization:	Solitary
Challenge Rating:	6
Treasure:	None
Alignment:	Always neutral good
Advancement:	10–14 HD (Medium-size), 15–20 HD (Large)

A grim is a guardian creature bound to a particular spot and charged with protecting it from all evil creatures. A grim never abandons its spot, even if it becomes dilapidated and desolate. A grim attacks any evil creature that enters its territory and fights to the death.

Grim appear in one of two different forms: a great black dog or a black horned owl. The grim determines each sunset which form it will take and it must retain that form until the following sunrise. A grim fades away at dawn and waits until sunset to choose its new form for the night.

Nobles and powerful clerics with the desire to guard sacred tombs or other highly precious areas most frequently call upon grim. Grim serve only those of good alignment. They have no need to eat or sleep. The grim exists only to fulfill its mission of ceaseless vigilance.

Combat

A grim tirelessly stands guard waiting for evil to arrive, immediately taking action against any evil trespassing its boundaries.

Frightful Presence (Ex): At first detection of evil within its territory, the grim lets out a ghostly howl that can strike fear into the heart of evil beings. An evil creature within 30 feet of a howling grim must make a successful Fear save (DC 15). An evil opponent who succeeds at the saving throw is immune to the grim's frightful presence for one day. A grim can howl at will as a standard action.

Turning (Su): Grim can turn and destroy evil undead and outsiders as a 9th-level cleric.

Magic Circle against Evil (Su): This ability continuously duplicates the effects of the spell. The grim cannot suppress this ability.

Detect Corruption (Su): Grims continuously detect the presence of evil undead and outsiders within a 60 foot radius. A grim has a 20% chance per failed power check of detecting evil in other creatures; rather than truly detecting evil, it detects spiritual corruption.

Immunities (Su): A grim is immune to all necromantic effects.

Intangible Being (Ex): During daylight hours a grim fades from existence, becoming invisible and intangible. Grim re-materialize the following sunset with any damage suffered the night before completely healed.

Skills: Grim receive a +4 racial bonus to Sense Motive and Spot.

Grim Reaper (Death Spirit)

	Medium-Size Outsider (Incorporeal, Mists)
Hit Dice:	5d8 (22 hp)
Initiative:	+2 (Dex)
Speed:	30 ft., fly 30 ft. (perfect)
AC:	20 (+2 Dex, +8 deflection)
Attacks:	Scythe +9 melee
Damage:	Scythe 2d4+5 subdual and destruction (blade) or 1d6+5 subdual and feign death (pole)
Face/Reach:	5ft. by 5ft./5ft.
Special Attacks:	Destruction, feign death, gaze of fear
Special Qualities:	Electricity and fire resistance 20, immunities, invisibility, incorporeal
Saves:	Fort +4, Ref +6, Will +6
Abilities:	Str 14, Dex 15, Con 10, Int 14, Wis 14, Cha 18.
Skills:	Hide +10, Knowledge (the afterlife) +10, Listen +11, Search +11, Sense Motive +10, Spot +11, Spellcraft +10
Feats:	Weapon Focus (scythe), Weapon Specialization (scythe)
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	7
Treasure:	None
Alignment:	Always neutral
Advancement:	5–10 HD (Medium-size)

Grim reapers are spirits, found only in Ravenloft, that are drawn to creatures slipping toward death. Some scholars believe these entities come from the Negative Energy Plane, while others believe they serve a power closer to home. Grim reapers are normally invisible to the living, but when seen, a grim reaper appears as a bleached humanoid skeleton, shrouded in tattered black robes and a hood. A grim reaper always wields a wicked scythe in its hands. Despite appearances, they are not undead.

Whenever a character in Ravenloft is dying, there is a chance that a grim reaper will appear to collect its soul. This chance is equal to 5% plus a cumulative 5% for each prior brush with death that character has had. A "brush with death" includes being reduced to –8 hit points or less, or dying and then being restored to life.

These enigmatic beings have never been known to speak to the living, though they may communicate with the caster of a *speak with dead* spell.

Combat

A grim reaper appears in the world to collect a specific soul, and engages in combat only if prevented from obtaining its prize. A grim reaper alternates each round between attacking with its scythe and using its gaze attack. A grim reaper can choose to attack with either the scythe's blade or its pole, and usually alternates between the two. A reaper's scythe deals only subdual damage — the wounds it inflicts are spiritual, not physical.

A grim reaper cannot affect a creature warded by the spell *negative energy protection*. If healing magic of any kind is used on the target character, the reaper will depart, fading back into oblivion. If a grim reaper is slain, the target creature it came to collect immediately stabilizes and is healed for 10% of its maximum hit points.

Destruction (Su): Any living creature hit by the blade of a reaper's scythe must succeed at a Fortitude save (DC 16) or be instantly slain. Those who can see ethereal creatures can actually see a slain victim's life force drawn out of its body and into the reaper's scythe. Creatures slain by a reaper can only be restored to life through a *true resurrection* or *miracle*. In any encounter, the grim reaper's ultimate goal is to drive the blade of its scythe into its target's heart.

Feign Death (Su): Any creature struck by the pole end of a reaper's scythe must make a Will save (DC 16) or instantly fall into a death-like trance. Although applicable spells can reveal that the creature is still alive, to all non-magic examination the creature appears dead. This effect has a duration of 5 minutes.

Gaze of Fear (Su): The eyeless gaze of a grim reaper is enough to send any hero fleeing. This is similar to a gaze attack, except that the reaper must take a standard action, and those merely looking at it are not affected. A foe targeted by the reaper's gaze must make a Fear save (DC 16).

Immunities (Ex): Grim reapers are immune to mind-influencing, cold-based and necromantic effects. Because they lack flesh or internal organs, they take only half damage from piercing or slashing weapons.

Invisibility (Ex): Grim reapers can be seen only by the dying and those able to see ethereal or invisible beings. They remain invisible even after attacking.

Incorporeal: Can be harmed only by other incorporeal creatures, +3 or better magic weapons, or magic, with a 50% to ignore damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Mists Subtype (Ex): Can be summoned in any domain.

Head Hunter

	Tiny Aberration
Hit Dice:	1d8 (4 hp) [host body 1d10 HD (5 hp)]
Initiative:	+2 (Dex)
Speed:	20 ft., climb 10 ft.
AC:	14 (+2 size, +2 Dex) [12 (Dex); host body 10]
Attacks:	Bite +4 melee [slam +0 melee]
Damage:	Bite 1d6–2 and poison [slam 1d3]
Face/Reach:	2 _ ft. by 2 _ ft. / 0 ft. [5 ft. by 5 ft. / 5 ft.]
Special Attacks:	Poison, razor web [none]
Special Qualities:	Host body, immunities, tremorsense, fire vulnerability
Saves:	Fort +0, Ref +2 [+0], Will +3
Abilities:	Str 6 [10], Dex 15 [10], Con 10, Int 10, Wis 12, Cha 13
Skills:	Bluff +5, Disguise +6, Hide +12 [+2], Listen +5, Move Silently +6 [+4], Spot +2
Feats:	Weapon Finesse (bite)
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Always neutral evil
Advancement:	—

The head hunter is a twisted mockery of life, resembling an unusually large spider with a human head for a body. The twisted face leers up at its foes, often gibbering at them in various tongues. The mere sight of a head hunter crawling across the floor is cause enough to require a Horror save (DC 13). A common belief holds that these loathsome creatures were created by the drow — or an even more sinister race — to infiltrate surface communities.

Head hunters speak elven, drow, and several domain languages. They may also have their own language, though it is indecipherable to human ears.

Combat

A head hunter's primary goal is to feed upon the headless corpses of its prey. It is cunning enough to make plans, develop schemes, and carefully coerce its victims. A head hunter usually either sets a trap or tries to insinuate itself into a local community.

A head hunter will usually spin a web and call for help in the local tongue. As its would-be rescuers come running, they fall prey to its web. If preying on a community, it presents itself as a sickly, starving individual to account for the wasted appearance of its body. It attempts to evoke people's compassion to lure them away from safety.

Poison (Ex): A head hunter's bite injects a lethal venom. Thrice per day, a head hunter can spit a 15 foot long stream of this venom, hitting a foe with a successful ranged touch attack. Contact, Fortitude save (DC 13); initial and secondary damage 2d4 temporary Constitution.

Razor Web (Ex): A head hunter can spin a web as a full round action, filling one 5 ft. by 5 ft. by 5 ft.

area per minute. A head hunter can fill two such squares per day. Unlike the sticky and fragile webs of normal spider, the strands in a head hunter's web are extremely strong and razor sharp. A creature must make a Spot check (DC 20) to notice the fine strands. The web makes an attack roll (+10 melee, 2d6 damage) for each web-filled 5 ft. square a creature passes through. If the web lands a critical hit, it has severed an extremity. On a roll of 1 to 9, the creature loses a limb (determined randomly); it suffers subdual damage equal to the normal damage inflicted and begins to bleed as though struck by a weapon of wounding. On a roll of 10, the creature has been decapitated, as though struck by a vorpal weapon. If creatures attempt to clear a path through the webbing, each square is AC 8 and has 10 hit points.

Host Body (Ex): If a victim dies in a head hunter's web, the head hunter uses that victim's body as sustenance. First, the head hunter carefully separates the head of the victim from his neck, if it is still attached. The creature plants its own body in the empty stump, thereby becoming the "head" of the old corpse. Its crab-like legs reach into the body cavity. This process takes a full minute to complete. Once inserted into a corpse, a head hunter can feed on its internal organs for ten days. At the end of this time, all it leaves behind from its host is a husk of skin, like a cast-aside wine-pouch.

While the head hunter is implanted in a body between Small and Large size, it can control its host like a puppet. The statistics in brackets above indicate the head hunter's statistics while implanted in a host body. All attacks damage the host body unless the attacker specifically target's the "head" itself. The creature falls if the host body is destroyed, seemingly dead. If unattended, it will later crawl out of its destroyed host and try to enter a new host body before it can be destroyed. Entering a new host body restores a head hunter to full hit points.

Head hunters are not limited to humanoid forms when seeking prey. They have been known to implant themselves into the carcasses of dogs, large birds, or even horses. The sight of a head hunter mounted upon a quadruped is cause for a Horror save (DC 13).

Immunities (Ex): Head hunters are immune to all poisons. They may also climb on any sort of webbing without impediment. Head hunters can climb on their own webbing without harm.

Tremorsense (Ex): Head hunters can automatically sense the location of anything with 60 feet that is in contact with the ground or their webbing. However, they have extremely poor vision and are considered blinded to any creatures beyond 20 feet that evade their tremorsense.

Fire Vulnerability (Ex): Head hunters and their webs take double damage from fire. Fire spreads rapidly to inflict its damage to every square in a web.

Hearth Fiend

	Small Elemental (Fire, Mists)
Hit Dice:	2d8 (9 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	50 ft.
AC:	15 (+1 size, +1 Dex, +3 natural)
Attacks:	Fire bolt +3 ranged
Damage:	Slam 1d4 and 1d4 fire
Face/Reach:	5 ft. by 5ft. / 5 ft.
Special Attacks:	Burn, fire charm
Special Qualities:	Elemental, fire subtype, immunities, water vulnerability
Saves:	Fort +0, Ref +4, Will +0
Abilities:	Str 10, Dex 13, Con 10, Int 7, Wis 12, Cha 16
Skills:	Listen +6, Spot +6
Feats:	Blind Fight, Improved Initiative
Climate/Terrain:	Any land and underground (open fire)
Organization:	Solitary
Challenge Rating:	2
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	Medium 3–5 HD (Medium-size), large 6–9 HD (Large), huge 10–18 HD (Huge)

A hearth fiend is a minor fire elemental that is attracted to the dark magic of Ravenloft. Every time a fire-based spell is cast in the Land of Mists, there is a 1% chance per spell level that a hearth fiend crosses over into Ravenloft, immediately taking up residence in the nearest open fire. Once the creature crosses over, it is then tainted by planar fabric of the Realm of Dread.

The flame a hearth fiend inhabits cannot be extinguished until the creature is slain or driven out. Hearth fiends are normally invisible, though they can be detected with spells such as *see invisibility* and can reveal themselves at will. When seen, a hearth fiend appears only as a malevolent face in the flames. It lives only to spread pain and chaos.

Hearth fiends speak Ignan and can communicate with any creature that has a language.

Combat

Hearth fiends attempt to lure people into committing evil acts with whispered promises. If this fails or if it feels threatened, it strikes out with bolts of fire to cause as much destruction as possible. A hearth fiend can transfer itself from one open flame to another within 5 feet as a standard action.

Fire Charm (Su): A hearth fiend can whisper to any individual that comes near its flame. These whispers are so subtle that the creature must make a Listen check (DC 15) to separate them from the crackling of the fire. An individual who detects the whispers must make a Will save (DC 14) or be charmed by the fiend, as the *charm person* spell cast by an 8th-level sorcerer. The hearth fiend gradually tries to turn the charmed one to evil with lies and promises of power. If the target succeeds at the saving throw, the fiend continues its promises (such as "I will keep you warm" or "I will burn your foes") until the target succumbs or leaves the area. All it requests in return are small sacrifices, usually involving escalating acts of arson so the fiend can transfer itself to larger flames, preferably those fueled by living flesh. A hearth fiend can charm only one creature at a time, and often waits patiently for a weak-willed victim, such as a young child.

Burn (Su): Hearth fiends shoot bolts of fire, up to 10 feet per HD, when they feel threatened or a servant defies their will. Those hit must make a successful Reflex save (DC 14) or catch on fire (see "Catching on Fire" in the *Dungeon Master's Guide*). The flames burn for 1d4 rounds.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Fire Subtype (Ex): Fire immunity, double damage from cold except on successful save.

Mists Subtype (Ex): Can be summoned in any domain.

Immunities (Ex): Immune to electricity-based attacks. Ignores damage from non-magic weapons.

Water Vulnerability (Ex): Magically created water can douse a hearth fiend's flames, inflicting 1d4 points of damage per gallon. The spell *create food and water* creates one gallon of water per human it can sustain.

Hebi-no-onna (Snake Woman)

	Medium-Size Monstrous Humanoid
Hit Dice:	14d8+42 (105 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative
Speed:	30 ft.
AC:	12 (+2 Dex)
Attacks:	2 bites +14 melee (snakes); or bite +9 melee
Damage:	Bite 1d3 and poison (snakes); bite 1d2 and poison
Face/Reach:	5 ft. x 5 ft. / 5 ft.
Special Attacks:	Hypnotic gaze, poison, spells
Special Qualities:	Immunities, snake control
Saves:	Fort +7, Reflex +11, Will +10,
Abilities:	Str 10, Dex 15, Con 16, Int 19, Wis 12, Cha 16
Skills:	Alchemy +9, Appraise +9, Bluff +10, Concentration +9, Diplomacy +10, Disguise +10, Knowledge (arcana) +10, Scry +9, Sense Motive +10, Spellcraft +11
Feats:	Ambidexterity, Combat Casting, Dodge, Improved Initiative, Mobility, Scribe Scroll, Spell Focus (Enchantment), Spell Penetration
Climate/Terrain:	Any land (Rokushima Táiyoo and Sri Raji)
Organization:	Solitary or pair (mother and daughter)
Creature Rating:	16
Treasure:	Standard items; double art objects
Alignment:	Always lawful evil

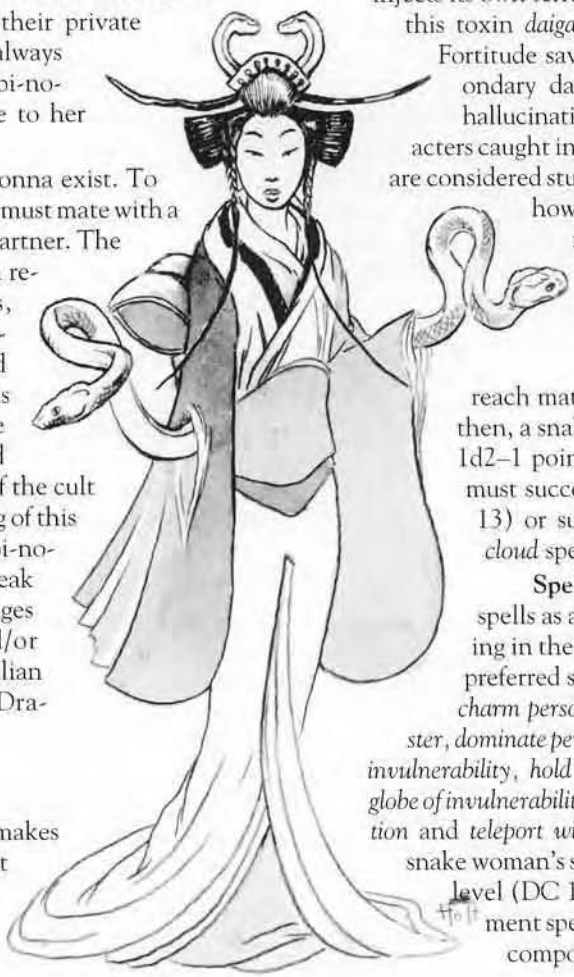
Hebi-no-onna, also called *snake women*, are powerful enchanters who control serpents of all sorts. They possess the bodies of beautiful women

with writhing, snakelike arms. They have the exotic complexion and features common to Eastern cultures, such as those in Rokushima Táiyoo and Sri Raji. Hebi-no-onna often wear finely made kimonos to hide their snake arms within the voluminous sleeves.

Snake women often surround themselves with secretive snake-worshiping cults. The cultists commit foul crimes to serve the selfish whims of their revered mistress. Those who discover the cult's activities are either forced to join or are killed. Some sages believe that hebi-no-onna may represent a strange offshoot of the yuan-ti, but this has never been proven.

Hebi-no-onna make their lairs in vast underground complexes, old ruins or stylish walled residences. All hebi-no-onna are vain and avaricious. They collect fine artwork, beautiful jewelry and high quality gemstones. Snake women refuse to accept anything but the most luxurious and comfortable décor in their private chambers. Mirrors are always scattered about the hebi-no-onna's lair as a tribute to her vanity.

No male hebi-no-onna exist. To produce offspring, they must mate with a human, elf or half-elf partner. The prospective mate often resists to her charms, forcing the hebi-no-onna to capture him and break his spirit. Once his work is done, the mate is sacrificed in a grand ritual attended by all of the cult members. The offspring of this union is always a hebi-no-onna. Hebi-no-onna speak several domain languages (often Rajian and/or Rokuma) and all reptilian tongues, including Draconic.



Combat

A hebi-no-onna makes sure her foes must fight past her guards while she casts spells or uses her gaze attack from inside a *globe of invulnerability*. If she believes she is in real danger, she attempts to use spells such as *teleport without error* to save herself. However, unless she is seriously wounded, a snake woman is usually too proud to flee.

Hypnotic Gaze (Su): This is similar to a gaze attack, except that the hebi-no-onna must take a standard action, and those merely looking at her are not affected. Anyone the snake woman targets must succeed at a Will save (DC 20) or be hypnotized, as the spell *hypnotism* cast by a 14th-level sorcerer. When a snake woman uses this attack, her eyes change to the yellow, slitted eyes of a reptile.

Poison (Ex): A hebi-no-onna's arms can resemble any species of snake. Both snakes can bite each round. Bite, Fortitude save (DC 15); initial and secondary damage 1d6 temporary Constitution.

The bite of a hebi-no-onna's human mouth injects its own terrible poison. The Vistani call this toxin *daigatu* (nightmare wine). Bite, Fortitude save (DC 20); initial and secondary damage vivid and horrifying hallucinations for 1d10+2 rounds. Characters caught in the grip of these nightmares are considered stunned for the duration. They howl in terror and thrash, tormented by their deepest fears. A snake woman can inject *daigatu* three times a day.

Hebi-no-onna offspring reach maturity at about age 12. Until then, a snake daughter's bite deals only 1d2–1 points of damage. Those bitten must succeed at a Fortitude save (DC 13) or suffer nausea (as the *stinking cloud* spell) for 2d4 rounds.

Spells: A hebi-no-onna casts spells as a 14th-level wizard specializing in the Enchantment school. Their preferred spells include *charm monster*, *charm person*, *confusion*, *dominate monster*, *dominate person*, *feeblemind*, *geas*, *globe of invulnerability*, *hold monster*, *hold person*, *minor globe of invulnerability*, *ray of enfeeblement*, *suggestion* and *teleport without error*. Saves against a snake woman's spells have a DC of 14 + spell level (DC 16 + spell level for Enchantment spells). Unless a spell's material component carries a cost in gp, a

snake woman does not need to use material components when casting spells.

Immunities (Su): Hebi-no-onna are immune to all poisons. They are also immune to the gaze attacks of any reptilian creature (including other snake women).

Snake Control (Su): All snakes automatically heed the commands of a snake woman. A hebi-no-onna cannot summon these allies (as a vampire could), but any snake that can hear the hebi-no-onna's commands will obey her without question, even fighting to the death if she demands it. A hebi-no-onna's lair often contains 20–40 snakes, many of them poisonous vipers.

Hounds, Dread

	Mastiff Medium-Size Animal	Phantom Hound Medium-Size Undead	Carcass Hound Medium-Size Undead
Hit Dice:	2d8+4 (13 hp)	2d12 (13 hp)	1d12+3 (9 hp)
Initiative:	+2 (+2 Dex)	+2 (Dex)	+1 (Dex)
Speed:	40 ft	40 ft	30 ft
AC:	16 (+2 Dex, +4 natural)	16 (+2 Dex +4 natural)	13 (+1 Dex +2 natural)
Attacks:	Bite +3 melee	Bite +3 melee	Bite +1 melee
Damage:	Bite 1d6+3	Bite 1d6 +3	Bite 1d6+1
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./ 5 ft.
Special Attacks:	—	Bay, poison	Disease
Special Qualities:	Scent	Undead, immunities	Undead
Saves:	Fort +5, Ref +5, Will +1	Fort +5, Ref +5, Will +1	Fort +0, Ref +1, Will +2
Abilities:	Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6	Str 15, Dex 15, Con -, Int 2, Wis 12, Cha 9	Str 12, Dex 12, Con -, Int -, Wis 10, Cha 7
Skills:	Listen +5, Spot +5 Swim +5, Wilderness Lore +1*	Listen +5, Spot +5, Toughness	Listen +5, Spot +5
Climate/Terrain:	Any land	Any land	Any land
Organization:	Solitary or pack (2–5)	Solitary or pack (2–5)	Solitary or pack (2–5)
Challenge Rating:	1	2	1
Treasure:	None	None	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement Range:	—	3–4 HD (Medium-size)	—

Mastiff

This massive breed of dog is a common sight in many domains, where they are used to hunt large game or guard property. Many Vistani caravans protect themselves with a loyal mastiff. The Mordentish are particularly fond of dogs, and they are often seen in taverns and other gathering places. In less enlightened regions, mastiffs are often used in a cruel form of entertainment. These hounds are starved and forced to fight captured animals, such as wolves, bears — or even the occasional human. A pedigreed mastiff can cost as much as 150 gp (CL 1+).

Combat

If trained as an attack dog, a mastiff can make trip attacks just as wolves do (see the *Monster Manual*).

Skills: Mastiffs receive a +4 racial bonus to Wilderness Lore checks when tracking by scent.

Phantom Hound

Phantom hounds are the restless spirits of loyal dogs who failed in their duty to their master. They appear as large, sleek, black furred dogs with glowing green eyes. Luminous foam dribbles from their snarling jaws. Phantom hounds are always found diligently guarding the holdings of their former master, even if that master is dead and gone. They go about their daily routine as if they were still alive.

Combat

These hounds are guardians and will not leave their territory unless they are chasing someone

who has stolen their master' s property. If that occurs, they will follow that person, attacking whenever possible, until they recover the item or are destroyed. Occasionally, a pack of these creatures will be encountered. The pack leader is always the strongest hound and the pack works together.

Bay (Su): A phantom hound can howl as a standard action. Its howl causes all creatures within earshot to make a Fear save (DC 10) or become panicked for 2d4 rounds. When the phantom hounds bay in a pack all bay together, their howls blending together, the DC increases to 13 and the duration increases to 4d4 rounds.

Poison (Ex): The foam dripping from a phantom hound's massive jaws caries a debilitating poison. Bite, Fortitude save (DC 16); initial damage 1d3 temporary Strength, secondary damage none.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Immunities (Ex): Phantom hounds are actually spirits, although they appear to be and behave like corporeal beings. They ignore damage from non-magic weapons, which pass right through them.

Carcass Hound

Carcass hounds are zombie-like, mindless animated corpses. They are able to follow simple commands but have no ability to reason. These hounds leave bits of rotting flesh behind them as they move and are easy to locate due to their fetid odor.

Combat

These hounds are normally placed in packs as guardians or early warning mechanisms. They attack the nearest foe until they are destroyed.

Disease (Ex): Nerve rot—bite, Fortitude save (DC 13), incubation period 1d3 hours; damage 1d3 temporary Intelligence and 1d3 temporary Constitution.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. They are not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Human, Vistani

	Medium-Size Humanoid (Human)
Hit Dice:	1d6 (3 hp)
Initiative:	+0
Speed:	30 ft.
AC:	13 (+3 studded leather)
Attacks:	Dagger +0 melee; light crossbow +0 ranged
Damage:	Dagger 1d4, light crossbow 1d8
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Evil eye
Saves:	Fort +0, Ref +0, Will +4
Abilities:	Str 10, Dex 10, Con 11, Int 11, Wis 15, Cha 12
Skills:	Bluff +5, Diplomacy +5, Listen +6, Sense Motive +8, Spot +6, Wilderness Lore +8, plus 4 ranks in either Craft, Perform, or Profession
Feats:	Skill Focus (any Craft, Perform, or Profession), Voice of Wrath
Climate/Terrain:	Any land
Organization:	Gang (3–6) or caravan (20–40 plus 30% noncombatants plus 4 3rd-level caravan guards, 1 5th-level captain, and 1 7th-level raunie)
Challenge Rating:	1/2
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	By character class

Vistani are human gypsies that have wandered the breadth of Ravenloft since the dawn of time. Ever on the move in their wagon caravans, they are reticent and unfathomable folk.

Vistani stand out among the humans of most lands, with dark olive-tan skin, black hair, and dark brown to green eyes. Most favor loose-fitting, colorful garb.

Giorgios (non-Vistani) are repulsed and seduced in equal measure by the Vistani. The gypsies are feared for their prescience, curses, and ability to navigate the Mists. Yet these same traits, along with the masterful crafts and entertainments produced by some tribes, frequently spur *giorgios* to seek out Vistani caravans.

Vistani remain neutral in most conflicts, especially when the local darklord is involved. They act only when a confluence of fate and fortune dictates that they must.

Most Vistani encountered in giorgio settlements are experts; the information in the statistics block is for one of 1st level (see "Experts" in Chapter Two of the *Dungeon Master's Guide* for more details).

Vistani speak Patterna, and most also know several domain languages.

Combat

Vistani are not warriors by nature, but defend themselves viciously if attacked. Often, caravan guards attempt to capture opponents so that they might be properly punished or cursed by the raunie.

Evil Eye (Ex): The evil eye is treated as a gaze attack, save that the Vistana must take a standard action to employ it, and those merely looking at the Vistana are unaffected. The evil eye has one of the following effects, chosen by the Vistana. All saves against these effects are against a DC of 10 + 1/2 Vistana's Hit Dice + Vistana's Charisma modifier if the Vistana is male, or 12 + 1/2 Vistana's Hit Dice + Vistana's Charisma modifier if the Vistana is female.

Paralyzation: The target must make a Will save. Those who fail are paralyzed for 1d4+1 rounds. Targets who fail their save by more than four are paralyzed for two rounds, then go into convulsions that last for three rounds. These convulsions cause 1d8 points of damage each round. After the convulsions stop, the target must make a Fortitude save (DC 15). Success means the target falls unconscious, though this state more closely resembles sleep; the target can be awakened easily. Failure means the target dies immediately.

Fear: The target must make a Will save. Failure

means the target is treated as though under the effects of a *fear* spell. The effect lasts for 1d4+1 rounds.

Domination: The target must make a Will save. Failure means the target is treated as though under the effects of a *dominate person* spell. The effect lasts for 1d4+1 rounds.

Suggestion: The target must make a Will save. Failure means that the target is treated as though under the effects of a *suggestion* spell. The effect lasts one day, or until the suggested task is completed.

Skills: Vistani receive a +2 racial bonus to Sense Motive and Wilderness Lore checks.

Vistani Characters

A Vistana's favored class depends on her tribe (see below). Regardless of tribe, raunie are often diviners or enchanters, while captains have at least a few fighter or ranger levels. Vistani clerics revere no gods, but have access to the domains of Healing, Protection, and Travel.

Canjar: Wizard
Corvara: Rogue
Equaar: Ranger
Kamii: Rogue
Naiat: Bard
Vatraska: Cleric
Zarovan: Sorcerer

Imp, Assassin

	Tiny Outsider (Evil, Lawful)
Hit Dice:	3d8 (13 hp)
Initiative:	+3 (Dex)
Speed:	20 ft., fly 50 ft. (perfect)
AC:	18 (+2 size, +3 Dex, +3 natural)
Attacks:	Sting +8 melee
Damage:	Sting 1d8 and poison
Face/Reach:	2_ ft. by 2_ ft. / 0 ft.
Special Attacks:	Spell-like abilities, poison
Special Qualities:	Damage reduction 10/+2, SR 10, poison immunity, fire resistance 20, darkvision 60 ft., regeneration 1
Saves:	Fort +3, Ref +6, Will +4
Abilities:	Str 10, Dex 17, Con 10, Int 12, Wis 12, Cha 10
Skills:	Hide +15, Listen +5, Move Silently +5, Search +6, Spellcraft +6, Spot +5
Feats:	Flyby Attack, Weapon Finesse (sting)
Climate/Terrain:	Any land or underground
Organization:	Solitary
Challenge Rating:	4
Treasure:	None
Alignment:	Always lawful evil
Advancement:	4–6 HD (Tiny)

These imps appear as tiny humanoids with leathery bat wings, barbed tails, and four small curved horns on their heads. Their skin is dull black to gray and the horns are always shiny black. These imps stand 1 foot tall and weigh about 5 pounds.

Rumors speak of spellcasters who can summon unusually powerful creatures to serve as their familiar. If true, the assassin imp is one of the creatures that may answer this summons. The assassin imp will ruthlessly protect his master, killing anyone he perceives as a threat without seeking permission from his master. This often means that the master's loved ones are slaughtered in an effort to "protect" him. Often the actions of the imp can bring unwanted attention to his master.

Combat

Assassin imps prefer to kill their victims by carefully arranging "accidents" that kill through ironic means, such as boiling a castle's cook in his own soup cauldron. They are cowardly creatures, and use every advantage and dirty trick they can to overcome a foe. When pressed, they commonly use their poison stingers as their main combat tactic, preferring to attack on a flyby while invisible.

Spell-Like Abilities: At will — *detect magic*, *find traps*, and *invisibility* (self only). 3/day — *knock* and *inflict light wounds*, 1/day — *command*. These

abilities are as the spells cast by a 6th-level sorcerer (save DC 10 + spell level).

Poison (Ex): Sting, Fortitude save (DC 13); initial damage 1d4 temporary Strength, secondary damage 2d4 temporary Strength. A victim reduced to 0 Strength or below appears dead to all forms of examination short of magic. Assassin imps delight in watching their victims buried alive.

Regeneration (Ex): Assassin imps take normal damage from acid, and holy and blessed weapons (if of +2 enchantment).

Impersonator

	Small Shapechanger
Hit Dice:	5d8 (22 hp)
Initiative:	+1 (Dex)
Speed:	10 ft.
AC:	12 (+1 size, +1 Dex)
Attacks:	Slam +5
Damage:	Slam 1d4
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Paralysis, blood drain
Special Qualities:	Immunities, replication, skills
Saves:	Fort +4, Ref +5, Will +5
Abilities:	Str 10, Dex 12, Con 11, Int 4, Wis 12, Cha 10
Skills:	Disguise +10*, Listen +4, Spot +4
Feats:	Skill Focus (Disguise)
Climate/Terrain:	Temperate and warm marsh and underground
Organization:	Solitary
Challenge Rating:	3
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	6–8 HD (Medium-size); 9–10 HD (Large)

Impersonators are amorphous creatures that sustain themselves through feeding off of the blood of their victims. They typically inhabit dark, wet areas, leaving these areas only to seek out food.

In their natural form, impersonators appear as thick, ooze-like pools. Their coloring is that of dried blood. Impersonators can change their form and coloring to match that of previous victims, which allows them to approach new targets more easily.

Impersonators are able to understand simple concepts in the languages known to their previous victims, but they are unable to speak any language themselves.

Combat

An impersonator assumes a form of similar type to its prey to allow it to approach. It waits for a moment when it can make an attack discretely, such as when the prey is alone or asleep. The impersonator then assumes its natural form and attacks.

Paralysis (Ex): In its natural form, in impersonator can paralyze opponents with its touch. A target hit by an impersonator's slam attack must make a Fortitude save (DC 16) or be paralyzed. The paralysis lasts for as long as the impersonator remains in physical contact with the victim and for 1d4 rounds thereafter.

Blood Drain (Ex): An impersonator can envelop a paralyzed victim and siphon its blood away. The blood drain causes 1d4 points of temporary Constitution damage per round. The process is painless, and a sleeping victim can easily be completely drained without waking. Once the impersonator has drained the creature to a lifeless husk, it moves on to its next victim.

Immunities (Ex): Due to the impersonator's ooze-like composition, it is immune to paralysis, sleep, stunning, polymorphing, and critical hits.

Replication (Ex): An impersonator can mold its body into the shape of any Small or Medium-size creature whose blood it has tasted. The impersonator uses the blood of the victim itself to assist in this task, so the duration of the impersonation is dependent upon the amount of Constitution drained from that particular victim. The impersonator can use a given form for a total of 1 hour per Constitution point drained. The impersonator gains no abilities from its impersonated form, and it can only deal 1d4 points of damage with its impersonated weapons. Impersonators can change forms as a standard action. An impersonator will typically have 3d4 forms available at a time to choose among.

Skills: When using its replication ability, the impersonator gains a +10 circumstance bonus to Disguise checks.

Jack Frost

	Small Fey (Cold)
Hit Dice:	3d6 (10 hp)
Initiative:	+2 (Dex)
Speed:	30 ft., fly 60 ft.
AC:	15 (+1 size, +4 Dex, humanoid form)
Attacks:	Touch +2 melee touch, bite −3 melee
Damage:	Touch 1d6 cold; bite 1d3 and frostbite
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Frostbite, freezing vapor, sparkling snow
Special Qualities:	Cold subtype, alternate form
Saves:	Fort +1, Ref +7, Will +5
Abilities:	Str 11, Dex 18, Con 10, Int 7, Wis 14, Cha 16
Skills:	Bluff +6, Escape Artist +8, Hide +12, Listen +7, Move Silently +8, Spot +7
Feats:	Dodge
Climate/Terrain:	Mountains and cold lands
Organization:	Flurry (10–30)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	2–3 HD (Small)

These spiteful ice spirits inhabit arctic lands and mountain tops. They take cruel pleasure in tormenting helpless creatures and draw energy from their victim's body heat. Jack frosts travel in groups called flurries. Even though they are known by a masculine name, they can appear to be either male or female.

Jack frosts have three forms and can change between them at will. In their humanoid form, they are delicate, beautiful creatures with pale blue skin and silvery hair and eyes. They have winsome and mischievous faces but they only speak their own language. In their second form, they appear as a flurry of beautiful, perfectly formed snowflakes. Their third form, a cloud of freezing vapor ten feet in diameter, allows them their most deadly attack.

Combat

Jack frosts often begin combat in one of their alternate forms, hoping to hypnotize or weaken their foes. After the first round, jack frosts normally shift to humanoid form and continue with their bite and chilling touch.

Frostbite (Su): A creature bitten by a jack frost must succeed at a Fortitude save (DC 15) or suffer from frostbite. A frostbitten foe suffers 1d6 points of additional subdual damage and is considered fatigued until the subdual damage is removed. This is a cold-based effect.

Freezing Vapor (Su): A jack frost in freezing vapor form (see below) can sweep through squares occupied by a foe as a move-equivalent action. Any creature the jack frost passes through suffers 3d6 points of cold damage, allowing a Reflex save (DC 14) for half damage. A foe can be harmed by only one jack frost's freezing vapor attack per round. Creatures killed by this attack are frozen solid.

Sparkling Snow (Su): The swirling patterns of a jack frost's snow flurry form (see below) are so beautiful that they can hypnotize onlookers. This is a gaze attack: *hypnotic pattern*, 30 feet, Will save (DC 14).

Cold Subtype (Ex): Cold immunity, double damage from fire except on a successful save.

Alternate Form (Su): As a standard action, a jack frost can take the form of a vapor of freezing white vapor or a flurry of dancing, sparkling snowflakes. A jack frost can remain in either form indefinitely. A jack frost in either form has a face/reach of 10 ft. by 10 ft./0 ft. and can fly at a speed of 60 ft. (perfect maneuverability, but can't run). This effect is otherwise identical to the *gaseous form* spell.

Jolly Roger

	Medium-Size Undead
Hit Dice:	5d12+3 (35 hp)
Initiative:	–1 (Dex)
Speed:	20 ft., swim 30 ft.
AC:	11 (–1 Dex, +2 natural)
Attacks:	Touch +3 melee
Damage:	1d6 or cackle
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Grinning gaze, cackling touch, create spawn
Special Qualities:	Undead, damage reduction 15/+2, fire resistance 20, immunities
Saves:	Fort +1, Ref –+0, Will +4
Abilities:	Str 13, Dex 8, Con –, Int 10, Wis 10, Cha 14
Skills:	Balance +7, Climb +6, Intuit Direction +6, Listen +2, Profession (sailor) +5, Spot +2, Use Rope +7
Feats:	Improved unarmed strike, toughness
Climate/Terrain:	Aquatic (any sea)
Organization:	Solitary
Challenge Rating:	6
Treasure:	Double standard
Alignment:	Always chaotic evil
Advancement:	6–9 HD (Medium-size)

A jolly roger is the restless corpse of a pirate or ship's captain that died at sea. They resemble simple zombies, with bloated, waterlogged bodies, and wear tattered remnants of their pirate finery. Fish have gnawed away their lips and cheeks, leaving the unnaturally wide grin that gives them their name. Their toothy grins are made all the more hideous by their ceaseless, gurgling chuckling.

A jolly roger typically leads a zombie crew aboard a ghostly vessel, which they use to raid anchored ships and coastal communities. These ships are far from seaworthy, kept afloat by the their captains' will. If a jolly roger is destroyed, its ship sinks beneath the waves in 2d4 minutes.

Jolly rogers can communicate telepathically with the zombies they create. They do not communicate with the living.

Combat

The jolly roger has only two, inter-related forms of attack. Even though a jolly roger may wear the weapons of a swashbuckler, it does not use them. Instead it uses its maddening chuckle to immobilize foes, then moves in to slay them with its touch.

Grinning Gaze (Sp): The jolly roger's hideous grin and rasping, nerve grating chuckle causes anyone within 30 feet to make a Will save (DC 14) or be affected as by *Tasha's hideous laughter* as cast by a 7th-level sorcerer. This is a gaze attack, except that foes must also be able to hear the jolly roger's chuckling to be affected.

Cackling Touch (Su): A living foe hit by a jolly roger's touch attack must make a Fortitude save (DC 14) or be affected as by *Tasha's hideous laughter* cast by a 7th-level sorcerer, except that the victim suffers 1d4 points of permanent Constitution drain per round of laughter, and the effect lasts until dispelled or the victim dies. If the foe's Fortitude save is successful, the creature's chilling touch only inflicts 1d6 points of damage.

Create Spawn (Su): Humanoids slain by a jolly roger's cackling touch rise as waterlogged zombies in 24 hours unless the body is *blessed* and given a traditional burial at sea.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Immunities (Su): Jolly rogers are unaffected by water- and cold-based spells.

Kizoku

	Medium-Size Monstrous Humanoid
Hit Dice:	10d8+10 (50 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	30 ft., fly 90 ft. (good)
AC:	17 (+3 Dex, +2 natural, +2 leather armor)
Attacks:	Unarmed strike +14 melee, or katana +15/+10 melee; mighty longbow +13/+8 ranged
Damage:	Unarmed strike 1d3+4 subdual; katana 1d10+4; mighty longbow 1d8+3
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Spell-like abilities, euphoria, willow heart
Special Qualities:	Damage reduction 10/+1, regeneration 1, SR 13, low-light vision, kizoku weakness
Saves:	Fort +4, Ref +10, Will +11
Abilities:	Str 18, Dex 16, Con 12, Int 16, Wis 14, Cha 20
Skills:	Bluff +10, Diplomacy +11, Disguise +8, Gather Information +10, Listen +6, Move Silently +8, Perform (love songs, poetry) +13, Ride +9, Sense Motive +10, Spot +6
Feats:	Alertness, Dodge, Exotic Weapon Proficiency (katana), Improved Initiative, Improved Unarmed Strike, Iron Will
Climate/Terrain:	Any land (Rokushima Táiyoo)
Organization:	Solitary
Challenge Rating:	7
Treasure:	Double standard; 50% art objects
Alignment:	Always lawful evil
Advancement:	11–20 HD (Medium-size) (see text)

Kizoku appear as irresistibly handsome human men, typically with the complexion and features found in oriental cultures such as Rokushima Táiyoo. All kizoku are marked by a small, black mole in the shape of a crescent moon, usually found on the face or hand. Kizoku appear to be noble, confident and trustworthy. They dress impeccably and charm everyone they meet.

Kizoku gain power through a cycle of seduction and betrayal. They court beautiful women, manipulating them into betraying and murdering their lovers or husbands. Urban predators, they choose their victims carefully, courting them in secret and tempting them with fine gifts, songs and loving words for as long as necessary to corrupt their innocent prey. Once the terrible deed is done, the kizuko brings his chosen one to a grove of willow trees near his lair (usually within a garden at his luxurious estate) and passionately kisses her. This draws forth her life energy and transforms her into a weeping willow.

When a kizoku consumes a woman's life energy, he gains the ability to speak any languages she knew. Thus, Kizoku often speak half a dozen languages or more.

Combat

Although kizoku often carry the weapons of the most respected noble classes (the traditional weapons of the samurai), they prefer to avoid combat altogether. They flee before resorting to violence. If combat becomes inevitable, they utilize their spell-like abilities to facilitate escape.

Spell-Like Abilities: At will — *fly*; 1/day — *alter self, calm emotions, change self, charm person, color spray, command, confusion, daze, detect scrying, dimension door, displacement, emotion, enthrall, gaseous form, hold person, hypnotism, invisibility, mind fog, mislead, slow, suggestion*. These abilities are as if cast by a 10th-level sorcerer (save DC 15 + spell level).

Euphoria (Su): If a kizoku spends at least one week courting the object of his desire and makes a successful Bluff (seduction) check, the woman must succeed at a Will save (DC 20) or succumb to a euphoric, intoxicating sort of love. The woman gains a +2 morale bonus to all attack rolls, ability checks and skill checks when in the kizoku's presence. This changes to a –2 morale penalty when the kizoku is absent, as she lapses into depression and boredom. A euphoric victim is considered charmed (as *charm person* cast by a 10th-level sorcerer), offering the kizoku her trust and adoration without question. Euphoria lasts until the kizoku is destroyed or the effect is dispelled with a *break enchantment* spell.

Willow Heart (Su): After courting a euphoric victim for at least a month and leading her to commit a major betrayal or murder, a kizoku may offer his energy-draining kiss. Unless the victim succeeds at a Will save (DC 20), her life energy is drawn into the kizoku, and her body is transformed into a weeping willow tree (as *polymorph other* cast by a 10th-level sorcerer). Innocents (see "Powers Checks" in the **Ravenloft** core book) are immune to this death effect. If the kizoku still lives, a victim restored to human form merely becomes inert flesh and can be restored only with a *miracle*, *wish* or *true resurrection* spell. If the kizoku has been destroyed, the victim is restored as normal. A victim whose tree was used to craft the killing weapon (see below) can be restored only with the above spells, even if the kizoku is dead. The kizuko adds one Hit Die for every 4 levels it drains from a victim; this is the only way it can advance.

Regeneration (Su): Kizoku do not suffer normal damage from any attack forms. A kizoku can be permanently destroyed only through a specific process. A foe who truly loved one of the kizoku's victims must find her willow among the grove (Wisdom check DC 20). If that foe wields a weapon crafted from the heartwood of his beloved's tree. it deals normal damage to the kizoku. If that foe strikes the fatal blow, the kizoku is permanently slain and the souls it has stolen return to their owners in the grove.

Lebendtod

Lebendtod are a dangerous form of undead first created by the necromancer Meredoth. Although these undead are commonly thought to be rare and contained to the islands of the Nocturnal Sea, their ability to mimic the living makes an accurate estimate of their true numbers impossible. In its true form, a lebendtod resembles a jaundiced and desiccated zombie.

Perhaps the most social of all the undead, lebendtod continue in their daily patterns as if still alive. Craftsman still craft, farmers still farm, and children lebendtod even play like normal children. Lebendtod abandon this social structure immediately, however, if called by their master. All lebendtod serve a master — a powerful wizard or necromancer — perhaps the actual darklord of the realm. If a lebendtod's master is slain, the undead servant looks for a new master. It seems that lebendtod exist to be henchmen.

Lebendtod speak any languages they knew in life.

Creating a Lebendtod

"Lebendtod" is a template that can be added to any humanoid creature (referred to hereafter as the "base creature"). The creature's type changes to "undead." It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Increase to d12.

Speed: Same as the base creature

AC: The base creature's natural armor improves by +2.

Attacks: A lebendtod retains all the attacks of the base creature and also gains two claw attacks and a bite attack if it didn't already have them.

Damage: Lebendtod have claw and bite attacks. If the base creature does not have these attack forms, use the damage values in the table below. Creatures with natural attacks retain their old damage ratings or use the values below, whichever is better.

Size	Claw Damage	Bite Damage
Fine	—	—
Diminutive	1	—
Tiny	1d2	1
Small	1d3	1d2
Medium-size	1d4	1d3
Large	1d6	1d4
Huge	2d4	1d6
Gargantuan	2d6	1d8
Colossal	2d8	2d6

Special Attacks: A lebendtod retains all the special attacks of the base creature and also gains that listed below.

Create Spawn (Su): Lebendtod create more of their kind by breathing into the mouth of a dying humanoid (one below 0 hit points) as it draws its last breath. This requires a full-round action and provokes attacks of opportunity. The body must then be isolated for 72 hours. If the body is left completely undisturbed, the creature rises as a lebendtod. If the body is disturbed in any way but left largely intact, it rises as a ghast. Ghasts retain none of the abilities they had in life. The spawn is under the command of the lebendtod's master and remains enslaved until its master's death.

Special Qualities: A lebendtod retains all of the special qualities of the base creature and those listed below, and also gains the undead type.

Aging (Ex): Lebendtod are not truly immortal, like liches and vampires, but their existence can stretch into centuries. A lebendtod multiplies the base creature's lifespan by ten.

Detachable Limbs (Ex): A lebendtod can detach or reattach any of its extremities as a standard action without harm. The sight of a lebendtod removing its head or using its arm as a club may be worthy of a Horror save (DC 15). A lebendtod can still sense and control its extremities while they are detached. A lebendtod master is said to have shipped his minions to a rival's home piece by piece, where they assembled themselves and attacked at his command.

Damage Reduction (Ex): A lebendtod's undead body gives it damage reduction 10/+1.

Change Self (Sp): Twice per day, a lebendtod can use this ability (as the spell cast by a 12th-level sorcerer) to make itself appear as it did on the day it died. The lebendtod can maintain this illusion indefinitely as a free action, but it is immediately dispelled if the lebendtod suffers damage from any magical or supernatural source.

Saves: Same as the base creature

Abilities: Modify from the base creature as follows: Str +2, Dex –2, Int –2. As undead creatures, lebendtod have no Constitution score.

Skills: Lebendtod receive a +5 racial bonus to Bluff and Disguise checks. Otherwise same as the base creature.

Feats: Lebendtod receive the Iron Will feat, assuming the base creature doesn't already have it.

Climate/Terrain: Any land (Graben Island)

Organization: Solitary, pair, family (5–8), or community (40–60)

Challenge Rating: Same as the base creature +1

Treasure: Standard

Alignment: Always neutral evil

Advancement: By character class

Lebendtod Characters

Lebendtod are always neutral evil, which causes characters of certain classes to lose their class abilities, as noted in Chapter Three of the *Player's Handbook*. In addition, certain classes suffer additional penalties.

Clerics: Clerics lose the ability to turn undead by gain the ability to rebuke undead. This ability does not affect the lebendtod's master or any of that master's other lebendtod.

Sample Lebendtod

This example uses a 2nd-level human commoner as the base creature.

	Lebendtod Medium-Size Undead
Hit Dice:	2d12 (13 hp)
Initiative:	–1 (Dex)
Speed:	30 ft.
AC:	13 (–1 Dex, +2 natural, +2 leather armor)
Attacks:	2 claws +2 melee, bite –3 melee; or sickle +2 melee
Damage:	Claw 1d4+1, bite 1d3+1; sickle 1d6+1
Face/Reach:	5ft. by 5ft./5ft.
Special Attacks:	Create spawn
Special Qualities:	Undead, detachable limbs, damage reduction 10/+1, change self
Saves:	Fort +0, Ref –1, Will +2
Abilities:	Str 13, Dex 9, Con -, Int 8, Wis 10, Cha 10
Skills:	Bluff +6, Disguise +8, Profession (farmer) +5, Sense Motive +4
Feats:	Iron Will, Skill Focus: Disguise, Skill Focus: Profession (farmer)

Combat

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Challenge Rating: 2

Leech, Witchbane

	Fine Vermin
Hit Dice:	1/8d8 (1 hp)
Initiative:	–2 (–2 Dex)
Speed:	1 ft., climb 1/2 ft., swim 2 ft.
AC:	16 (+8 size, –2 Dex)
Attacks:	Bite +3 melee touch
Damage:	Attach
Face/Reach:	1/2 ft. by 1/2 ft. / 0 ft.
Special Attacks:	Magical interference
Saves:	Fort –2, Ref –2, Will –4
Abilities:	Str 1, Dex 6, Con 6, Int 1, Wis 2, Cha 1
Skills:	Hide +14
Climate Terrain:	Any marsh
Organization:	None
Challenge Rating:	1/4
Treasure:	None
Alignment:	Always neutral
Advancement:	—

Witchbane leeches are insidious pests that feed on the blood of living creatures and disrupt the flow of magical energies while doing so.

A witchbane leech is a dark purple slug-like creature ranging from 1/2 an inch to 2 inches in length. It can feed on any living creature that has a circulatory system, but is instinctually drawn to magical creatures and those with spell-like or supernatural abilities. As it feeds, the leech hinders the host creature's ability to use and recharge its magical energies.

Witchbane leeches attach themselves to creatures in marshy areas, streams and rivers, working their way inside clothing and armor.

The effects of some curses and supernatural diseases can be relieved, though not removed, by the application of witchbane leeches. Some folk, such as the inquisitors of Tepest, actually seek out and collect these parasites, hoping to use them to render supernatural foes helpless.

Combat

Witchbane leeches do not attack their hosts so much as infest them. A suitable host draws 1d10 attacks for each hour spent traveling through an infested area. If a leech hits with its bite, it attaches itself to its host, often hidden beneath layers of clothing or armor. Leeches secrete an anesthetic slime, so their host seldom notices the bite, and these parasites do not drain enough blood to cause any lasting harm. Their presence, therefore, is often first noticed when the host attempts to use magic.

Magical Interference (Su): For each leech a creature carries, the host's arcane spell failure chance is increased by 5%. Creatures that do not normally face the risk of arcane spell failure (including divine spellcasters) become subject to it when casting spells or using supernatural or spell-like abilities. Furthermore, while infested with witchbane leeches, creatures cannot recover the use of spells or supernatural or spell-like abilities that have a limited number of uses.

Removing a witchbane leech requires a Heal check (DC 11) or a Dexterity check (DC 13 for creatures with hands or suitable appendages, DC 23 for creatures without hands).

Living Tattoo

Living tattoos are usually non-evil spirits summoned from the chaos of nightmares to bond with a living creature. Anyone can bond with a living tattoo, but only the Abber Nomads, a strange folk from an obscured domain, have mastered the process of bonding them to a host.

The tattoo grants the user abilities as long as it touches their skin, but the tattoo can separate from its host for a period of time and act independently. Tattoos come in a variety of forms and powers and are modeled on the life of the host. For example, a solitary hunter who wants a guardian tattoo to watch over him at night might have one fashioned in the image of a panther.

Living tattoos understand any languages known by their host.

Creating a Living Tattoo

"Living tattoo" is a template that can be added to any animal, beast, dragon, object, plant, undead or vermin creature (referred to hereafter as the "model"). The tattoo is fashioned to resemble this model. Living tattoos are dream spirits that have been bonded to a living humanoid or creature (referred to hereafter as the "host"), though both the tattoo and the host retain their free will. For a host to be able to bond with a tattoo, its model must be the same size or smaller than the host and must have less HD than the host. A host can bond with only one living tattoo at any given time. The model's type changes to "construct." It uses all of the model's base creature's statistics and special abilities except as noted here.

Hit Dice: Treat as the host's character level for effects related to Hit Dice. A tattoo has three-fourths of the host's hit point total, rounded down.

Speed: Same as the model. For example, if a tattoo represents a raven, it gains a speed of 10 ft., fly 40 ft. (average). If a tattoo represents an object (such as a spear or shield) it cannot move on its own and acts in all respects like a normal object of that type.

AC: Same as the model

Attacks: Same as the model

Damage: Same as the model

Special Attacks: A living tattoo retains all the special attacks of the model. The tattoo also gains two of the abilities below. The bonding shaman selects abilities appropriate to the tattoo's type and purpose. A tattoo of knowledge may possess the power to *discern lies*, while a weapon tattoo might contain an electrical attack. Saves against spell-like abilities have a DC of 10 + tattoo's Wisdom modifier + spell level.

• Caution (Su): The tattoo gains resistance 10 against one form of energy, chosen when the tattoo is bonded (creature, worn object models only)

• Cooperation (Sp): While merged, the host can use one of the tattoo's skills (creature model only).

• Council (Sp): 1/day — *discern lies* as 8th-level cleric (creature model only)

• Excitement (Su): Three attacks per day add 1d6 electricity damage (creature, weapon models only).

• Guile (Su): Three penetrating attacks per day deliver poison: Injury, Fortitude (DC 13), initial damage 1d4 temporary Strength, secondary damage 1d4 temporary Constitution.

• Mystery (Sp): 1/day — *blindness/deafness* as 8th-level cleric (creature model only).

• Piety (Sp): 1/day — *prayer* as 8th-level cleric (creature model only). Affects only tattoo and host.

• Stealth (Su): +10 enhancement bonus to Hide checks made in shadowy areas (creature or worn object model only).

• Swiftness (Su): The tattoo can separate as a free action. Tattoos with object models appear in the appropriate location on the host's body. For example, a spear appears in the host's hand, while a cloak appears draped over the host's shoulders.

• Vigilance (Su): Darkvision 60 ft. (creature model only).

• Worldliness (Sp): 1/day — *tongues* as 8th-level cleric (creature model only).

Special Qualities: A living tattoo retains all the model's special qualities and gains those listed below, and also gains the construct type. Tattoos with undead creature models cannot create spawn.

Empathic Link (Su): A tattoo and its host remain in continuous telepathic communication as long as they are touching or in each other's line of sight.

Merge (Su): A living tattoo can merge with or separate from its host at will as a standard action. It must touch its host to merge. While merged, the tattoo appears as a design on the host's skin. When separated, the tattoo appears as a fully three-dimensional creature or object. The tattoo resembles its model, but its specific appearance is limited only by the artistic creativity of the shaman who designed it. While the tattoo is separated, its outline is still marked on the host's body by faint scars.

A merged tattoo is not harmed by any damage inflicted to its host. If the host dies, the spirit is released back to its realm of origin. A merged tattoo must be specifically targeted by attacks to harm it.

Life Bond (Su): Living tattoo cannot heal naturally and are immune to all forms of curing magic. The only way a living tattoo can heal damage is for its host to grant the tattoo a portion of its own life force. A host can heal its tattoo once per round as a free action, and can choose how much damage to cure. The host suffers 1 point of damage for each hit point the tattoo recovers. The host can recover from this damage only through natural healing.

A tattoo is sustained by contact with its host. A tattoo suffers 1 point of damage for each full 24 hours it remains separated from its host.

If a tattoo is destroyed, the tattoo's outline on the host body immediately sears and blackens. The host must immediately succeed at a Fortitude save (DC = 10 + 1/2 tattoo's HD) or die with the tattoo. No magic tattoo may ever be placed in the same spot a living tattoo had once occupied.

Damage Reduction (Su): A living tattoo gains damage reduction 10/+1.

Saves: Same as the model. A tattoo merged with its host and/or with an object model makes saves as the host.

Abilities: Same as the model, but Intelligence is at least 4 and Wisdom is at least 14. As a construct, a tattoo has no Constitution score.

Skills: Same as the model. Tattoos with object models are aware of their surroundings and use the host's Listen and Spot skills.

Feats: Same as the model.

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: Living tattoos are considered summoned creatures. Foes gain XP only for defeating the tattoo's host.

Treasure: None

Alignment: Same as the host. Roughly 5% of living tattoos are said to actually be evil spirits. These dread tattoos are dedicated to tormenting or destroying their hosts.

Advancement: Same as the model

Bonding with a Living Tattoo

Only tribal shamans of the Abber Nomads know how to perform the complex ritual that bonds a living tattoo with its host. Usually, the shaman only performs the rite to honor a tribe member for an act of great bravery. Occasionally, a shaman may be persuaded to give these tattoos to outlanders in return for services performed for the welfare of the tribe.

Once the shaman has chosen the design for the tattoo, he carefully cuts into the skin with a small ink-filled bone. This process is extremely painful, requiring 1d8+8 hours to complete, and inflicting 2d4 points of subdual damage per hour. When the design is complete, the shaman and host meditate to draw a dream spirit into the tattoo's pattern. If the host succeeds at a Wisdom check (DC 14), a spirit responds. The host must then spend XP to bond with the tattoo. For tattoos with creature models, the cost is 200 XP per HD of the model. For object models, the cost is 1/25 the item's market price in XP (100 XP minimum).

Sample Living Tattoos

These tattoos are all bonded to a 5th-level human fighter with 40 hit points.

Combat

All living tattoos share the following special quality.

Construct: Immune to mind-influencing effects, poison, disease and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage.

	Dark Man Medium-Size Construct
Hit Dice:	5d10 (30 hp)
Initiative:	+2 (Dex)
Speed:	30 ft., fly 40 ft. (good)
AC:	13 (+2 Dex, +1 deflection)
Attacks:	Incorporeal touch +3 melee
Damage	Incorporeal touch 1d6 temporary Strength
Face/Reach:	5ft. by 5ft./5ft.
Special Attacks:	Strength damage
Special Qualities:	Construct, incorporeal, Cooperation (Hide), Stealth, empathic link, merge, life bond, damage reduction 10/+1
Saves:	Fort +1, Ref +3, Will +5
Abilities:	Str -, Dex 14, Con -, Int 6, Wis 14, Cha 13
Skills:	Hide +8*, Intuit Direction +8, Listen +8, Spot +8
Feats:	Dodge

Dark Man

This ebon tattoo uses a shadow as its model. It covers the host's entire back from head to heels. When separated from its host, it appears as a silhouette of the host. The *Dark Man* prefers to remain under the host's clothes during the day and normally separates only at night. This tattoo often serves as a spy, since it tends to shy from battle.

Combat

The *Dark Man* fights as a shadow (see *Monster Manual*).

	Living Spear Medium-Size Construct
Hit Dice:	5d10 (30 hp)
Initiative:	—
Speed:	—
AC:	—
Attacks:	As host
Damage:	1d8 +1
Face/Reach:	—
Special Attacks:	Guile, Swiftness
Special Qualities:	Construct, empathic link, merge, life bond, hardness 5, damage reduction 10/+1
Saves:	As host
Abilities:	Str-, Dex 14, Con -, Int 4, Wis 14, Cha -
Skills:	—
Feats:	—

Living Spear

This tattoo uses a halfspear as its model, and appears as a stylized version of that weapon. The *Living Spear* can be inked across the host's back or chest. This tattoo lives for the glory of battle.

Combat

The living spear manifests as an object, not a creature. See "Attacking an Object" in Chapter Eight of the *Player's Handbook*. The tattoo's hardness and damage reduction do not stack.

	Violet Panther Medium-Size Construct
Hit Dice:	5d10 (30 hp)
Initiative:	+4 (Dex)
Speed:	40ft., climb 20ft.
AC:	15 (+4 Dex, +1 natural)
Attacks:	Bite +6 melee, 2 claws +1 melee
Damage:	Bite 1d6+3, claw 1d3+1
Face/Reach:	5ft. by 5ft./ 5ft.
Special Attacks:	Pounce, improved grab, rake 2d4+1
Special Qualities:	Construct, empathic link, merge, life bond, Vigilance, Stealth, scent damage reduction 10/+1
Saves:	Fort +3, Ref +7, Will +3
Abilities:	Str 16, Dex 19, Con -, Int 4, Wis 14, Cha 6
Skills:	Balance +12, Climb +11, Hide +9*, Listen +7, Move Silently +9, Spot +7
Feats:	Weapon Finesse (bite, claw)

Violet Panther

This beautiful tattoo uses a leopard as its model. It runs across the back and shows a violet-tinted panther ready to pounce. The panther's tail curls around the host's waist. This is most commonly used as a guardian and, as such, frequently separates itself from its host.

Combat

The *Violet Panther* fights as a normal leopard. It does not need a special command to attack, though the host must actively command the panther to cease its attack.

	Grandfather Raven Tiny Construct
Hit Dice:	5d10 (30 hp)
Initiative:	+2 (Dex)
Speed:	10 ft., fly 40 ft. (average)
AC:	14 (+2 size, +2 Dex)
Attacks:	Claws +4 melee
Damage:	Claws 1d2–5
Face/Reach:	2 1/2 ft. by 2 1/2 ft./0 ft.
Special Attacks:	Council, Worldliness
Special Qualities:	Construct, empathic link, merge, life bond, damage reduction 10/+1
Saves:	Fort +2, Ref +4, Will +2
Abilities:	Str 1, Dex 15, Con -, Int 4, Wis 14, Cha 6
Skills:	Listen +6, Spot +6
Feats:	Weapon Finesse (claws)

Grandfather Raven

This tattoo uses a raven as its model. *Grandfather Raven* is commonly referred to as the harbinger of knowledge. It is normally placed across the chest with one wing swooping across the lower face. The tattoo often acts as an advisor to its host.

Combat

Grandfather Raven fights like a normal raven.

	Winged Snake Small Construct
Hit Dice:	5d10 (30 hp)
Initiative:	+4 (+4 Improved Initiative)
Speed:	40 ft., fly 100 ft. (average), swim 40 ft.
AC:	15 (+1 size, +4 natural)
Attacks:	Bite +7 melee, 2 claws +2 melee
Damage:	Bite 1d6+1, claw 1d4
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Breath weapon (acid) 2d6 (DC 13), Guile (bite)
Special Qualities:	Construct, empathic link, merge, life bond, acid immunity, water breathing, Caution (electricity resistance 10), damage re duction 10/+1
Saves:	Fort +4, Ref +4, Will +6
Abilities:	Str 13, Dex 10, Con -, Int 10, Wis 14, Cha 10
Skills:	Concentration +5, Diplomacy +5, Escape Artist +5, Listen +7, Search +5, Spot +7
Feats:	Improved Initiative

Winged Snake

This tattoo uses a wyrmling green dragon as its model. It is usually rendered as a highly stylized serpent with brightly colored feathered wings. It is usually bonded only to strong warriors as a companion. The wings are drawn across the back of the host while the tail curls around the back of the leg.

Combat

The *Winged Snake* attacks as a wyrmling green dragon. This tattoo prefers to fight next to its host in battle and tries to intimidate all opponents with its bright plumage.

	Silver Wolf Medium-Size Construct
Hit Dice:	5d10 (30 hp)
Initiative:	+2 (Dex)
Speed:	50 ft.
AC:	14 (+2 Dex, +2 natural)
Attacks:	Bite +3 melee

Damage:	Bite 1d6+1
Face/Reach:	5 ft. by 5 ft./ 5 ft.
Special Attacks:	Trip
Special Qualities:	Construct, empathic link, merge, lifebond, scent, Cooperation (scent, Wilderness Lore), damage reduction 10/+1
Saves:	Fort +3, Ref +5, Will +2
Abilities:	Str 13, Dex 15, Con -, Int 4, Wis 13, Cha 6
Skills:	Hide +3, Listen +6, Move Silently +4, Spot +4, Wilderness Lore +1*
Feats:	Weapon Finesse (bite)

Silver Wolf

This tattoo uses a wolf as its model. It is commonly given to the best tracker of the tribe. It is placed on the back right shoulder of the host, with the wolf's raised snout running up to the host's jawline as if howling to the moon.

Combat

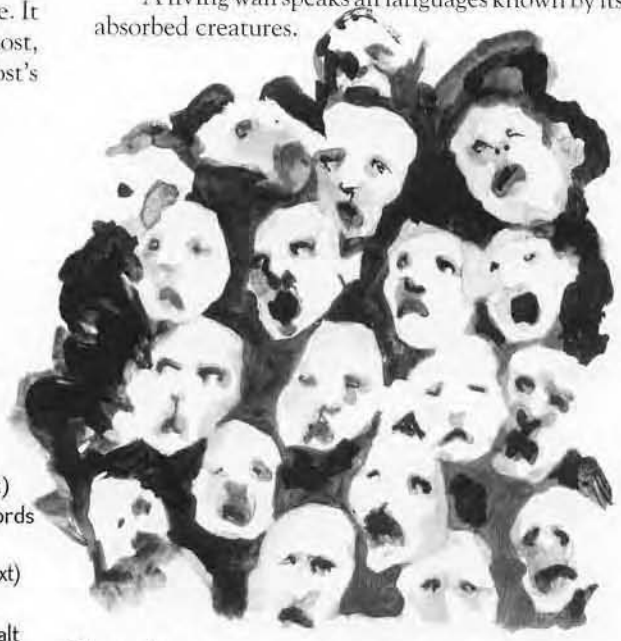
The *Silver Wolf* fights as a normal wolf.

Living Wall

	Large Construct
Hit Dice:	8d10 (44 hp)
Initiative:	+0
Speed:	0 ft.
AC:	14 (–1 size, +5 natural) (see text)
Attacks:	8 slams +10 melee; or 8 short swords +10/+5 melee (see text)
Damage:	slam 1d3+4; short sword +1d6+4 (see text)
Face/Reach:	5 ft. by 10 ft./5 ft. (see text)
Special Attacks:	Improved grab, absorption, gestalt attacks, spell-like abilities
Special Qualities:	Construct, magic immunity, insane, SR 14
Saves:	Fort +2, Ref +2, Will +4
Abilities:	Str 19, Dex -, Con -, Int 10, Wis 15, Cha 9 (see text)
Feats:	Multidexterity
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	8
Treasure:	Double standard
Alignment:	Always chaotic evil
Advancement:	9–15 HD (Large), 13–18 HD (Huge); 19–26 HD (Gargantuan)

Living walls are the monstrous creations of evil spellcasters, constructed to protect their lairs. A living wall consists of the melded bodies of past victims and any creatures that have died within 300 feet of the wall, regardless of whether or not the wall is involved in the battle. They appear to be normal walls of stone or brick, shielded by a powerful illusion. Characters within 15 feet can hear low, muffled moans of agony and horror emanating from the wall. A *detect magic* spell reveals the construct's powerful magical aura, while a *true seeing* spell or similar magic can pierce the wall's illusion. In its true form, a living wall is a creature fresh from a nightmare, appearing as a sinewy amalgam of grayish flesh with pitiful, gibbering faces and desperately groping limbs jutting out from its surface. Witnessing a living wall's true form calls for a Horror save (DC 20).

A living wall speaks all languages known by its absorbed creatures.



Combat

Living walls passionately despise their creators and will attempt to destroy them should they be foolish enough to come within reach. If any other creatures enter the wall's line of sight, its trapped creatures reach out, imploring the newcomers to set them free or show them mercy. If these creatures come within reach, the wall will attempt to grab and absorb them, begging for aid all the while. A living wall also fights to defend itself from harm. Any creature rendered unconscious or killed within the wall's reach is automatically absorbed on the wall's next turn.

If a living wall absorbs its creator, it immediately transmutes into a normal stone wall and its trapped souls are freed.

Improved Grab (Ex): To use this ability, the living wall must hit with an unarmed attack (including slam, bite and claw attacks). If it gets a hold, it can attempt to absorb.

Absorption (Su): A living wall that gets a hold tries to pull its victim into the wall to be absorbed. The victim must make a successful Fortitude save (DC 10 + 1/2 wall's HD + wall's Strength modifier) to prevent being absorbed, but the victim must make another saving throw each round the grapple is maintained. If the victim fails the saving throw, any allies attempting to break the wall's pin must also succeed at a Fortitude save or suffer the same fate.

Once absorbed, a victim is lost. Only *true resurrection* can restore a victim absorbed by a living wall.

A living wall immediately advances 1 HD for each Medium-size creature, two Small creatures, four Tiny creatures or eight Diminutive creatures it absorbs. The wall advances 2 HD if it absorbs a Large creature, 4 HD for a Huge creature, 8 HD for a Gargantuan creature and 16 HD for a Colossal creature. A living wall can absorb only living creatures at least one size category smaller than itself. A living wall expands to completely fill one 5 ft. by 5 ft. by 5ft. cube for every 3 HD it possesses (round down).

Gestalt Attacks (Ex): An absorbed victim immediately joins the wall's hellish gestalt. Each absorbed creature retains its primary attack form and base attack bonus; it uses its own Strength modifier or the wall's Strength modifier, whichever is higher. (The attack forms listed above are merely examples.) Absorbed creatures lose any Dexterity modifiers. A living wall gains either a +5 natural armor bonus or the highest natural armor bonus of its absorbed creatures, whichever is higher.

Magic items absorbed by the living wall continue to function, granting the wall their effects. Although a living wall can "wear" any number of magic items, bonuses of the same type (armor, enhancement, etc.) do not stack. Non-magic objects are not absorbed and lie at the base of the wall to attract more victims.

Creatures absorbed while wielding a magic weapon can continue to attack with that weapon, but they have no way to replenish ammunition once used.

Spell-Like Abilities: Spellcasters absorbed by a living wall retain the spells they had left when they were absorbed added to the available spells already present in the wall. These spells become spell-like abilities, each usable once per day. Note that any creature absorbed by a living wall automatically assumes the wall's alignment, so some victims may lose class abilities.

Animate Dead (Su): Any corpse allowed to lie within 300 feet of a living wall for a full month animates as a zombie, rises to its feet, and shambles forward to merge with the wall. These zombies will not fight even to defend themselves.

Construct: Immune to mind-influencing effects, poison, disease and similar effects. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage.

Magic Immunity (Su): Living walls are immune to *flesh to stone* spells and similar magic. Despite its appearance, a living wall is composed of accursed flesh, not stone, so spells such as *passwall* and *stone shape* have no effect. A spellcaster who attempts to use *meld into stone* to meld into a living wall is automatically absorbed.

Insane (Ex): The minds trapped within a living wall are quickly driven hopelessly insane by pain and suffering. Any creature that initiates mental contact with a living wall must make a Madness save (DC 10 + 1/2 wall's HD + wall's Wisdom modifier).

Construction

A living wall's body is seeded by cementing the intact corpses of at least three Medium-size humanoids into a 5-foot cube of stone blocks. The living walls costs 50,000 gp to create, including 500 gp for the construction of the body. Assembling the wall requires a successful Craft (stoneworking) or Knowledge (engineering) check (DC 12).

The creator must be 14th level and able to cast arcane spells. Completing the ritual drains 1,100 XP from the creator and requires *animate dead*, *flesh to stone*, *limited wish*, *meld into stone* and *stone to flesh*.

Tales are also told of living walls spontaneously created when one or more humanoids suffer lingering deaths after being walled in to a small stone niche. As the victims die, their terror and madness merges their departing life force with the surrounding stone.

Lycanthrope

Lycanthropes are some of the most varied and deadly types of living creatures that inhabit the Dread Realms.

Creating a Lycanthrope

"Lycanthrope" is a template that can be added to any humanoid creature (referred to hereafter as the "character"). The creature's type changes to "shapechanger." The lycanthrope takes on the characteristics of some type of carnivorous animal, beast or (very rarely) magical beast (referred to hereafter as the "animal"). This can be any predator between the size of a small dog and a large bear. Some lycanthropes can also adopt a hybrid shape that combines features of the character and the animal.

Sample Lycanthropes

Below are several common (and less common) varieties of lycanthropes found in the Land of Mist. These expand on the information provided in the *Monster Manual*. Any information contained here or in the **Ravenloft** setting book supersedes the *Monster Manual*. With the exception of the werebadger, these sample lycanthropes use 1st-level human commoners as the base creature. The werebadger uses a 1st-level dwarf commoner as its base creature.

A lycanthrope uses either the character's or the animal's statistics and special abilities in addition to those set out below.

Hit Dice: Same as the character or animal, whichever produces the higher hit point total. If the lycanthrope's number of Hit Dice is important, as with a *sleep* spell, use the character's or animal's number of Hit Dice, whichever is greater.

Speed: Same as the character or animal, depending on which form the lycanthrope is using.

AC: The character's or animal's natural armor increases by +2, depending on which form the lycanthrope is using.

Attacks: Same as the character or animal, depending on which form the lycanthrope is using.

Damage: Same as the character or animal, depending on which form the lycanthrope is using.

Special Attacks: A lycanthrope retains all the special attacks of the character or animal, depending on which form it is using, and also gains those listed below unless noted otherwise.

Lycanthropic Empathy (Ex): Lycanthropes can communicate and empathize with normal or dire animals of their animal form. This gives them a +4 racial bonus to checks when influencing the animal's attitude and allows the communication of simple concepts and (if the animal is friendly) commands, such as "friend," "foe," "flee," and "attack."

Curse of Lycanthropy (Su): Any humanoid hit by a lycanthrope's bite attack in animal form must succeed at a Fortitude save (DC 15, or DC 18 in Ravenloft) or contract lycanthropy. Bludgeoning or nonpenetrating attacks do not transmit the condition.

Special Qualities: A lycanthrope retains all the special qualities of the character or animal and also gains those listed below.

Alternate Form (Su): Some lycanthropes can shift into animal form as though using the *polymorph self* spell (though their gear does not change). Others can assume a bipedal hybrid form with prehensile hands and animalistic features. Afflicted lycanthropes can assume only one of these two forms; most true lycanthropes can assume both. Changing to or from animal or hybrid form is a standard action. Upon assuming either form, the lycanthrope regains hit points as if having rested for a day. A slain lycanthrope reverts to its humanoid form, although it remains dead. Separated body parts retain their animal form, however. This shapeshifting ability can be difficult to control (see Lycanthropy as an Affliction in the *Monster Manual*).

Damage Reduction (Ex): Most lycanthropes in animal or hybrid form gain damage reduction 15/silver. Some kinds of lycanthrope are vulnerable to different materials; these are detailed below.

Saves: The base saves are as for the character or animal, whichever is better. In addition, lycanthropes receive a +2 racial bonus to Fortitude and Will saves.

Abilities: For a lycanthrope in humanoid form, ability scores are unchanged. In animal or hybrid form, a lycanthrope's ability scores improve by type, as set out in the table below.

Skills: Lycanthropes receive a +4 racial bonus to Search, Spot, and Listen checks when in humanoid form. In animal or hybrid form, these bonuses increase to +8. A lycanthrope in hybrid or animal form gains the same skills as a normal animal of its form in addition to the character's skills. If a lycanthrope has a skill in both its humanoid and animal forms, use the better score. Afflicted lycanthropes also can learn the Control Shape skill (see the sidebar) as a class skill.

Feats: Same as the character. When in hybrid or animal form, the lycanthrope gains any feats a normal animal of its form has. Lycanthropes also

have the Improved Control Shape feat (see the *Monster Manual*). Lycanthropes in hybrid or animal form have additional feats as set out in the accompanying table.

Climate/Terrain: Same as either the character or animal

Organization: Solitary or pair, sometimes family (2–4), pack (6–10), or troupe (family plus related animals)

Challenge Rating: Same as the animal +2

Treasure: Standard

Alignment: Any; see examples below

Advancement: By character class

Sample Lycanthropes

Several varieties of lycanthrope found in the Land of Mists are listed below. With the exception of the werebadger, these sample lycanthropes use 1st-level human commoners as the characters. These sample characters all have the following ability scores: Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10. The werebadger uses a 1st-level dwarf commoner as its base character, with ability scores of Str 11, Dex 11, Con 13, Int 10, Wis 10, Cha 8. In humanoid form, all sample lycanthropes have either Craft or Profession (any one) +6 or Knowledge +4 as their single skill. They have Skill Focus in this skill as their feat.

Combat

Lycanthropes in humanoid form use the attacks and tactics favored by those of their class and culture, though they are often prone to anger. Lycanthropes in animal or hybrid form fight like the animals they resemble, but often betray signs of an unusual cunning.

	Loup-garou, Lowland Medium-Size Shapechanger	**Loup-garou, Mountain Medium-Size/Large Shapechanger**	**Werebadger Medium-Size Shapechanger**
Hit Dice:	4d10+8 (30 hp)	6d8+18 (45 hp)	3d8+15 (28 hp)
Initiative:	+0; +6 (+2 Dex, +4 Improved Initiative) as worg or hybrid	+0; +6 (+2 Dex, +4 Improved initiative) as dire wolf or hybrid	+3 (+3 Dex)
Speed:	30 ft.; 50 ft. as worg or hybrid	30 ft.; 50 ft. as dire wolf or hybrid	20 ft.; 30 ft., burrow 10 ft. as dire badger or hybrid
AC:	12 (+2 natural); 16 (+2 Dex, +4 natural)	12 (+2 natural); 16 (–1 size, +2 Dex, +5 natural) as dire wolf or hybrid	12 (+2 natural); 18 (+3 Dex, +5 natural)
Attacks:	Unarmed strike +0 melee; bite +7 melee as worg or hybrid	Unarmed strike +0 melee; bite +10 melee as dire wolf or hybrid	Unarmed strike +0 melee; 2 claws +4 melee, bite –1 melee as dire badger or hybrid
Damage:	Unarmed strike 1d3 subdual; bite 1d6+4	Unarmed strike 1d3 subdual; bite 1d8+10	Unarmed strike 1d3 subdual; claw 1d4+2, bite 1d6+1 as dire badger or hybrid
Face/Reach:	5 ft. by 5 ft./5 ft.; 5 ft. by 5 ft./5 ft. as worg or hybrid	5 ft. by 5 ft./5 ft.; 5 ft. by 10 ft./5 ft. as dire wolf or hybrid	5 ft. by 5 ft./5 ft.; 5 ft by 5 ft./5 ft. as dire badger or hybrid
Special Attacks:	Trip, curse of lycanthropy as worg or hybrid	Trip, wolf empathy, curse of lycanthropy as dire wolf or hybrid	Rage, curse of lycanthropy as dire badger or hybrid
Special Qualities:	Wolf empathy, alternate form; plus scent, damage reduction 15/silver, SR 12 as worg or hybrid	Wolf empathy, alternate form; plus scent, damage reduction 15/gold, fast healing 1, SR 14 as dire wolf or hybrid	Badger empathy, alternate form; plus scent, damage reduction 15/silver as dire badger or hybrid
Saves:	Fort +8, Ref +6, Will +5	Fort +10, Ref +7, Will +8	Fort +9, Ref+6, Will +6
Abilities:	Str 17, Dex 15, Con 15, Int 10, Wis 14, Cha 10 as worg or hybrid	Str 25, Dex 15, Con 17, Int 10, Wis 12, Cha 10 as dire wolf or hybrid	Str 15, Dex 17, Con 19, Int 10, Wis 12, Cha 8 as dire badger or hybrid
Skills:	Hide +7, Listen +17, Move Silently +7, Search + 10, Spot +17, Wilderness Lore +2* as worg or hybrid	Hide +5, Listen +14, Move Silently +5, Spot +14, Wilderness Lore +1* as dire wolf or hybrid	Listen +14, Spot +14 as dire badger or hybrid
Feats:	Alertness, Blind-fight, Improved Initiative as worg or hybrid	Blind-Fight, Improved Initiative as dire wolf or hybrid	Toughness
Climate/Terrain:	Any forest, hill and plains	Any hill and mountains	Temperate forest, hill and underground
Organization:	Solitary, pair or pack (6–11)	Solitary or pack (5–8)	Solitary or cete (2–5)
Challenge Rating:	5	5	4
Treasure:	Standard	Standard	Standard
Alignment:	Always chaotic evil	Always chaotic evil	Always chaotic evil
Advancement:	By character class	By character class	By character class

	Werejackal Medium-Size/Small Shapechanger	Werejaguar Medium-Size Shapechanger	Wereleopard Medium-Size Shapechanger
Hit Dice:	1d8+2 (6 hp)	3d8+6 (19 hp)	3d8+6 (19 hp)
Initiative:	+0; +7 (+ 3 Dex, +4 Improved Initiative) as jackal or hybrid	+4 (Dex)	+0; +4 (Dex) as hybrid
Speed:	30 ft.; 40 ft. as jackal or hybrid	40 ft., climb 20 ft.	30 ft.; 40 ft., climb 20 ft. as hybrid
AC:	12 (+2 natural); 17 (+1size, +3 Dex, +3 natural)	17 (+4 Dex, +3 natural)	12 (+2 natural); 17 (+4 Dex, +3 natural) as hybrid
Attacks:	Unarmed strike +0 melee; bite +4 me lee, 2 claws –1 melee as hybrid; bite +4 melee as jackal	Bite +6 melee, 2 claws +1 melee	Unarmed strike +0 melee; bite +6 melee, 2 claws +1 melee as hybrid
Damage:	Unarmed strike 1d3 subdual; bite 1d4+1, claw 1d4+1	Claw 1d6+3, bite 1d3+1	Unarmed strike 1d3 subdual; bite 1d6+3; claw 1d3+1 as hybrid
Face/Reach:	5 ft. by 5 ft./5 ft.; 5 ft. by 5 ft./5 ft. as jackal or hybrid	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.; 5 ft. by 5 ft./5 ft. as hybrid
Special Attacks:	Curse of lycanthropy as jackal or hybrid	Pounce, curse of lycanthropy	Pounce, improved grab, hobble, curse of lycanthropy as hybrid
Special Qualities:	Jackal empathy, alternate form; plus scent, damage reduction 15/bronze as jackal or hybrid	Jaguar empathy, scent, damage reduction 15/ebony	Leopard empathy, alternate form, lightning phobia; plus damage reduction 15/silver as hybrid
Saves:	Fort +6, Ref +5, Will +3	Fort +7, Ref +7, Will +4	Fort +7, Ref +7, Will +4
Abilities:	Str 13, Dex 17, Con 15, Int 10, Wis 12, Cha 10 as jackal or hybrid	Str 17, Dex 19, Con 15, Int 10, Wis 12, Cha 10	Str 17, Dex 19, Con 15, Int 10, Wis 12, Cha 10 as hybrid
Skills:	Listen +13, Spot +13, Swim +5, Wil derness Lore +1* as jackal or hybrid	Balance+12, Climb+11, Hide+9*, Listen +14, Move Silently +9, Spot +14	Balance +12, Climb +11, Hide +9*, Listen +14, Move Silently +9, Spot +14 as hybrid
Feats:	Weapon finesse (bite) as jackal or hybrid	Weapon Finesse (bite, claw)	Weapon Finesse (bite, claw) as hybrid
Climate/Terrain:	Warm desert and plains (Amber Wastes)	Warm forest (Verdurous Lands)	Warm forest, hill and plains
Organization:	Solitary or pack (6–11)	Solitary, group (5–8) or pride (5–20 and one 6 HD leader)	Solitary, pair or pride (5–10)
Challenge Rating:	3	4	4
Treasure:	Standard	Standard	Standard
Alignment:	Always lawful evil	Usually lawful neutral	Usually lawful evil
Advancement Range:	By character class	By character class	By character class

	Wereray Medium-Size Shapechanger (Aquatic)	Wereraven Medium-Size/Small Shapechanger
Hit Dice:	3d8+4 (22)	1d8+2 (6 hp)
Initiative:	+0, +3 (Dex) as hybrid	+5 (Dex)
Speed:	30 ft.; 20 ft., swim 40 ft. as hybrid	30 ft.; 20 ft., fly 40 ft. (average) as dire raven or hybrid
AC:	12 (+2 natural); 18 (+3 Dex, +5 natural) as hybrid	12 (+2 natural); 19 (+1 size, +5 Dex, +3 natural) as dire raven or hybrid
Attacks:	Unarmed strike +0 melee; tail slam +4 melee, bite –1 melee as hybrid	Unarmed strike +0 melee; 2 claws +5 melee, bite +0 melee as dire raven or hybrid
Damage:	Unarmed strike 1d3 subdual; tail slam 1d2+2 and poison; bite 1d4+1	Unarmed strike 1d3 subdual; claw 1d3–1, bite 1d4–1 as dire raven or hybrid
Face/Reach:	5ft. by 5 ft./5 ft.; 5ft. by 5 ft./5 ft. as hybrid	5ft. by 5ft./5 ft.; 5ft. by 5ft./5 ft. as dire raven or hybrid
Special Attacks:	Poison, curse of lycan thropy as hybrid	Eye peck, curse of lycanthropy as dire raven or hybrid
Special Qualities:	Stingray empathy, alternate form; plus amphibious, dam age reduction 15/coral as hybrid	Raven empathy, alternate form; plus damage reduction 15/silver as dire raven or hybrid
Saves:	Fort +5, Ref +6, Will +4	Fort +5, Ref +7, Will +6
Abilities:	Str 15, Dex 17, Con 15, Int 10, Wis 12, Cha 10	Str 9, Dex 21, Con 15, Int 10, Wis 16, Cha 10 as dire raven or hybrid
Skills:	Listen +11, Hide +6*, Spot +11 as hybrid	Listen +16, Spot +16 as dire raven or hybrid
Feats:	Dodge as hybrid	Weapon Finesse (claws, bite) as dire raven or hybrid
Climate/Terrain:	Temperate and warm aquatic	Any forest, hill, plains and mountains
Organization:	Solitary or school (5–9)	Solitary, pair or murder (4–9)
Challenge Rating:	3	3
Treasure:	Standard	Standard, gems and coins only
Alignment:	Always chaotic evil	Always neutral good
Advancement:	By character class	By character class

Lowland Loup-garou

Loup-garou are more powerful forms of the common werewolf. In their animal forms, they transform into fearsome worgs. The humanoid form of a lowland loup-garou has no distinguishing traits.

Combat

Lowland loup-garou use the same tactics as worgs.

Alternate Form (Su): A lowland loup-garou can assume a bipedal hybrid form or the form of a worg. The bipedal form is a fur-covered, slobbering monstrosity, standing 7 feet tall with a short tail, canine legs and a wolfish head. The hybrid can talk in a low, raspy voice. In animal form, the creature resembles an adult worg with no trace of humanity.

Trip (Ex): A lowland loup-garou that hits with a bite attack can attempt to trip the opponent as a free action (see Chapter Eight of the *Players Handbook*) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the loup-garou.

Skills: A lowland loup-garou in hybrid or worg form receives a +1 racial bonus to Listen, Move Silently and Spot checks, a +2 racial bonus to Hide checks. * It gains a +4 racial bonus to Wilderness Lore checks when tracking by scent.

Mountain Loup-garou

These mountain cousins of the lowland loup-garou represent pure hatred and ferocity, assuming the shape of a dreaded dire wolf. The humanoid form of a mountain loup-garou appears normal.

Combat

Mountain loup-garou fight with all the savagery of dire wolves.

Alternate Form (Su): A mountain loup-garou can assume a bipedal hybrid form or the form of a dire wolf. The bipedal form stands 8 feet tall with a short tail, canine legs, a wolfish head, and a thick pelt. In animal form the creature resembles an adult dire wolf with no trace of humanity.

Trip (Ex): A loup-garou that hits with a bite attack can attempt a trip attack as a free action (see Chapter Eight of the *Players Handbook*) without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the loup-garou.

Skills: In hybrid or dire wolf form, a mountain loup-garou receives a +1 racial bonus to Listen, Move Silently and Spot checks and a +2 racial bonus to Hide checks. * It gains a +4 racial bonus to Wilderness Lore checks when tracking by scent.

Werebadger

Werebadgers inherit the ferocious tenacity of their animal kin. They tend to not let go once they have latched on, be it physically or mentally, and they tend to be extremely aggressive and territorial. Like many lycanthropes they have three forms: a humanoid form, a hybrid badger form, and a dire badger form. Werebadgers are almost always dwarven in humanoid form; other races seem to be resistant to this strain of lycanthropy. These dwarves often have a silver stripe in their hair, not an uncommon trait.

Combat

When provoked into a fight, werebadgers attack without mercy and normally will not back down until their foes are dead or have fled. In hybrid form they tend to rely on their claws and their terrible rage.

Alternate Form (Su): A werebadger can assume a bipedal hybrid form or the form of a dire badger. The stocky bipedal form is about 4 feet tall, with a striped pelt, bestial face and long, thick claws. Its animal form is that of an adult dire badger with no trace of humanity.

Rage (Ex): A werebadger that takes damage in combat flies into a berserk rage on its next turn, clawing and biting madly until either it or its opponent is dead. It gains +4 Strength, +4 Constitution, and –2 AC. The creature cannot end its rage voluntarily.

Curse of Lycanthropy (Su): Non-dwarves receive a +4 racial bonus to their Fortitude saves to avoid affliction.

Werejackal

This curse was originally granted to the priesthood of a little-known and depraved cult of Anubis as a sign of the god's blessing. It has since spread throughout the desert regions of the Dread Realms. Werejackals in humanoid form tend to have long, dark nails. They are often surly and quick to offer insults.

Combat

Werejackals are naturally cowardly and flee if confronted with an obviously superior foe. As long as they have the upper hand, however, they attempt to control all around them through fear and terror.

Alternate Form (Su): A true werejackal can assume a bipedal hybrid form or the form of a jackal. The bipedal form stands about 6 feet tall with a short tail, canine legs and a narrow, doglike head. Its hands and feet stretch into clutching paws with long, curving talons. In animal form, the creature resembles an adult jackal with no trace of humanity.

Skills: * In jackal or hybrid form, a werejackal receives a +8 racial bonus to Wilderness Lore checks when tracking by scent.

Werejackal Chosen

When a debased cleric of the Anubis cult devotes herself completely to her god, the god will often grant her the "blessing" of lycanthropy. The cleric must be of at least 6th level and must be an unfailing follower of Anubis. Akiri clerics of the

Anubis cult may choose from the cleric domains of Death, Evil and Repose. A werejackal chosen gains the following abilities in addition to those listed above:

Dominate Werejackal (Su): Any normal werejackals within 100 feet of a werejackal chosen must succeed at a Will save (DC 10 + 1/2 chosen's HD + chosen's Charisma modifier) or fall under the chosen's sway, as if affected by a *charm monster* spell cast by a 10th-level cleric. If the werejackal makes the save, it is immune to this power for one day. Werejackal chosen often create afflicted werejackals through the curse of lycanthropy and then use this power to force them to build temples to Anubis.

Feats: Werejackal chosen receive Still Spell and Silent Spell, assuming the cleric doesn't already have these feats. Spells prepared with both these feats can be cast even when the chosen is in jackal form.

Werejaguar

Werejaguars are found in jungle areas which they have claimed as their territory. They are unusual lycanthropes in that they have only one form: a hybrid jaguar/man form that allows them to walk on two legs or four with equal ease. Their front limbs end in prehensile hand/paws. Their spotted fur matches that of their namesakes, enabling them to camouflage themselves in the jungle wilds. They fiercely protect their territory but otherwise have little to do with other sentient races.

Werejaguars speak any languages they knew before the change. Larger packs also speak a growling, hissing language of their own.

Combat

Undisputed masters of their chosen territory, werejaguars are deadly and efficient hunters. Anyone stalked by them in jungle terrain can make a Spot check to become aware of them before they attack; otherwise they are caught flat-footed when the creatures spring from cover. Werejaguars use pack tactics to herd and exhaust their prey, harrying them by moving in with claw attacks and then melting back into the jungle until they have worn their prey down. Then they will close in for the kill without mercy.

Pounce (Ex): If a werejaguar in hybrid form leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

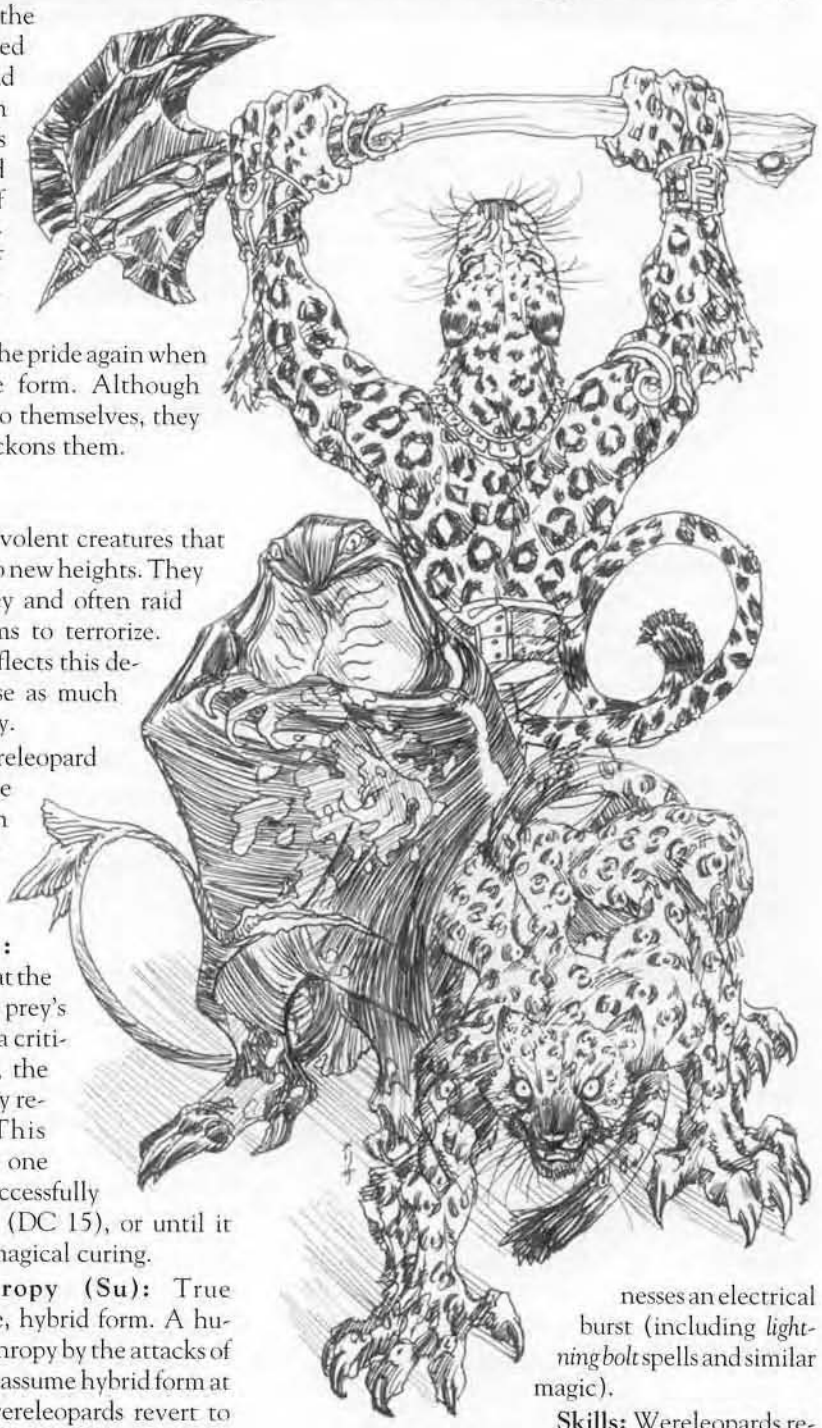
Curse of Lycanthropy (Su): Any humanoid that contracts lycanthropy from the attacks of a werejaguar automatically assumes hybrid form 2d6 hours after the attack. The character remains in hybrid form, only dimly aware of its life prior to the transformation, until cured or slain.

Skills: Werejaguars in hybrid form receive a +4 racial bonus to Hide and Move Silently checks and a +8 racial bonus to Balance checks. * In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Wereleopard

Wereleopards, which roam the savanna areas of the Wildlands, are usually encountered in bipedal hybrid form. This hybrid form is more animal than man and is equally comfortable on two legs or four. Male wereleopards have yellowish pelts with black spots, while the fur of females is entirely black.

The pride is ruled by the true lycanthropes. Afflicted wereleopards are kept around only as troops to strengthen the pride. These poor souls revert to their humanoid form only during nights of the full moon and are normally hunted by the rest of the pride during that time, ensuring that only the strongest of them survive to join the pride again when they revert to their were form. Although wereleopards usually keep to themselves, they will serve any paka who beckons them.



Combat

Wereleopards are malevolent creatures that take the term "cat cruelty" to new heights. They love to play with their prey and often raid villages in search of victims to terrorize. Their hunting technique reflects this desire to instill fear and cause as much pain as possible to their prey.

Pounce (Ex): If a wereleopard leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Hobble (Ex): Wereleopards enjoy tearing at the tendons in the back of its prey's legs. If a wereleopard scores a critical hit with its bite attack, the victim's speed is immediately reduced by one-half. This movement penalty lasts for one day, until the victim is successfully treated with the Heal skill (DC 15), or until it receives at least 1 point of magical curing.

Curse of Lycanthropy (Su): True wereleopards have only one, hybrid form. A humanoid afflicted with lycanthropy by the attacks of a wereleopard automatically assume hybrid form at the next dawn. Afflicted wereleopards revert to humanoid form on the nights of the full moon. Unlike most afflicted lycanthropes, they do remember their actions while changed.

Lightning Phobia (Ex): Wereleopards are instinctually terrified of lightning. A wereleopard must make a Fear save (DC 13) whenever it witnesses an electrical burst (including *lightning bolt* spells and similar magic).

Skills: Wereleopards receive a +4 racial bonus to Hide and Move Silently checks and a +8 racial bonus to Balance checks. * In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Wererays

Wererays are found in the salty waters just off the coast. Wererays in humanoid form tend to have tight, grayish skin that feels strangely rubbery to the touch. These lycanthropes are particularly vicious, taking delight in watching the suffering of their victims as they drown.

Combat

Wererays rarely leave the sea, preferring to lie hidden in the shallows until unsuspecting prey comes within range. They then attack with their stinging tail until the victim succumbs to its poison. They watch as the unfortunate creature loses its mobility and drowns, only then moving in to feed. The wereray attacks with its bite only if it intends to transmit lycanthropy to its victim.

Alternate Form (Su): A wereray can assume a bipedal hybrid form, bizarrely mixing of the features of a humanoid with those of a manta ray. This form resembles a huge stingray from the back, but closer examination shows that the ray's "wings" are fused with distorted humanoid limbs and torso. A long, whiplike tail trails along behind the shuffling horror. These creatures are no less monstrous in the water, but move with far more grace.

Poison (Ex): Tail slam, Fortitude save (DC 13); initial and secondary damage 1d6 temporary Strength.

Amphibious (Ex): A wereray in hybrid form can survive out of salt water for 1 minute per point of Constitution. After that, refer to the drowning rules in Chapter Three of the *Dungeon Master's Guide*.

Skills: A wereray receives a +10 racial bonus to Hide checks when lying prone on the sandy bottom of a seabed.

Wereraven

Secret allies of the Vistani, wereravens migrated to Ravenloft long ago in the hope of doing good. Shapechangers who can transform from human to raven in an instant, wereravens often spy for the Vistani and work with them against the forces of evil.

Afflicting someone with wereraven lycanthropy is generally a deliberate act, given to a humanoid as a gift. Avoiding large settlements, they survive by keeping their good deeds clandestine and passing warnings to others they trust when necessary. Wereraven families live in the densest forest possible, building nests in the hollow trunk of a large tree. A typical wereraven lair will also be home to 5d10 normal ravens that guard their tree and their nestlings.

In humanoid form wereravens often dress in gypsy-like garb. They always develop sleek black hair. Wereravens can still speak in dire raven form,

Ravenloft Lycanthropes

Name	Animal Form	Ability Score Adjustments	Feats
Loup-garou, lowland	Worg	Str +6, Dex +4, Con +4, Wis +4	Alertness, Blind-Fight, Improved Initiative
Loup-garou, mountain	Dire wolf	Str +14, Dex +4, Con +6, Wis +2	Blind-Fight, Improved Initiative
Werebadger	Dire badger	Str +4, Dex +6, Con +6, Wis +2	Toughness
Werebat	Dire bat	Str +6, Dex +12, Con +6, Wis +4	Blind-Fight, Flyby Attack
Werejackal	Jackal (dog)	Str +2, Dex +6, Con +4, Wis +2	Weapon Finesse (bite)
Werejaguar	Jaguar (hybrid)	Str +6, Dex +8, Con +4, Wis +2	Weapon Finesse (bite, claw)
Wereleopard	Leopard (hybrid)	Str +6, Dex +8, Con +4, Wis +2	Weapon Finesse (bite, claw)
Wereray	Stingray (hybrid)	Str +4, Dex +6, Con +4, Wis +2	Dodge
Wereraven	Dire raven	Str –2, Dex +10, Con +4, Wis +6	Weapon Finesse (claw, bite)

albeit in a harsh and croaking fashion. Wereravens have a weakness for shiny objects and will only take treasures, whether valuable or not, if they sparkle and shine.

Combat

Wereravens are reluctant warriors, but fierce in combat. Strong fliers, in dire raven or hybrid form they will peck and claw at the eyes of their enemies and attempt to blind them. Changing to humanoid form, they then use whatever weapon they trained to use to kill their blinded enemies quickly or, if possible, send them away.

Alternate Form (Su): A wereraven can assume a bipedal hybrid form or the form of a dire raven. The bipedal form is rarely more than 4 feet tall, with a coat of black feathers, a straight, ebon beak, jet-black eyes and feet that stretch into clutching claws. The creature's arms stretch into wings. In animal form, the creature resembles an unnaturally large raven with no trace of humanity.

Eye Peck (Ex): if a wereraven deals a critical hit with its bite attack, it plucks the victim's eye out of its socket. This blinds the eye. A victim reduced to just one eye suffers a –2 competence penalty to all Dexterity-modified rolls due to the loss of depth perception. A creature that loses all of its eyes is blinded. Only the *regeneration* and *heal* spells can cure this form of blindness.

Marikith

	Marikith Hunter Medium-Size Aberration	Marikith Queen Huge Aberration
Hit Dice:	3d8+3 (16 hp)	10d8+50 (95 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)	+1 (Dex)
Speed:	40 ft., climb 20 ft.	30 ft., climb 20 ft.
AC:	17 (+4 Dex, +3 natural)	19 (–2 size, +1 Dex, +10 natural)
Attacks:	2 claws +5 melee, bite +0 melee	4 claws +13 melee, bite +11 melee, sting +11 melee
Damage:	Claw 1d4+3, bite 2d4+3	Claw 2d4+8; bite 2d8+4 and poison; sting 1d8+4 and poison
Face/Reach:	5 ft. by 5 ft. / 5 ft.	10 ft. by 20 ft. / 10 ft.
Special Attacks:	Voice mimicry	Poison, voice mimicry
Special Qualities:	Compression, darkvision 120 ft., im munities, light sensitivity	Darkvision 120 ft., hive mind, light sensitivity
Saves:	Fort +2, Ref +5, Will +5	: Fort +8, Ref +4, Will +9
Abilities:	Str 16, Dex 19, Con 13, Int 6, Wis 14, Cha 5	Str 27, Dex 12, Con 20, Int 9, Wis 14, Cha 14
Skills:	Escape Artist +16, Hide +12, Listen +6, Move Silently +12, Spot +4	Balance +9, Hide +5, Listen +10, Move Silently +7, Search +3, Spot +8
Feats:	Improved Initiative	Improved Grab, Multiattack
Climate/Terrain:	Any underground (Timor)	Any underground (Timor)
Organization:	Pair, pack (2–8) or swarm (2–20)	Solitary (1 marikith queen escorted by 4–48 hunters)
Challenge Rating:	2	11
Treasure:	None	Double standard
Alignment:	Always lawful evil	Always neutral evil
Advancement:	4–5 HD (Medium-size)	11–16 HD (Huge)

The twisting tunnels of Timor are inhabited by a seemingly endless hive of marikith hunters, all serving a single marikith queen. Although this is the only marikith hive known to exist in Ravenloft, it is likely that others exist elsewhere. Rumor has it that any humanoid that fails a powers check in Timor becomes a marikith hunter, the transformation taking 1d6 hours.

Marikith are hulking, hive-minded humanoids, their bodies covered in a rubbery, glistening black hide. Marikith bodies have no rigid structures beyond their chitinous fangs and talons; they maintain their shape by tightly inflating interlocking bladders with fluids. By compressing these bladders, a hunter can squeeze its body through tiny gaps such as barred windows or drainpipes.

Marikith eyes glow a dull red, but they can veil their eyes with a special membrane, revealing the glow only moments before striking.

Combat

Marikith feed on their victims' fear as well as their flesh. Thus, marikith torment their prey before moving in for the kill. Outside their lightless hives, marikith operate in small packs. Within their realm, hunters attack in waves, starting with packs of two or three and increasing the number of marikith with every assault until foes are outnumbered by ten-to-one or more.

Voice Mimicry (Ex): Although marikith have no true language, hunters can mimic sounds to mislead or terrify others. They often imitate the cries of recent victims and can echo the comments of current prey. To fool a subject, a marikith hunter must make an opposed Bluff check (with an effective +8 racial bonus) against the subject's Listen check.

Compression (Ex): A marikith hunter can squeeze through any gap of at least 1 foot diameter as a free action while moving. It can squeeze through a 7–11 inch diameter gap as a move-equivalent action. It can pass through a 3–6 inch diameter gap as a full-round action. Marikith hunters cannot squeeze through gaps smaller than 3 inches across.

Immunities (Ex): Marikith hunters take half damage from bludgeoning weapons and are immune to all fear, horror and madness effects. All hunters are considered to be under the influence of their queen (see Chapter Three of the **Ravenloft** setting book).

Light Sensitivity (Ex): Marikith suffer a –1 penalty to attack rolls in candlelight or starlight, a –2 penalty in torchlight, and a –4 penalty in bright sunlight or within the radius of a *daylight* spell.

Skills: Marikith hunters receive a +8 racial bonus to Escape Artist checks and a +4 racial bonus to Hide and Move Silently checks.

Marikith Queen

A marikith queen's bloated, spider-like body can measure up to 20 feet in length. Queens share the slimy black hide and red eyes of their hunter brood. Although a queen's bulbous body remains surprisingly flexible, she cannot effectively compress her bulk.

Combat

A marikith queen never leaves her hive; she seems to exist only to feed and lay more hunter eggs. Hunters obey their queen without question; a queen never hesitates to sacrifice its hunters to save herself.

Poison (Ex): A marikith queen carries different venom in her bite and in her stinging abdomen. Bite: Fortitude save (DC 20); initial and secondary damage 2d6 temporary Constitution, secondary damage 1d6 temporary Constitution. Sting: Fortitude save (DC 20); initial damage none, secondary damage paralysis for 1 week. During that week, a humanoid victim slowly transforms into a marikith hunter. If the poison is neutralized before the change is complete, the transformation reverses itself.

Improved Grab (Ex): To use this ability, the marikith queen must hit a Medium-size or smaller opponent with at least two claw attacks.

Light Sensitivity (Ex): Marikith suffer a –1 penalty to attack rolls in candlelight or starlight, a –2 penalty in torchlight, and a –4 penalty in bright sunlight or within the radius of a *daylight* spell.

Hive Mind (Su): A marikith queen can communicate telepathically with any of her brood within a 5-mile radius.

Mist Ferryman

	Medium-Size Undead (Mists)
Hit Dice:	4d12 (26 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	50 ft.
AC:	17 (+3 Dex, +4 natural)
Attacks:	2 claws +4, bite –1
Damage:	Claw 1d6+2 and ferryman's rot, bite 1d8+1 and ferryman's rot
Face/Reach:	5 ft. by 5ft. / 5 ft.
Special Attacks:	Mist poison, summoning howl
Special Qualities:	Undead, obscuring mist, +2 turn resistance, damage reduction 5/+1
Saves:	Fort +1, Ref +4, Will +6
Abilities:	Str 14, Dex 17, Con –, Int 7, Wis 14, Cha 14
Skills:	Intuit Direction +11, Listen +8, Spot +8
Feats:	Improved Initiative
Climate/Terrain:	Misty border and any land (fogbanks)
Organization:	Solitary
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral evil
Advancement:	6–9 HD (Large)

Mist ferrymen are dreaded undead guardians that live in the Mists surrounding the domains of Ravenloft. A few sages hold that they are manifestations of the Mists themselves, but most believe that they represent the fate of those who die in the Misty Border, doomed to wander forever. These fiercely territorial creatures never leave the Mists and kill anything that they encounter. They even call in others of their kind to help bring down opponents too large for themselves. Their name comes from the belief that anyone able to subdue a ferryman can force the creature to take a group through the Mists to any place in Ravenloft.

At first glance a Mist ferryman is almost indistinguishable from the Mists that surrounds it. Only when it is close can an observer note a tall, thin figure draped in a long, dark, cowled robe. The only visible parts of the creature are its skeletal face, including a mouth filled with sharp jagged teeth, and long hooked fingers made of bone.

Mist ferrymen can communicate with any creature that has a language.

Combat

A Mist ferryman loves the feeling of warm blood flowing freely from many cuts as well as the smell of fear that comes off their victims. It will attempt to keep victims alive as long as possible, driving them further into the mist while taunting them with the promise of the pain that will come.

A Mist ferryman can be conjured by the spell *summon monster VII*. Summoned ferrymen always attack their summoner, but if incapacitated, a ferryman will transport itself and all adjacent creatures to any requested location in Ravenloft, as with a *teleport without error* spell, in return for its freedom.

Ferryman's Rot (Su): Supernatural disease—injury, Fortitude save (DC 15), incubation period 1 week; damage 1d4 Constitution. This disease causes the victim's skin to harden and flake off. Unlike normal diseases, ferryman's rot continues until the victim Constitution 0 (and dies) or receives a *remove disease* spell or similar magic. If an afflicted victim dies, her skin flakes away into dust, leaving a skeletal corpse that rises as a mist ferryman in 6 rounds and retreats into the Mists.

Summoning Howl (Ex): A mist ferryman faced with an opponent too large or numerous for it to kill on its own can emit an ululating howl like the sobbing of a terrified woman. This call draws forth 1d8+1 Mist ferryman to aid their companion. These creatures arrive in 2d6 rounds and assist the summoning ferryman until the end of combat.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage.

Mists Subtype (Ex): Can be summoned in any domain.

Obscuring Mist (Su): Mist ferrymen bring the Mists with them wherever they go. When summoned in a domain, an obscuring mist (as the spell cast by a 12th-level sorcerer) always remains centered on the ferryman. If this mist is dispelled, the ferryman vanishes as well. Mists do not obscure the ferryman's vision at all.

Moor Man

	Medium-Size Humanoid
Hit Dice:	4d8+8 (26)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	30 ft.
AC:	13 (+1 Dex, +2 natural)
Attacks:	Short sword +5 melee; or short bow +4 ranged
Damage:	Short sword 1d6+2; or short bow 1d6
Face/Reach:	5 ft. by 5ft. / 5 ft.
Special Attacks:	Tattoos
Special Qualities:	Darkvision 150 ft., light blindness
Saves:	Fort +6, Ref +2, Will +2
Abilities:	Str 15, Dex 13, Con 15, Int 10, Wis 12, Cha 10
Skills:	Hide +4, Listen +2, Move Silently +3, Spot +4
Feats:	Dodge, Improved Initiative
Climate/Terrain:	Temperate marsh
Organization:	Gang (4–9), hunting party (5–12), tribe (10–30 plus 1 4th-level shaman, 1 leader of 4th–6th-level)
Challenge Rating:	3
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	By character class

Moor men are a savage race of humanoids that thrive in the darkest parts of the moors or swamps. They hunt by ambushing unwary creatures near their swamps. They are nocturnal hunters, but they crave the flesh of humanoids above all else. This craving is so strong that it can even drive them to hunt during the day, when their prey is more active.

Moor men stand about 5 feet tall, and resemble squat, hairless humans with eyes that are too large for their heads. They often file their teeth down into fangs. They seldom wear anything more than leather loincloths made from the hide of their victims, but their bodies are covered by the swirling patterns of primitive tattoos made of caked mud or blood.

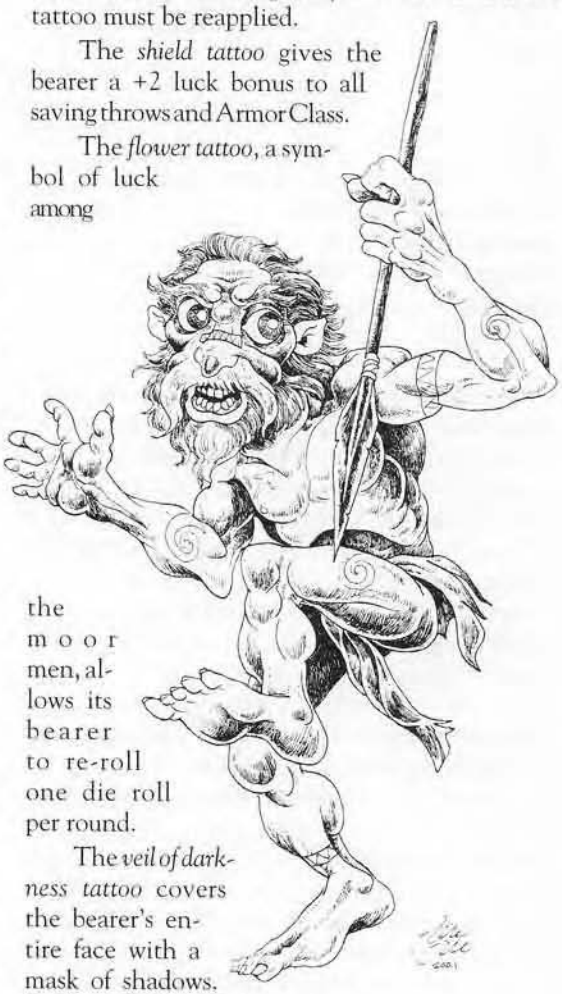
Combat

Moor men prefer to ambush their victims and then use the powers of their tattoo to win the battle for them.

Tattoos (Su): The most dangerous aspect of the moor men is their ability to create magic tattoos. Only one tattoo can be worn at a time and the magic lasts for a single day, after which time the tattoo must be reapplied.

The *shield tattoo* gives the bearer a +2 luck bonus to all saving throws and Armor Class.

The *flower tattoo*, a symbol of luck among the moor men, allows its bearer to re-roll one die roll per round.



The *veil of darkness tattoo* covers the bearer's entire face with a mask of shadows. It allows the bearer to ignore the effects of bright lights (including light blindness).

The *death mask tattoo* appears as a skeletal figure, mimicking the bearer's own. it grants its bearer to ignore the first successful attack it suffers each round.

The *axe and sword tattoo* shows an weapons dripping with blood. It allows the user to enter a frenzied state that gives the user one extra partial action per round. The tattoo also grants a number of temporary hit points equal to the bearer's current total. These temporary hit points disappear at the end of a combat. If a moor man loses more than his normal hit points, he is mortally wounded, though the tattoo prevents him from realizing it until combat is over.

The *bedazzlement tattoo* appears as a spiraling pattern of bright colors. Any creature within 30 feet that sees the tattoo must succeed at a Will save (DC 12) or be affected as by a *hypnotic pattern* spell cast by a 6th-level sorcerer. Moor men are not affected.

Light Blindness (Ex): Moor men are considered blinded in bright sunlight or within the radius of a daylight spell. Moor men who are abruptly exposed to bright light (such as a *daylight* spell) must make a Fear save (DC 14).

Moor Man Society

Moor men are a nomadic society (CL 1). Like goblins, they often steal weapons and tools from their victims. Due to their hatred of sunlight, moor men spend most of their time buried in shallow mud pits, emerging only after the sun has set.

Moor Man Characters

The moor man favored class is rogue. Most moor men leaders tend to be fighters or fighter/rogues. Moor man shamans are typically adepts, though sorcerers are not unknown.

Nightmare, Dread

	Large Outsider (Evil, Lawful)
Hit Dice:	8d8+24 (60 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	40 ft.
AC:	24 (–2 size, +3 Dex, +13 natural)
Attacks:	2 hooves +13 melee, bite +8 melee
Damage:	Hoof 1d8+5 and 1d4 fire, bite 1d8 +2
Face/Reach:	5 ft. by 10 ft./5ft.
Special Attacks:	Flaming hooves, smoke, trample
Special Qualities:	Etherealness, frightful presence
Saves:	Fort +9, Ref +5, Will +3
Abilities:	Str 20, Dex 17 Con 17, Int 13, Wis 13, Cha 12
Skills:	Intimidate +12, Intuit Direction +13, Listen +12, Move Silently +12, Search +10, Sense Motive +12, Spot +12
Feats:	Alertness, Combat Reflexes, Improved Initiative
Climate/Terrain:	Any land and underground (Nova Vaasa)
Organization:	Solitary, pair or herd (6–10)
Challenge Rating:	6
Treasure:	None
Alignment:	Always lawful evil
Advancement:	9–10 HD (Large); 11–18 HD (Huge)

Dread nightmares embody the ferocity and evil common to the insidious creatures of the Dread Realms. Resembling equines with jet-black coats, these outsiders cannot be confused with a mortal horse. A blaze of flame runs down their necks like an infernal mane. Their tails are made of flame and their hooves crackle and burn with an unholy fire. Nightmares emit yellow, blue and white flames from their nostrils when in crazed battle frenzy.

Dread nightmares are said to have arisen from a herd of nightmares that entered Ravenloft long ago, drawn by the evil they sensed there. Though dread nightmares are in some ways more powerful than their infernal kin, the Mists have bound them to earth. Some nightmares form a bond of respect

and alliance with particularly powerful characters who demonstrate their own evil natures to the creature. Dread nightmares are not easily impressed, however, and mere pretenders become that night's plaything.

The wild black steeds of Nova Vaasa, much prized by horsemen throughout the Core, are often rumored to have a few drops of nightmare blood in their ancestry, bestowing their strength and proud demeanor.

Combat

The dread nightmare attacks with its flaming hooves and bite. Dread nightmares are cunning and disciplined creatures, employing ambushes in their tactics of terror and carnage. Small herds work in tightly knit units and employ team tactics in their maneuvers. Nightmares frequently surround and torture a victim before killing it, for no other reason than their enjoyment of inflicting slow and painful deaths.

Flaming Hooves (Su): A blow from a dread nightmare's hooves sets combustible materials alight.

Smoke (Su): While raging in battle, a dread-nightmare snorts a 15-foot cone of sulfurous smoke that chokes and blinds opponents. Anyone caught in the cone must succeed at a Fortitude save (DC 16) or suffer a –3 morale penalty to all attack and damage rolls until 1d6 minutes after they leave the cone. The nightmare gains one-half concealment against creatures 5 feet away and total concealment against creatures 10 feet away. The smoke in no way obscures the nightmare's vision. The dread nightmare can suppress the smoke as a free action.

Etherealness (Su): This functions just like the *etherealness* spell as cast by a 20th-level sorcerer, except that a dread nightmare can remain ethereal indefinitely. Although it does not harm them, dread nightmares dislike sunlight and often retreat to the Near Ethereal from dawn till dusk.

Frightful Presence (Ex) The dread nightmare can inspire terror by stomping its hooves and belching out smoke. Affected creatures must succeed at a Fear save (DC 15) or become frightened for 5d6 rounds.

Trample (Ex): As a standard action a dread nightmare can trample a Medium-size or smaller creature for automatic hoof damage (1d8+5 and 1d4 fire). Trampled opponents can attempt attacks of opportunity at a –4 penalty. If they do not make attacks of opportunity, they can attempt Reflex saves (DC 19) for half damage.

Odem

	Small Undead (Incorporeal)
Hit Dice:	4d12 (26 hp)
Initiative:	+7 (+3 Dexterity, +4 Improved Initiative)
Speed:	30 ft., fly 60 ft. (perfect)
AC:	16 (+1 size, +3 Dex, +2 deflection)
Attacks:	Incorporeal touch +6 melee
Damage:	Incorporeal touch 1d6 permanent Wisdom drain
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Wisdom drain, possession
Special Qualities:	Undead, incorporeal, natural invisibility, unnatural aura, +3 turn resistance
Saves:	Fort +1, Ref +4, Will +6
Abilities:	Str Ø, Dex 16, Con Ø, Int 14, Wis 15, Cha 17
Skills:	Hide +14, Intimidate +12, Listen +10, Search+8, Sense Motive +12, Spot +10
Feats:	Dodge, Flyby Attack, Improved Initiative, Weapon Finesse (touch)
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	5
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	6–10 HD (Small)

The odem is an undead sprit that feeds on fear and terror. It constantly tries to take control of living bodies and force them to perform unspeakable actions. Odems do not seek to kill their possessed victims or deaden their thoughts, preferring them to be fully conscious of all the actions that they are being forced to take.

Odems are remnants of the spirits of evil humanoids that did not have the force of will to become ghosts. All that remains of their personality is the sadistic delight they take from spreading suffering. Odems are not tied to particular areas but move as they will. They tend to use a host until it reaches such levels of horror that it retreats into catatonia. At this time the odem seeks another host, leaving his former body as a lost one.

Odems are invisible to material creatures. Those who can see ethereal creatures see an odem as a seething wisp of luminous white vapor, and see a faint white aura around the faces of possessed victims, growing brighter at the eyes and mouth.

Odems speak the languages they knew in life, which are not necessarily the same languages of their host.

Combat

The odem usually attacks a creature several times with its Wisdom drain attack to make it more vulnerable to its possession attack.

Wisdom Drain (Su): Living creatures hit by an odem's incorporeal touch attack must succeed at a Fortitude save (DC 15) or suffer 1d6 points of permanent Wisdom drain.

Possession (Su): Once per round, an odem can merge with a creature on the Material Plane. This ability is similar to *magic jar* as cast by a 10th-level sorcerer, except that it does not require a receptacle. If the attack succeeds, the odem disappears into the opponent's body. The target can resist the attack with a successful Will save (DC 15). A creature that saves successfully is immune to that odem's possession attack for one day.

Odems control their hosts like puppeteers. An odem has complete control over its host's body, but the host's mind remains aware of its surroundings and can still execute purely mental actions. An odem cannot be turned or rebuked while in a host. Odems are not harmed by physical attacks that damage their host, but while possessed the host becomes immune to subdual damage and stunning. If a host dies, the odem is expelled from the body.

Undead: Immune to mind-influencing effects, poisons, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Natural Invisibility (Su): This ability is constant, allowing the odem to remain invisible even when attacking. This ability is inherent and not subject to the *invisibility purge* spell.

Unnatural aura (Su): Both wild and domestic animals can sense the unnatural presence of an odem at a distance of 30 feet, even if the odem currently possesses a victim. They will not willingly approach nearer than that and panic if forced to do so, remaining panicked as long as they are within that range.

Paka

	Medium-Size Shapechanger
Hit Dice:	3d8 (13 hp)
Initiative:	+5 (Dex)
Speed:	40 ft.
AC:	16 (+5 Dex, +1 natural)
Attacks:	2 claws +7 melee; or rapier +7 melee
Damage:	Claw 1d6–1; rapier 1d6–1
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Pounce, Feline allies, Feline empathy
Special Qualities:	Canine antipathy, lick wounds, scent, SR 14
Saves:	Fort +3, Ref +10, Will +3
Abilities:	Str 8, Dex 20, Con 10, Int 17, Wis 11, Cha 15
Skills:	Balance +14, Bluff +7, Climb +10, Jump +8, Listen +6, Move Silently +14, Tumble +6
Feats:	Dodge, Lightning Reflexes, Weapon Finesse (claw), Weapon Finesse (rapier)
Climate/Terrain:	Temperate forest and hill
Organization:	Solitary, pair, pride (4–12)
Challenge Rating:	5
Treasure:	Double standard
Alignment:	Always chaotic evil
Advancement:	By character class

Beautiful, seductive and deadly, paka secretly nurse an ancient, ancestral grudge against mankind, and derive sadistic pleasure from bringing ruin to humans. They are wickedly cunning, and often take years to develop their deadly schemes. If a paka feels that it has been crossed, it will stop at nothing to wreak its vengeance.

Paka in human form are always lithe and graceful with brilliant eyes and streaked hair. Females always have orange-gray hair, but males may have hair of any color but dark brown. In their true form, paka have distinctly feline features, including slit pupils, whiskers, pointed nose and ears, a long tail, small fangs and retractable claws. Paka are strict carnivores and are sometimes detected in this fashion.

Paka speak their own language, Aumes, and often know numerous domain languages.

Combat

Paka are skilled combatants who utilize their special abilities and amazing agility well. Playful with their prey, they take time to torment and tease whenever possible. Paka will not show their true form if blade point will work as well as claws.

Pounce (Ex): If a paka leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Feline Allies (Su): As a standard action, a paka can establish a telepathic bond with any feline animal within 50 feet. Once the bond is established, as a free action the paka can scry through the cat's senses and command it to perform actions, such as attacking (or not attacking) a creature, breaking or stealing objects, etc. The bond is broken if the cat moves more than 50 feet from the paka.

Canine Antipathy (Su): Paka suffer a –5 racial penalty to all Charisma-based skill checks when interacting with canine creatures, such as dogs, wolves, worgs, and even werewolves and wolfweres, regardless of what form the paka takes.

Lick Wounds (Ex): A paka can heal wounds by licking them, healing 1 hit point with each full-round action. This provokes attacks of opportunity. A paka can heal a total of 2 points of damage per HD each day. A paka can divide this curing among multiple recipients.

Skills: Paka receive a +4 racial bonus to Balance and Move Silently checks. They use their Dexterity modifier for Climb checks.

Paka Society

Paka live among humans, mimicking their societies. In at least one case, a pride of paka wiped out a tiny community of humans, claiming the human hamlet for themselves. Paka are entirely matriarchal. They do not mate for life, and although paka have strong ties to their mother, they maintain no connection to their fathers.

Paka clerics worship a mysterious entity known only as the Cat Lord, often while pretending to worship the gods of good.

Paka Characters

A paka's favored class is ranger. Paka rangers can choose humans as their favored enemy. Wizards and sorcerers are also common, often multiclassing with rogues. Paka spellcasters tend to prefer subtle charms and enchantments over overtly destructive spells such as *fireball*. Paka clerics worship the Cat Lord and can choose two of the following domains: Chaos, Evil, and Trickery.

Plant, Dread

	Bloodroot	Bloodrose	Crawling Ivy
	Medium-Size Plant	**Small Plant**	**Huge Plant**
Hit Dice:	4d8+4 (22 hp)	1d8 (4 hp)	8d8 (36 hp total)
Initiative:	+0	+0	+0
Speed:	0 ft.	0 ft.	1 ft., climb 1 ft.
AC:	15 (+5 natural)	11 (+1 size)	7 (−2 size, −2 Dex, +1 natural)
Attacks:	2 slams +4 melee; or gore +4 melee	Thorny lash +0 melee	—
Damage:	Slam 1d4+1, gore 1d6+1 and poison	Lash 1d3	—
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.	10 ft. by 20 ft./5 ft.
Special Attacks:	Improved grab, poison	Entangle	Entangle, blood drain
Special Qualities:	Plant, blindsight, camouflage, fire vulnerability	Plant, immunities, salt vulnerability	Plant, tremorsense, camouflage, dispersed vines, half damage from piercing, berries
Saves:	Fort +5, Ref +1, Will +1	Fort +2, Ref +0, Will +2	Fort +6, Ref +2, Will +4
Abilities:	Str 12, Dex 10, Con 13, Int 1, Wis 10, Cha 8	Str 10, Dex 10, Con 10, Int Ø, Wis 15, Cha 10	Str 10, Dex 6, Con 10, Int 4, Wis 15, Cha 8
Climate/Terrain:	Underground	Any temperate land	Any temperate or warm land
Organization:	Solitary	Patch (3–10)	Solitary
Challenge Rating:	3	1/2	2
Treasure:	Standard	Standard	None
Alignment:	Always neutral	Always neutral	Always neutral
Advancement:	5–8 HD (Large); 9–12 HD (huge)	—	9–31 HD (Huge) 32+ HD (Gargantuan)

	Death's Head Tree	Death's Head (detached)	Doppelganger Plant
	Huge Plant	**Tiny Undead**	**Huge Plant**
Hit Dice:	10d8+50 (95 hp)	1d12 (6 hp)	10d8+8 (50 hp)
Initiative:	−1 (Dex)	+0	+0
Speed:	0 ft.	Fly 10 ft. (perfect)	0 ft.
AC:	21 (−2 size, +13 natural), tree; or 12 (+2 size), death's heads	11 (+2 size, −1 Dex)	8 (−2 size), vines; 16 (+6 natural), pods
Attacks:	4d4 bites +13 melee; or 4d4 spit seeds +4 ranged	Spit seed +0 ranged	—
Damage:	Bite 1d2; or seed 1 and implant	Seed 1 and implant	—
Face/Reach:	10 ft. by 10 ft./15 ft.	2 _ ft. by 2 _ ft./0 ft.	10 ft. by 10 ft. square per HD/0 ft. (see text)
Special Attacks:	Death's heads, implant seeds	Implant seeds	Mind bondage, podlings
Special Qualities:	Plant, fire resistance 20, half damage from piercing, SR 11	Undead, flight, SR 11	Plant, dispersed vines, electricity and fire resistance 20, half damage from piercing
Saves:	Fort +12, Ref —, Will +4	Fort +0, Ref +0, Will +2	Fort +4, Ref -, Will +4
Abilities:	Str 28, Dex 9, Con 21, Int -, Wis 12, Cha 10	Str 2, Dex 9, Con -, Int -, Wis 10, Cha 1	Str -, Dex -, Con 12, Int 20, Wis 18, Cha 18
Skills:	—	Listen +3, Spot +3	Bluff +20, Diplomacy +18, Gather Information +18, Sense Motive +18
Feats:	—	Weapon Focus (spit)	—
Climate/Terrain:	Temperate plains, forest, hill and marsh	Temperate plains, forest, hill and marsh	Any warm or temperate land
Organization:	Solitary or grove (2–12)	Solitary or harvest (2–6)	Solitary
Challenge Rating:	9	1/6	6
Treasure:	None	None	None (standard for podlings)
Alignment:	Always neutral evil	Always neutral	Always chaotic evil
Advancement:	11–16 HD, 4d6 heads (Huge); 17–22 HD, 6d8 heads (Gargantuan)	—	11–14 HD (Gargantuan); 15–20 HD (Colossal)

	Fearweed Tiny Plant	Lashweed Large Plant	Quickwood (Spy Tree) Huge Plant
Hit Dice:	1d8 (4 hp)	4d8+12 (30 hp)	8d8+36 (68 hp)
Initiative:	+0	+1 (Dex)	2 (Dex)
Speed:	0 ft.	20 ft.	5 ft. (tree), burrow 30 ft. (roots)
AC:	12 (+2 size)	13 (–1 size, +1 Dex, +4 natural)	19 (–2 size, –2 Dex, +13 natural)
Attacks:	—	4 whips +6 melee	8 slams +15 melee
Damage:	—	Whip 1d4+4	Slam 1d6+11
Face/Reach:	2 1/2 ft. by 2 1/2 ft./0 ft.	5 ft. by 5 ft./10 ft.	10 ft. by 10 ft./5 ft. (90 ft. max. with roots)
Special Attacks:	Fear pollen	Spray poison, entangle	Improved grab, constrict 1d6+11, bite 1d4+5, animate trees, channel fear
Special Qualities:	Plant, camouflage, tremorsense	Plant, woodland stride, tremorsense	Plant, camouflage, electricity and fire resistance 20, half damage from piercing, blindsight 120 ft.:
Saves:	Fort +5, Ref +0, Will –1	Fort +7, Ref+2, Will +3	Fort +11, Ref +0, Will +4
Abilities:	Str Ø, Dex Ø, Con 16, Int Ø, Wis 9, Cha 1	Str 18, Dex 12, Con 16, Int 4, Wis 14, Cha 12	Str 32, Dex 7, Con 20, Int 12, Wis 14, Cha 12
Skills:	—	Hide –3*, Move Silently +1*	Hide –8*, Intimidate +10, Listen +10, Scry +10, Sense Motive +8, Spot +10, Wilderness Lore +10:
Feats:	—	—	—
Climate/Terrain:	Any land	Temperate and warm plains, forest, hill and marsh	Any forest
Organization:	Patch (11–20)	Patch (5–20)	Solitary or pair
Challenge Rating:	1	4	10
Treasure:	Standard	Standard	Standard
Alignment:	Always neutral	Usually neutral	Usually neutral
Advancement:	—	5–8 HD (Huge)	9–16 HD (Huge); 17–21 HD (Gargantuan)

	Undead Treant Huge Undead
Hit Dice:	8d12 (52 hp)
Initiative:	–2 (Dex)
Speed:	30 ft.
AC:	20 (–2 size, –1 Dex, +13 natural)
Attacks:	2 slams +2 melee
Damage:	Slam 2d6+9
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Blood drain, spells, trample, double damage against objects
Special Qualities:	Undead, fire vulnerability, half damage from piercing
Saves:	Fort +0, Ref +1, Will +4
Abilities:	Str 29, Dex 6, Con Ø, Int 12, Wis 15, Cha 12
Skills:	Hide –10*, Intimidate +8, Knowledge (any one) +8, Listen +9, Sense Motive +9, Spot +9, Wilderness Lore +9
Feats:	Cleave, Iron Will, Power Attack, Sunder
Climate/Terrain:	Any forest
Organization:	Solitary or grove (1 plus 4–7 dread treants)
Challenge Rating:	9
Treasure:	Standard
Alignment:	Always neutral evil
Advancement:	9–17 HD (Huge), 18–22 HD (Gargantuan)

Any commoner in Ravenloft can repeat the old adage that "Nature is not your friend." The monstrous flora of the Land of Mists may lack the cruel cunning of the villains adventurers often oppose, but sometimes, the forest can be as dangerous as the beasts that lope through it.

Combat

All monstrous plants share the following quality.

Plant: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and polymorphing. Not subject to critical hits.

Bloodroot

Bloodroots protrude through the floors, walls and ceiling of underground caverns, tunnels and passageways. At first glance, a bloodroot resembles the normal root structure of an ordinary tree reaching down through the earth searching for moisture and nourishment; only the deep red hue at the tips of the roots and the scattered bones of prior victims hint at the danger.

The bloodroot hangs motionless until an unwary creature moves within its reach, then strikes with the speed of a whip. Once immobilized in its preternaturally strong grasp, the carnivorous plant plunges its dagger-sharp appendages into its victim. Bloodroots inject a grappled victim with toxins that thin its blood, and then drain that fluid once the victim ceases to struggle. The desiccated husk is discarded to decay on the cavern floor.

Combat

Bloodroots grasp for their opponents with their long, animated roots. These appendages are tipped with razor-sharp, hollow needles. On a successful slam attack, the bloodroot attempts to grapple its opponent and immobilize it for easier consumption. A bloodroot has one attacking root for each Hit Die it possesses. No more than 4 roots can attack any one individual at a time.

Improved Grab (Ex): To use this ability, the bloodroot must hit with its slam attack. If it gets a hold, it can use a second root to make a gore attack each round. It continues to gore a grappled foe until that foe is dead.

Poison (Ex): Gore, Fortitude save (DC 13), initial damage 1d4 temporary Constitution, secondary damage 1d3 temporary Wisdom. As the victim's brain grows starved for oxygen, the victim sinks into a euphoric haze. If a bloodroot is slain (but not completely destroyed), its blood-thinning

sap can be drained to create a dose of the namesake poison found in the *Dungeon Master's Guide*. This poison is never quite as potent as it is "on the vine," but it is said to be mildly addictive.

Blindsight (Ex): Bloodroots have no visual organs, but can locate any prey within 10 feet through a combination of scent, sound and vibration.

Camouflage (Ex): Since a bloodroot looks like a normal plant when at rest, it takes a successful Spot check (DC 20) to notice it before it attacks. Dwarves with stonecunning and anyone with Wilderness Lore or Knowledge (plants or herbs) can use those skills instead of Spot to notice the plant.

Fire Vulnerability (Ex): A bloodroot takes double damage from fire except on a successful save.

Bloodrose

A predatory perversion of a beautiful flower, the bloodrose feeds on the blood of its victims. It lures creatures near by appearing to be a lovely rose white bush. The bloodrose then lashes out with its sharp thorns, tearing into unprotected flesh and spilling blood into the soil where its roots wait to bring the plant nourishment. As the plant feeds traces of crimson appear in the snow-white petals, gradually turning the flowers crimson.

Legend has it that the bloodrose was created by a powerful druid mage as a weapon of vengeance against a lover who cast him aside. The truth of this tale, if indeed there is any, is lost in the Mists. The same holds true of the rumors that when harvested as a pure white bloom the flower has the ability to ward off vampires.

Combat

The bloodrose looks much like a normal rosebush. Unwary creatures will not recognize their peril until the plant attacks. The bloodrose grows in patches of several bushes. Each bush in the patch occupies its own 5 ft. by 5 ft. square. When the attack begins, each bush in the patch can make one lash attack at any creature within its reach. A bloodrose continues to attack until its prey is slain or moves beyond its reach.

Entangle (Ex): As a free action, a bloodrose can use the remainder of its thorny branches to *entangle* foes, as the spell cast by a 3rd-level druid (Reflex DC 12). This affects every square within the bloodrose's reach.

Camouflage (Ex): A bloodrose looks like a normal rosebush when it is at rest. It takes a successful Spot check (DC 20) to notice the plant before it attacks. Anyone with Wilderness Lore or Knowledge (plants or herbs) can use those skills instead of Spot to notice the plant.

Tremorsense (Ex): Through their root systems, bloodroses can automatically sense the location of anything within 30 feet that is in contact with the ground.

Immunities (Ex): Blunt weapons deal only half damage to bloodroses, with a minimum of 1 point of damage. Piercing weapons inflict only 1 point of damage per strike, plus any enchantment bonuses.

Salt Vulnerability (Ex): A bloodrose suffers 1d10 points of damage if doused with a gallon of salt water. Foes coated in salt will be attacked once. After a single successful hit, however, the branches recoil, and the bloodrose will not attack that foe again.

Crawling Ivy

Like many monstrous plants, crawling ivy turns the tables on nature, feeding on the blood and bodily fluids of animals. Its leaves appear to be a dark, glossy green like normal ivy, but close examination reveals that pale magenta veining. The underside of each leaf is covered in tiny pores. Crawling ivy is semi-intelligent and can sometimes be trained to serve a master. It acts as a guardian in exchange for regular feeding.

Crawling ivy spreads to cover one 5 ft. by 5 ft. square per HD. Its roots can cling to walls as well as they can the ground.

Combat

Crawling ivy is a patient predator and often waits for its victims to come as close as possible before it launches its attack.

Entangle (Ex): As a standard action, the vines of crawling ivy can wrap around all foes within reach, rendering them immobile as if they are the target of an *entangle* spell cast by a 5th-level druid (Reflex DC 16). Foes actually climbing the ivy when it attacks lose their Dexterity bonus to this saving throw.

Blood Drain (Ex): The pores on crawling ivy's leaves can suck blood through the skin of an entangled victim. The ivy inflicts 1d3 temporary Constitution damage each round a victim remains entangled. If a victim is reduced to 0 Constitution, the horribly bruised corpse is simply discarded. Crawling ivy must drain at least 1 point of Constitution per HD each week or shrivel, losing 1 HD.

Tremorsense (Ex): Crawling ivy can automatically sense the location of anything within 60 feet that is in contact with the ground. This sense is sharp enough to distinguish between the vibrations of specific individuals.

Camouflage (Ex): Crawling ivy appears at first glance to be normal ivy. It takes a successful Spot check (DC 16) to notice the plant before it attacks. Anyone with Wilderness Lore or Knowledge (plants or herbs) can use those skills instead of Spot to notice the plant.

Dispersed Vines (Ex): Crawling ivy lacks a central body. One section can be destroyed while leaving the rest completely unharmed. Keep separate track of the hit points for each Hit Die. When the ivy loses all hit points from a given Hit Die or suffers a similar effect (such as gaining a negative level), that 5 ft. by 5 ft. section can no longer act (and is destroyed if reduced to –10 hit points). Area attacks deal full damage to each section within their area of effect.

Half Damage from Piercing (Ex): Piercing weapons deal only half damage to crawling ivy, with a minimum of 1 point of damage.

Berries (Ex): Crawling ivy produces clusters of bitter berries each fall that can be planted to start a new colony. These berries quickly bloom into tiny yellow flowers; the ivy produces 2d8 flowers per HD. The nectar of these flowers aids blood clotting. By pressing a flower against a creature's wounds, it can be used once to automatically stabilize a dying creature or otherwise stop bleeding. The flowers can also be used to make *curing* potions.

Death's Head Tree

A death's head tree resembles a weeping willow with grotesque fruit shaped like the heads of humanoid corpses dangling from the ends of its branches. The heads moan softly as the tree pushes putrid-smelling gases through their lips.

Death's head trees are born from death. Their seeds germinate in humanoid blood, so they are often found near battlefields or slaughtering grounds. The trees appear normal for the first 50–60 years of life; when they mature, they grow 4d4 head-like fruit (often called "death's heads") resembling the victims whose blood fed its growth.

Combat

Death's head trees attack only when humanoids come within their immediate area. However, their ability to cause their "fruit" to moan as if calling for help attracts many well-meaning souls to a grisly death.

Death's Heads (Ex): A death's head tree can bend its flexible branches to attack anyone within reach of its heads, which bite with needle-like teeth (actually seeds). The heads can also spit a seed using a quick blast of putrid gas, which has a range of 30 ft. with no range increment. A head contains 1d6 seeds. As long as a head is attached to the tree, it is considered a plant and attacks using the tree's attack bonus.

When the heads fully ripen, they break off from the tree and float away. When this happens, the heads' type becomes "undead." These horrific, leathery balloons float up to 20 miles from the tree, seeking a warm-blooded host or fresh battlefield for their seeds. When they spot a potential host, they spit their seeds. A death's head dies as soon as it runs out of seeds.

Implant Seeds (Ex): When a death's head hits with its bite attack or a spit seed, a seed becomes lodged in the victim's skin. The seed anesthetizes the wound such that a Spot check (DC 15) is required to notice it. Removal of a seed in the first 24 hours requires a Heal check (DC 10). After this, a seed in a humanoid subject takes root, inflicting 1d4 points of cumulative damage per day, up to a maximum of 10d4. Removal of a rooted seed requires a Heal check (DC 15 + number of days since seed took root). The attempt (successful or not) inflicts half as much damage as would be caused for that day. If a victim dies while implanted with one or more seeds, a new death's head tree will gradually grow from the victim's body.

Half Damage from Piercing (Ex): Piercing weapons deal only half damage to the main body of a death's head tree, with a minimum of 1 point of damage.

Undead: Detached death's heads are immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. They are not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage.

Flight (Ex): A death's head is naturally buoyant, held aloft by the gases of decomposition produced inside its skull-less heads. This buoyancy allows it to *fly* as the spell, as a free action, at a speed of 10 feet. This buoyancy also grants it a permanent *feather fall* effect with personal range.

Half Damage from Piercing (Ex): Piercing weapons deal only 1 point of damage to the tree but full damage to the heads.

Doppelganger Plant

Sightings of a falling star often presage the appearance of a doppelganger plant in the region. Sages have yet to discover the connection between these events, however. A doppelganger plant resembles nothing more than a thick tangle of vines and leaves. Upon closer examination, numerous large pods (each growing anywhere between 4–8 feet long) sprout up from the vines. A doppelganger plant grows one pod per Hit Die. Although the plant cannot move, it slowly grows to cover a large area.

Doppelganger plants draw sustenance from the life energy of humanoids. As it extends its alien intelligence over the surrounding countryside, it enslaves humanoid minds, then controls its "podling" slaves even as it consumes them, using them to protect it and procure more food. A doppelganger plant is a monstrously clever schemer, and will often sacrifice one podling to remove suspicion from another.

A doppelganger plant is in continuous telepathic communication with all the podlings it creates. This is the only way a doppelganger can communicate or sense its surroundings. The plant and all of its podlings know all languages spoken by any of its podlings.

Combat

The doppelganger plant has no physical way to defend itself. When a group of characters walk into its area, the creature attempts to use its *dominate* spells to take control of the character (DC 25). If successful, the creature quietly lures the character into one of the pods, which acts as the spell *trap the soul*. Once in the pod, the character's body is physically eaten at the rate one 1hp per round. When the character has died, the pod opens up and ejects an exact duplicate of the character, with the character's memories. The doppelganger acts exactly like the character and rejoins the party as if nothing happened. The doppelganger plant can use its *dominate* spells through the character clone to lure more party members into pods for duplication.

Mind Bondage (Su): Mind bondage is an insidious attack that, in some ways, combines the effects of the spells *dominate person* and *trap the soul*. Once per round, as a standard action, the plant can attempt to trap the soul of any sleeping or unconscious humanoid within its radius of effect. This ability has a radius of 1 mile per HD. Targets are selected at random from all candidates within range until one succumbs. The target must succeed at a Will save (DC 14 + 1/2 plant's HD) or have its soul drawn out of its body and into one of the plant's pods. The victim of a successful mind bondage attack gains the "podling" special quality. Once the plant makes a successful mind bondage attack,

it cannot make more attempts for one day. This is a mind-influencing effect.

Each pod can trap only one soul at a time. A doppelganger thus cannot make mind bondage attacks if all of its pods are in use, and total number of podlings it can control at any given time is limited to its total number of pods.

Podling (Su): "Podlings" are humanoids under the effects of a doppelganger plant's mind bondage. Podlings are completely under the control of their plant, and are otherwise immune to all mind-influencing effects. Podlings retain all statistics and abilities except divinely granted powers. Alignment effectively changes to chaotic evil. Animal companions (such as familiars and paladin mounts) can sense the change in their master. If these creatures try to save their master, the podling will destroy them as readily as any other creature.

Starting 24 hours after a victim succumbs to a mind bondage attack, the plant begins to feed on its podling. A podling suffers 1d4 points of damage each day as it wastes away from the inside out. A podling cannot heal damage naturally. When a podling suffers damage from piercing or slashing weapons, it must make a Reflex save (DC 10 + damage suffered). If the podling fails this save, the wound exposes its expanding hollow core. Foes who see this may call for a Horror save (DC 15). If a podling dies while enslaved, the plant consumes its life energy. Slain podlings can be restored to life only with a *true resurrection* spell. A podling's appearance grows more shriveled and cadaverous as it wastes away. A podling killed by the wasting effect leaves a corpse as hollow and fragile as a rotted melon.

Dispersed Vines (Ex): Doppelganger plants lack a central body. One section can be destroyed while leaving the rest completely unharmed. Keep separate track of the hit points for each Hit Die. Two hit points from each HD should be pooled as the total hit points for the patch of vines and roots that connect the pods. The rest of the hit points from each HD represent a single pod in the patch. Area attacks deal full damage to each section within their area of effect. If a pod is reduced to 0 hit points, the podling it controls (if any) immediately suffers subdual damage equal to its total hit points +10. If a pod is destroyed (reduced to –10 hit points), then the soul trapped within the pod is immediately freed (and the plant as a whole loses 1 HD). The "podling" special quality is immediately removed from the unconscious character.

If the hit points of a doppelganger plant's vines and roots are reduced to 0 or below, the pods can no longer communicate with each other. All podlings are immediately struck unconscious as detailed above. If the doppelganger plant fears for its survival, it may free all souls currently trapped in its pods (as above), pretending to be destroyed. If the vines and roots are reduced to –10 hit points, they appear to be destroyed, and all podling souls are automatically freed. To truly slay a doppelganger plant, its vines and pods must all be destroyed.

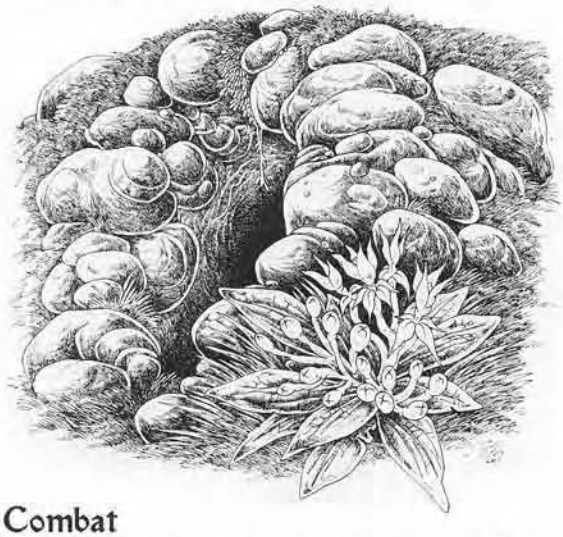
Half Damage from Piercing (Ex): Piercing weapons deal only half damage to the roots and vines of a doppelganger plant, with a minimum of 1 point of damage.

Skills: Doppelganger plants receive skills as though they were aberrations. Through their telepathic link, a doppelganger plant and its podlings can share any Intelligence-, Wisdom- and Charisma-based skills or they possess, using the highest result.

Fearweed

This bizarre mutant is almost indistinguishable from harmless milkweed, marked only its unusually extensive and spongy root structure. However, the plant's innocent façade shield a terrifying surprise for the unwary. Creatures exposed to fearweed pollen suffer nightmarish hallucinations. When these terrified creatures lash out at each other, the weed's roots absorb their spilt blood.

Fearweed is thought to have originated in harsh climes, thriving where normal plants would starve. However, some sages claim that fearweed was first created through the arcane experimentation of a lich. Fearweed is often planted to guard the entrances of lairs of various powerful creatures that are unaffected by its pollen.



Combat

When fearweed detects the proximity of living creatures, it releases a cloud of odorless, colorless gas containing its nearly microscopic pollen.

Fear Pollen (Su): Fearweed spews forth its poison gas when it senses a creature moving within 20 feet. This cloud quickly fills a 20-foot radius area of effect, centered on the plant itself. Fearweed can spew its pollen only once per day, but the cloud hangs in the air for 1d3 minutes.

Each round a creature remains in the area of effect, it must succeed at a Fortitude save (DC 13) or immediately succumb to extreme paranoia caused by horrific hallucinations. Friends are seen as murderous enemies, perhaps even monsters like doppelgangers. The surrounding plant and animal life seems twisted and threatening; everything appears to be an immediate threat that must be dealt with. These hallucinations last 1d4 minutes. Whenever a victim is slain or falls unconscious, each of its companions can make another Fortitude save to realize what has occurred. Characters who succeed at this second saving throw remain confused for the effects' duration (suffering a –2 penalty to attack rolls, checks and saves), but regain control of their actions.

Creatures immune to poison or mind-influencing effects are immune to fearweed pollen. A *neutralize poison* spell negates the effects of the pollen.

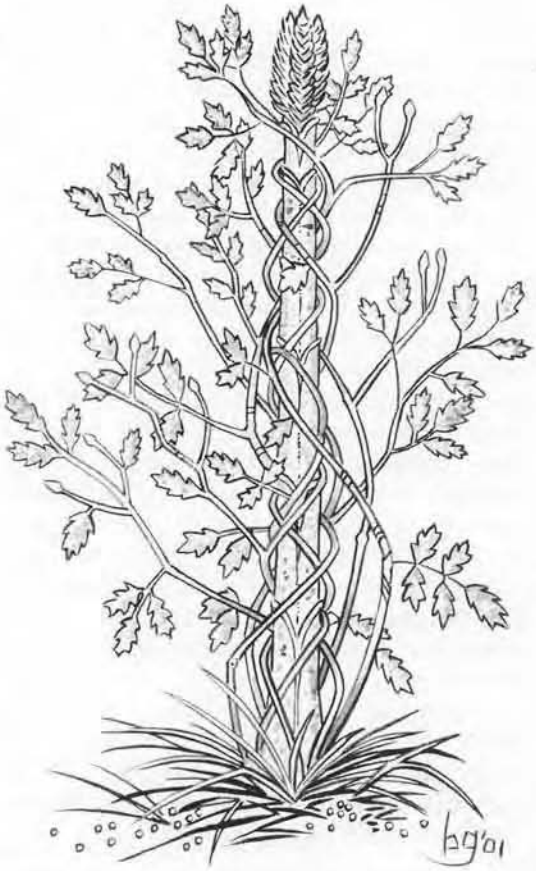
Camouflage (Ex): Fearweed appears to be common milkweed. It takes a successful Spot check (DC 20) to notice the plant before it attacks. Anyone with Wilderness Lore or Knowledge (plants or herbs) can use those skills instead of Spot to notice the plant.

Tremorsense (Ex): Through its extensive root system, fearweed can automatically sense the location of anything within 60 feet that is in contact with the ground.

Lashweed

Lashweeds are comprised of thick, veiny stems that coil around a central black stalk, from which oozes the digested blood of its victims. The leaves are dark green with serrated edges stained dark crimson. The plant moves on a mass of wiggling fibers that allow it to move through any vegetation as it runs down its blinded prey.

Lashweeds gather in patches of 5–20 plants. The patch tries to spread itself out as far as possible,



forming a rough circle with 20 to 30 feet separating each plant. They sometimes straddle a trail through woods or forest, lying in wait for passing victims.

The Vistani claim that lashweeds were first created from a band of druids who were defeated by a powerful necromancer and staked out in a field to die. As they slowly died, the druids chanted in unison, cursing the necromancer for their fate. The Dark Powers sensed their pain and anguish, and the first lashweeds grew from their corpses to seek revenge.

Lashweeds emit a drum-like pounding to locate prey. Some sages believe that lashweeds can alter this pitch and rate of their drumming as a form of communication, but no observers have ever survived long enough to prove this theory.

Combat

Lashweeds spend much of their time standing motionless, waiting for prey. When a lashweed senses the vibrations of a passing creature, it emits a loud thrumming noise and shambles forward to attack. Other lashweeds that detect this thrumming will also creep forward to investigate. Lashweeds always launch an attack by spraying poison to blind their prey, then close in for the kill, lashing out with their long, barbed tendrils.

Spray Poison (Ex): A lashweed can release a black spray of airborne poison in a 10-foot long cone. Contact, Fortitude save (DC 15); initial and secondary damage blinded for 1d4 days. A lashweed can spray poison once every three hours.

Entangle (Sp): A lashweed can *entangle* three times per day as the spell cast by a 3rd-level druid. The Reflex save to avoid entanglement has a DC of 13.

Woodland Stride (Ex): A lashweed can move through normal thorns, briars, overgrown areas and similar terrain at their normal speed and without suffering damage or other impairment. Thorns, briars and overgrown areas that are enchanted or magically manipulated to impede motion still affect the lashweed.

Tremorsense (Ex): Lashweeds can automatically sense the location of anything within 20 feet that is in contact with the ground. By emitting a deep thumming sound to enhance their echolocation, they increase this sensory range to 60 feet.

Skills: A lashweed receives a +10 racial bonus to Hide checks in overgrown areas. They receive a –10 racial penalty to Move Silently checks while thrumming.

Quickwood

Quickwoods, also known as *spy trees*, resemble oak trees at first glance. Closer examination reveals depressions in the tree's trunk that resemble a distorted human face. In combat, this face opens to reveal a jagged maw. Peaceful unless provoked, quickwoods can be persuaded by powerful creatures to become border guardians or forest spies.

Quickwoods are usually found in groves with normal oak trees. Some sages believe that quickwoods are created by powerful spellcasters who plant mandragora roots in a powerful rite; others hold that quickwoods are a natural race that simply straddles the boundary between animal and plant.

Quickwoods speak Sylvan. Their masters may teach them other languages as well. When in distress, they can emit a hollow drumming sound that can carry for a mile or more.

Combat

Quickwoods sustain themselves on sunlight and soil nutrients, like normal plants. They usually attack only when directed to by a master or when attacked. A quickwood can move its trunk only with great difficulty, so it attacks by extending its roots to attack. A quickwood can attack with a number of roots equal to its Hit Dice. It can extend

roots up to 30 feet per round. Roots can extend to a maximum distance of 90 feet.

Opponents can attack a quickwood's roots directly, severing them to free allies. A root is considered Medium-size, with AC 15 (–2 Dex, +7 natural) and 8 hit points. These hit points are not deducted from the quickwood's total. A quickwood withdraws all of its roots if half are severed.

Improved Grab (Ex): To use this ability, a quickwood root must hit with its slam attack. If it gets a hold, it can constrict. A quickwood pulls grappled foes towards its trunk at a rate of 30 feet per round. If a foes is pulled into a square adjacent to the quickwood's trunk, the quickwood can bite.

Constrict (Ex): A quickwood deals 1d6+11 points of damage with a successful grapple check against Medium-size or smaller opponents.

Bite (Ex): A quickwood can bite adjacent grappled foes once per round (+10 melee, 1d4+5 damage).

Animate Trees (Sp): A quickwood can animate normal oak trees within 180 feet at will, controlling up to four trees at a time. It takes a full round for a normal tree to uproot itself. Thereafter it moves at a speed of 10 and fights as a treant in all respects. Animated trees lose their ability to move if the quickwood who animated them is incapacitated or moves out of range. A quickwood can *scry* through oak trees within 1 mile as a standard action. The ability is otherwise similar to *liveoak* as cast by a 12th-level druid.

Channel Fear (Su): If a quickwood is directly targeted with any spell, as a free action it can channel the magic energy into an invisible, fear-inducing pulse with a 45-foot radius. All creatures caught within the area of effect must succeed at a Fear save (DC 15) or be panicked. This is a magical fear effect. If the spellcaster whose spell triggered the pulse fails this Fear save, then the spell is disrupted, having been channeled entirely into the pulse. If the spellcaster succeeds at the Fear save (or is outside its area of effect), the spell takes effect normally.

Camouflage (Ex): Quickwoods appear to be normal oak trees. It takes a successful Spot check (DC 16) to notice the plant before it attacks. Anyone with Wilderness Lore or Knowledge (plants or herbs) can use those skills instead of Spot to notice the plant.

Half Damage from Piercing (Ex): Piercing weapons deal only half damage to quickwoods, with a minimum of 1 point of damage.

Blindsight (Ex): In addition to its normal vision, a quickwood can use its leaves and roots to detect subtle air movements and changes in pressure. It can automatically sense the location of any corporeal object or creature within 60 feet.

Skills: Quickwoods receive skills as though they were fey. * They have a +18 racial bonus to Hide checks made in forested areas.

Dread Treants

Dread treants are treants that have absorbed the inherent corruption of the Realm of Dread from its very soil. Any treant in Ravenloft is ultimately doomed to turn to evil, as if the subject of an *awaken* spell (see "Spells in Ravenloft" in Chapter Three of the **Ravenloft** setting book). Although their statistics and abilities are unchanged from the *Monster Manual*, dread treants develop a taste for humanoid flesh. If provoked, they delight in wreaking their vengeance, destroying their foes in an orgy of destruction and torture. Dread treants prefer to eat their prey while it is still alive.

Undead Treant

Thoroughly corrupted by evil in life, many dread treants assumed a vampiric existence in death. Undead treants gain sustenance from the blood of living creatures. They prefer innocent victims and love to terrorize and torture travelers in their territory. Like their living kin, undead treants appear to be normal trees, though their branches never bear leaves. Their blackened bark is thick and dry, and their trunks and branches are gnarled and twisted. These creatures often rule a grove of evil treants.

Combat

Undead treants retain most of the abilities they possessed before death, but can no longer animate trees. Like living treants, undead treants can easily smash their way through most foes. If they need to feed, however, they snatch up living creatures to drain their blood.

Blood Drain (Ex): An undead treant can suck blood from a living victim with its roots. On its next turn after pinning a foe, 1d3 root-like tendrils wrap around and attach themselves to the victim. Each attached root inflicts 1 point of permanent

Constitution drain each round the pin is maintained. An undead treant cannot move while draining blood, and requires a full-round action to become mobile again once it stops feeding. In addition to the standard ways of breaking a pin, a trapped victim can be freed by severing all of the tendrils wrapped around the victim. Each tendril is AC 15 (+5 natural) and has 4 hit points; these hit points are not deducted from the undead treant's total. Undead treants use the same rules for feeding as vampires (see Chapter Five of the **Ravenloft** core book).

Spells: An undead treant casts spells as a 6th-level druid. Due to their extreme vulnerability to fire, they never use any spells that employ fire.

Trample (Ex): An undead treant can trample Medium-size or smaller creatures for 2d12+5 points of damage. Opponents who do not make attacks of opportunity against the undead treant or animated tree can attempt a Reflex save (DC 20) to halve the damage.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage.

Double Damage against Objects (Ex): An undead treant that makes a full attack against an object or structure deals double damage.

Fire Vulnerability (Ex): An undead treant takes double damage from fire attack unless the attack allows a save, in which case it takes double damage on a failure and standard damage on a success.

Half Damage from Piercing (Ex): Piercing weapons deal only half damage to undead treants, with a minimum of 1 point of damage.

Skills: * Undead treants receive a +16 racial bonus to Hide checks made in dead or dying forest areas.

Quevari

	Medium-Size Humanoid
Hit Dice:	1d8+1 (5 hp)
Initiative:	+4 (+4 Improved Initiative) [+7 (+3 Dex, +4 Improved Initiative)]
Speed:	30 ft.
AC:	10 [15 (+3 Dex, +2 natural)]
Attacks:	Unarmed strike +0 melee [sickle +2 melee; or sling +5 ranged]
Damage:	Unarmed strike 1d3 subdual [sickle 1d6; sling 1d4]
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Pacifistic, bloodmoon
Saves:	Fort +1, Reflex +2 [+5], Will +0
Abilities:	Str 10, Dex 10 [16], Con 12, Int 14, Wis 11, Cha 11
Skills:	Move Silent +10, Hide +10, Listen +8, Climb +14, Hide +10, Listen +8, Move Silently +10
Feats:	Improved Initiative [plus Blind-Fight, Weapon Finesse (favored light weapon)]
Climate/Terrain:	Any land
Organization:	Solitary, pair, family (2–5) or village (20–40 plus 100% noncombatants plus 1 3rd-level adept)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually lawful good (always lawful evil)
Advancement:	By character class

Quevari as a race are virtually indistinguishable from humans. They seem to be friendly, helpful people who live in peace and harmony with everyone around them. Their true nature is only revealed during the three nights of the full moon. Then, under the spell of what they call the "rising of the bloodmoon," they become ravenous cannibals who feast upon the flesh of their victims. The rest of the

month, they live as pacifists, purposefully blocking out what happens during those three nights.

The Quevari people wear bright and colorful clothing, decorated with fresh wildflowers. Casual observers often mistake members of the Quevari race for a light-skinned offshoot of the Vistani.

The Quevari gather nuts and berries, tend their farms, hunt and fish. They live together in isolated villages of at least a dozen families where community decisions are made by simple vote. The Quevari are always friendly to outsiders, and if visitors seem peaceful and friendly, the Quevari usually invite them to stay for a couple of days.

The Quevari language is sweet and mild sounding, filled with musical phases and a poetic grammar, forming enthralling songs and delicate prose. Most Quevari speak one or two other languages as well.

Combat

The Quevari shun combat and conflict when they are in their pacifistic phase. At such times they fight only to defend themselves. Their primary weapons are short bows and slings, sickles and daggers.

Pacifistic (Ex): Due to their strong reluctance to harm thinking creatures, the Quevari suffer a –2 morale penalty to all attack rolls when in their pacifistic phase..

Bloodmoon (Ex): On the three nights of the full moon, Quevari become bloodthirsty killers. The revelation of this side of the Quevari may provoke a Horror save (DC 15) from characters who witness the transformation.

Quevari gain a +6 bonus to Dexterity at this time, and their natural armor increases by +3. During the bloodmoon, the Quevari gain the Blind-Fight feat and always strike as if they have the Weapon Finesse feat for their favored weapon. If using a melee weapon not found in their daily lives (warhammers, polearms, etc.), they strike normally. Statistics in brackets above represent a Quevari during the bloodmoon.

Quevari Characters

Most Quevari remain commoners or experts, but occasionally a Quevari will set out to see the world, perhaps secretly hoping to escape the pull of the bloodmoon. An adventuring Quevari's favored class is rogue.

Radiant Spirit

	Medium-Size Undead (Incorporeal)
Hit Dice:	10d12+3 (68 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	Fly 30 ft. (perfect)
AC:	15 (+2 Dex, +3 deflection)
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Frightful moan, radiant aura, blinding pulse, sunbeam
Special Qualities:	Undead, incorporeal, +4 turn resistance, rejuvenation
Saves:	Fort +3, Ref +7, Will +13
Abilities:	Str –, Dex 14, Con –, Int 15, Wis 18, Cha 16
Skills:	Diplomacy +18, Listen +17, Knowledge (religion) +20, Search +20, Sense Motive +18,, Spot +17
Feats:	Alertness, Improved Initiative, Iron Will, Lightning Reflexes, Toughness
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	110
Treasure:	None
Alignment:	Always lawful evil
Advancement:	11–20 HD (Medium-size)

Radiant spirits manifest when a powerful paladin or lawful good cleric is killed before she can complete an important and spiritual quest. These tortured spirits exist in constant agony, reliving their failure over and over. A combination of anger, remorse and pride keeps their souls trapped in the Land of Mists and twists their souls to evil. They manifest as a nimbus of blindingly bright white light. Those who can penetrate this aura sees a ghostly shape, wracked with agony.

A radiant spirit cannot roam farther than one mile from the site of its downfall. Those who "trespass" on a spirit's territory often hear the radiant spirit's doleful moans and wails before they encounter the spirit itself. If the trespassers can demonstrate their good nature and sympathy for the radiant spirit's plight, it will often let them pass unharmed. Should trespassers reveal their evil nature, however, or in any way show the spirit disrespect, it will immediately attack.

Radiant spirits know any languages they spoke in life. Their voices are remorseful and tormented, full of sorrow and grief. A radiant spirit will not speak to anyone of evil alignment.

Combat

As the ghostly remains of a skilled paladin or cleric such, a radiant spirit has the same fighting abilities as when living, plus a number of special ghostly abilities. The radiant spirit only harms those of evil alignment who come within haunting range, blinding his foes with radiant gaze or manifesting and attacking as it did in life.

Frightful Moan (Su): The radiant spirit can moan as a standard action. All living creatures within a 30-foot area must make a Fear save (DC 18). Evil creatures suffer a –5 morale penalty to their save. A creature that makes a successful save cannot be affected by that spirit's moan again for one day.

Radiant Aura (Su): A radiant spirit is continuously surrounded by an aura of light as bright as daylight. This is a gaze attack: Blindness for 1d4 rounds, 30 feet, Fortitude save (18). A radiant spirit cannot suppress this ability.

Blinding Pulse (Su): Once per minute, a radiant spirit can channel its radiance into a concentrated pulse of light. This is treated as the gaze attack above, except that creatures that fail their Fortitude save suffer 1d10 points of damage and are permanently blinded, as per the *blindness* spell cast by a 10th-level cleric. Victims who are permanently blinded develop scars on their corneas in the shape of a laughing skull. When these scars are visible, the victim suffers a +1 modifier to its Outcast Rating.

Sunbeam (Su): Three times per day, a radiant spirit can channel its radiance into a fiery beam, as the sunbeam spell cast by a 10th-level cleric.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Rejuvenation (Su): If a radiant spirit is destroyed, it reforms in 2d4 days. The only way to permanently lay a radiant spirit to rest is to complete its failed quest. Such quests usually entail the defeat of an even greater evil.

Ravenkin

	Small Monstrous Humanoid
Hit Dice:	2d8 (9 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	Fly 60ft. (good)
AC:	15 (+1 size, +4 Dex)
Attacks:	Bite +7 melee
Damage:	Bite 1d3–1
Face/Reach:	5ft. by 5ft. /5ft.
Special Attacks:	Eye peck, spells
Special Qualities:	Ravenlink
Saves:	Fort +1, Ref +7, Will +5
Abilities:	Str 9, Dex 18, Con 12, Int 18, Wis 15, Cha 18
Skills:	Appraise +8, Concentration +4, Gather Information +6, Intuit Direction +8, Knowledge (arcana) +8, Listen +4, Read Lips +5, Scry +8, Sense Motive +8, Spot +8
Feats:	Improved Critical (bite), Improved Initiative, Flyby Attack, Still Spell, Weapon Finesse (bite)
Climate/Terrain:	Any temperate land
Organization:	Solitary, murder (5–20), or community (100–200 plus 10% noncombatants plus 200–300 ravens)
Challenge Rating:	2
Treasure:	Standard
Alignment:	Usually neutral, always good
Advancement:	By character class

Although some see ravens as symbols of ill omen, ravenkin are one of the brightest lights for good creature to be found in Ravenloft. Ravenkin are a black-feathered avian race that resembles oversized versions of their raven cousins, with a five-foot wingspan. These dark birds often wear shiny trinkets to identify themselves.

True omnivores, Ravenkin live on a diet of anything from carrion to berries. They kill when they need to but prefer scavenging corpses to the arduous act of hunting.

Ravenkin have their own screeching language but most speak at least one domain language as well.

Combat

Ravenkin try to avoid drawing attention. If they must fight, they use hit-and-run tactics.

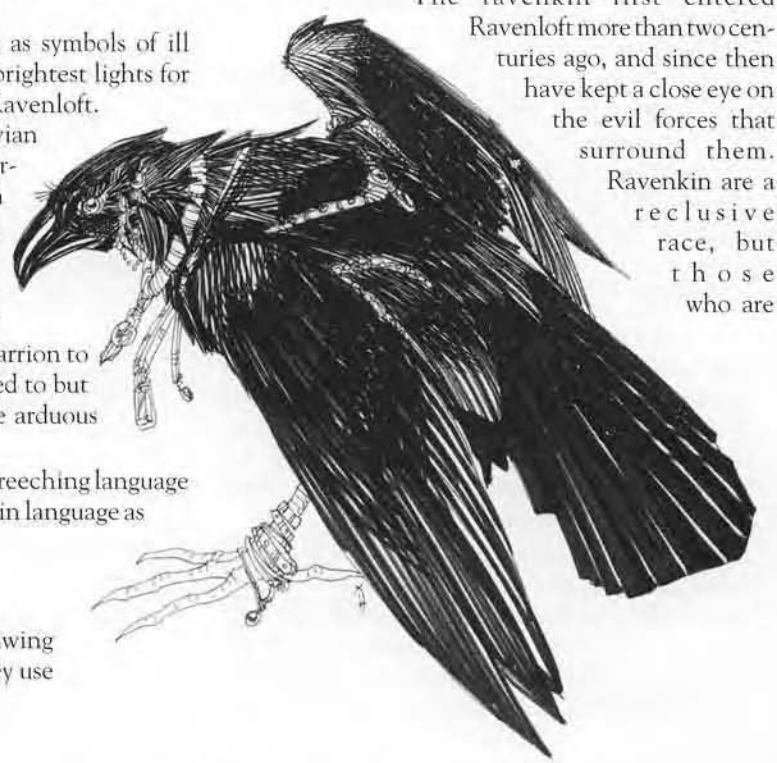
Eye Peck (Ex): if a ravenkin deals a critical hit with its bite attack (threat range 19–20), it plucks the victim's eye out of its socket. This blinds the eye. A victim reduced to just one eye suffers a –2 competence penalty to all Dexterity-modified rolls due to the loss of depth perception. A creature that loses all of its eyes is blinded. Only the *regeneration* and *heal* spells can cure this form of blindness.

Spells: All Ravenkin can cast spells as a 1st-level sorcerer. Ravenkin use the Still Spell feat to cast spells at their foes while flying.

Ravenlink (Su): Ravenkin do not possess familiars like some spellcasters. Instead, they have a mystical link with all normal ravens. A ravenkind can share spells with any given raven within 5 feet. If a ravenkin has at least 3 HD, it can deliver touch spells through any normal raven within 60 feet. If a ravenkin has at least 13 HD, then once per day it can *scry* on any normal raven it touches. This acts as an arcane spellcaster's ability to scry through her familiar.

Ravenkin Society

Ravenkin are a reclusive and extremely long-lived race, their lifespan lasting centuries. They incorporate their approximate age into their name (such as "Kryneeka Hundredsummers"). The ravenkin first entered Ravenloft more than two centuries ago, and since then have kept a close eye on the evil forces that surround them. Ravenkin are a reclusive race, but those who are



able to befriend them have gained an invaluable source of information.

Ravenkin communites resemble nothing so much as a collection of large nests, spread out over several square miles. Only a small number of ravenkin eggs actually hatch, so their numbers are steadily declining. The ravenkin blame the land's evil taint for the corruption of their eggs.

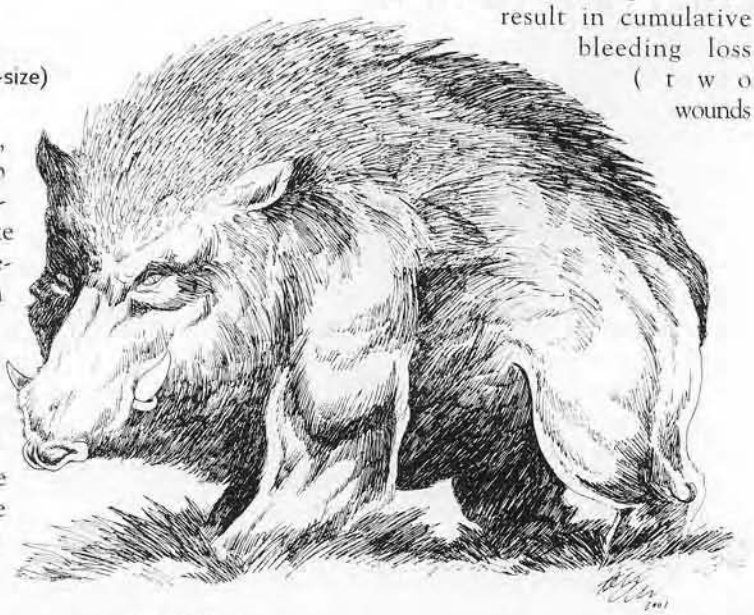
Ravenkin Characters

A ravenkin's favored class is sorcerer. Wizards are not uncommon, however.

Razorback

	Small Beast
Hit Dice:	2d10+2 (13 hp)
Initiative:	+3 (+3 Dex)
Speed:	50 ft.
AC:	19 (+1 size, +3 Dex, +5 natural)
Attacks:	Rake +3 melee; or 2 claws −2 melee, bite −2 melee
Damage:	Rake 1d8+1 and wounding; or claw 1d4+1, bite 1d6+1
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Wounding
Special Qualities:	Scent
Saves:	Fort +4, Ref +6, Will +1
Abilities:	Str 12, Dex 16, Con 12, Int 4, Wis 12, Cha 8
Skills:	Hide+8*, Listen+5, Move Silently+7, Spot+5
Climate/Terrain:	Temperate or warm plains
Organization:	Solitary, pair or pack (2–8)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral
Advancement Range:	3–5 HD (Small); 6–8 HD (Medium-size)

A razorback is a squat, tough, fast creature known for tearing deep bleeding wounds in its prey. Razorbacks are built low to the ground like boars, with powerful legs and tremendous endurance. Their tough hides are light brown and covered with short bristly striped coats that help them blend into tall grasses and brush. A razorback's teeth and claws are designed for efficiently devouring prey, but their spinal ridge is their primary weapon. At the base of the skull, the skin thickens into a hump covered with smaller spines, ending in a narrowing cord of thick muscle at the shoulder blades. Set into this ridge of muscle are razor sharp, double-edged bony spines, about the length and thickness of a dagger blade, that lie flat when the razorback is at rest. When it senses danger or prepares to attack, however, these muscles flex, causing the long spines to rise up, forming a shark-like fin with which the razorback rends the underside of its prey.



Combat

Razorbacks race between the legs of their prey, attempting to inflict bleeding wounds on the soft underbelly, then follow the wounded creature, avoiding further combat while they wait for it to collapse from blood loss. A razorback must charge a foe to use its rend attack, but can continue moving after its attack (up to a total distance of double its speed), and passing through the foe's square does not provoke an attack of opportunity. The foe must be between Medium-size and Huge (long); razorbacks cannot reach the underbelly of a creature beyond this range. The statistics above to not include the +2 bonus to the attack roll for charging.

Groups of razorbacks generally attack separate targets, but, when hungry enough, will all charge in succession at an especially large or dangerous creature.

Wounding (Ex): Wounds caused by a razorback's spine bleed for one point of damage per round thereafter in addition to the normal damage from the attack. Multiple wounds result in cumulative bleeding loss (two wounds

bleed for 2 points of damage per round, and so on.) The bleeding can be stopped by a successful Heal check (DC 15) or the application of any healing magic. Creatures that are not subject to critical hits are not affected by wounding.

Skills: Razorbacks receive a +4 racial bonus to Hide and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus improves to +8.

Reaver

	Medium-Size Monstrous Humanoid (Aquatic)
Hit Dice:	4d8+4 (22 hp)
Initiative:	+0
Speed:	20 ft., swim 60 ft.
AC:	16 (+6 natural)
Attacks:	2 claws +8 melee, bite +3 melee
Damage:	Claw 1d6+4; bite 1d4+2
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Improved grab, cutting scales
Special Qualities:	Amphibious
Saves:	Fort +2, Ref +4, Will +6
Abilities:	Str 18, Dex 10, Con 12, Int 7, Wis 14, Cha 12
Skills:	Hide +6*, Listen +5*, Move Silently +4*, Profession (Hunt) +4*, Spot +5*, Wilderness Lore +4*
Feats:	Cleave, Power Attack
Climate/Terrain:	Temperate and warm aquatic (Sea of Sorrows)
Organization:	Solitary or school (10–15)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	By character class

Reavers are an evil aquatic race that terrorizes those who live on the western shores or those who travel on the Sea of Sorrows. Those who know the sea know to fear the reavers and the bloodshed they bring. A reaver attack is a chaotic and merciless event that leaves rare survivors seeking occupations far inland.

These tall humanoid creatures have sharp scales covering their body and webbing between their claws and toes. Their faces are fish-like, with bulbous eyes and wide mouths filled with rows of tiny sharp teeth. Their scales range in color from dark green to mottled-brown.

Reavers are bloodthirsty carnivores that prefer to eat land-dwelling mammals. They consider intelligent life more worthy of consumption than animal life, so they frequently attack humanoids.

Reavers speak only in hisses and ultrasonic screeches that are impossible for most humanoids to reproduce naturally or even hear.

Combat

Reavers typically converge on a single target (such as a boat or a home) in a terrifying nighttime raid. Their sole tactic is to tear foes to pieces using their powerful claws, bite and scales.

When encountered in their lairs, reavers hide among the seaweed and swarm trespassers as they approach.

Improved Grab (Ex): To use this ability, the reaver must hit up to a Small opponent with a single claw attack or up to a Medium-size opponent with both claw attacks.

Cutting Scales (Ex): When a reaver grapples an opponent, it rakes the opponent over its sharp scales, automatically dealing 1d6 points of slashing damage. Any creature that grapples a reaver is also subject to this damage.

Amphibious (Ex): Reavers can breathe both air and water, though they dry out quickly. A reaver can survive out of the water for 1 hour per point of Constitution (after that, refer to the drowning rules in Chapter Three of the *Dungeon Master's Guide*).

Skills: While underwater, reavers receive a +4 racial bonus to Hide, Listen, Move Silently, Profession (hunt), Spot and Wilderness Lore checks.

Reaver Society

Reavers gather in schools of perhaps a dozen in underwater lairs. These lairs are often hidden beneath a coral reef or within a thick bed of seaweed. Once a lair is established, any nearby intelligent creatures are considered violators of the reavers' territory. Reavers punish the violators with nightly raids until the violators flee or are killed.

Occasionally, a reaver will be cast out of its society for failing the group in some way. These reavers travel inland to fresh waters, where they prey on individuals who dare to approach the water alone.

Reaver Characters

A reaver's favored class is fighter, though rangers are also common. Thankfully, reaver spellcasters are unknown.

Red Widow

	Medium-Size Shapechanger
Hit Die:	6d8+12 (39 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	30 ft.; 30 ft., climb 20 ft. as spider
AC:	12 (Dex); 18 (+2 Dex, +6 natural) as spider
Attacks:	Unarmed strike +6 melee; bite +6 melee as spider
Damage:	Unarmed strike 1d3+2 subdual; bite 1d4+2 and poison
Face / Reach:	5ft. by 5ft. / 5ft.
Special Attacks:	Web, poison, fluid drain, infest
Special Qualities:	Alternate form, darkvision 60 ft.
Saves:	Fort +7, Ref +7, Will +6
Abilities:	Str 14, Dex 15, Con 14, Int 14, Wis 13, Cha 17
Skills:	Bluff +14, Climb +10, Diplomacy +12, Hide +6*, Jump +4 (+10*), Listen +3, Move Silently +6*, Sense Motive +10, Spot +3 (+11*)
Feats:	Alertness, Improved Initiative, Skill Focus (Bluff)
Climate /Terrain:	Any temperate or cold land
Organization:	Solitary or pair
Challenge Rating:	6
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement:	7–9 HD (Medium-size); 10–12 HD (Large)

The red widow, or *spider queen*, preys upon unsuspecting males, using its seductive humanoid form to lure prey into its clutches. In humanoid form, a red widow appears as a female humanoid (usually human). Regardless of her apparent race, a red widow is always fair to look upon and has bright red hair. A red widow's lifespan barely stretches across three decades, but her humanoid form always appears to be at the prime of life.

In its true form, a red widow resembles a massive black widow spider with reversed colors. Its bulbous body is a bright, shiny red, bearing a black hourglass upon its back.

Red widows are usually solitary but occasionally work in pairs. Their lives are usually consumed by their biological drive to feed and breed, but on rare occasion, red widows have been known to rise above their instincts, becoming truly ambitious predators who sought to better their social standing or extend their lifespan. These rare "ambitious" red

widows can gain class levels, with rogue as their favored class.

Red widows speak the domain languages of their homeland.

Combat

Although they are dangerous opponents, red widows prefer to avoid combat. They use their beauty and whatever seductive methods seem appropriate to draw their prey into a place of their choosing, often a web-choked urban lair cluttered with the husks of prior lovers. A red widow is a cautious being, and will patiently conceal its true nature until the last possible moment. A widow's goal is to lure her prey into a lover's embrace. Then, while he is most vulnerable, she reverts to her natural form and strikes.

Web (Ex): Red widows in spider form can cast webs as effectively as Medium-size monstrous spiders (see Appendix Three in the *Monster Manual*). If a widow succeeds at an opposed Strength check with a creature caught in her web, then as a standard action she can pull the victim 10 feet closer to herself.

Poison (Ex): Bite, Fortitude save (DC 15); initial damage 1d6 temporary Strength, secondary damage 2d6 temporary Strength.

Fluid Drain (Ex): A red widow in spider form can drain blood and bodily fluids from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains fluids, inflicting 1d4 points of temporary Constitution damage each round the pin is maintained. Each point of Constitution a red widow devours sustains it for one day.

Infest (Ex): Red widows are instinctually compelled to breed about once a year. After seeking out a charismatic male, she paralyzes her mate with her venom, but does not drain his blood. Instead, she implants 2d4 eggs in his abdomen and cocoons him in a web in her lair. Unless removed, the eggs hatch in 1d6 days. The newborn red widows feed on their father, with each spider inflicting 1 point of damage each day. Red widows reach maturity (and gain the ability to assume humanoid form) after one year; treat immature red widows as monstrous spiders. Red widow young are always red widows, but their apparent race in humanoid form is inherited from their father.

Alternate Form (Su): A red widow's natural form is that of Medium-size monstrous spider. Older red widows, or more powerful subtypes, can become Large in spider form. As a standard action, a red widow can assume a specific humanoid form as if using the *polymorph self* spell (though her gear does not change). A slain red widow reverts to spider form. A red widow can use her special attacks only while in spider form. If grappling, a red widow can shift from one shape to another while maintaining a pin.

Skills: Red widows receive a +4 racial bonus to Bluff, Diplomacy and Sense Motive checks. *When in spider form, red widows receive a +6 racial bonus to Jump checks and a +8 racial bonus to Spot checks. In addition, they gain a +8 competence bonus to Hide and Move Silently checks when using their webs.

Remnant, Aquatic

	Medium-Size Undead (Aquatic, Incorporeal)
Hit Dice:	3d12 (19 hp)
Initiative:	+2 (Dex)
Speed:	Swim 40 ft.
AC:	15 (+2 Dex, +2 deflection, +1 natural)
Attacks:	Incorporeal touch +3 melee
Damage:	Incorporeal touch 1d4 permanent Dexterity drain
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Dexterity drain, gift of breath, manifestation
Special Qualities:	Undead, incorporeal
Saves:	Fort +1, Ref +3, Will +4
Abilities:	Str Ø, Dex 15, Con Ø, Int 10, Wis 12, Cha 8
Skills:	Hide +10, Listen +12, Search +5, Sense Motive +4, Spot +8
Feats:	Blind-Fight
Climate/Terrain:	Any aquatic
Organization:	Solitary, gang (2–5), or swarm (6–11)
Challenge Rating:	3
Treasure:	None
Alignment:	Usually chaotic neutral
Advancement:	4–8 HD (Medium-size)

Remnants are the spirits of humanoids whose bodies were thrown into a watery, unconsecrated grave after they had been worked to death. Remnants resemble partially decomposed humanoids with strange sad faces, eyeless sockets and pale floating hands. They have no lower body; it appears to just fade away in the depths of the water. Remnants are confined to the body of water that holds their corpses, never venturing far from the site of their death.

Remnants know the languages they spoke in life, but they cannot communicate without the aid of magic.

Combat

Remnants are not necessarily hostile to the living; they only seek to find rest. If they encountet creatures that can help them toward this goal, they often lend whatever aid they can. A remnant can be laid to rest by finding its physical remains and burying them in consecrated ground.

Dexterity Drain (Su): Living creatures reduced to 0 Dexterity becomes numbed by hypothermia and can no longer move. Without aid, it is sure to drown.

Gift of Breath (Sp): Once per day, a remnant can bestow the effects of a *water breathing* spell on a single living creature. The remnant does this by breathing into the creature's mouth, and the duration lasts for as long as the remnant maintains physical contact with the target.

Manifestation (Su): As ethereal creatures remnants cannot affect or be affected by anything in the material world. When they manifest, remnants become visible but remain incorporeal. This allows the manifested remnant to strike with its touch attack. The remnant remains on the Ethereal Plane but opponents on both the Ethereal and Material Planes can attack it.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Rushlight

	Small Undead (Fire, Incorporeal)
Hit Dice:	6d12 (39 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	Fly 50 ft (perfect)
AC:	16 (+1 size, +2 Dex, +3 deflection)
Attacks:	Flame touch +6 melee
Damage:	Flame touch 3d4 and burn
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Burn
Special Qualities:	Undead, incorporeal, natural invisibility, SR 15, turn resistance +4
Saves:	Fort +2, Ref +4, Will +5
Abilities:	Str -, Dex 15, Con -, Int 10, Wis 11, Cha 18
Skills:	Hide+14, Intuit Direction +9, Listen +9, Sense Motive +9, Spot +9
Feats:	Alertness, Flyby Attack, Improved Initiative
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	8
Treasure:	None
Alignment:	Always chaotic evil
Advancement Range:	7–12 HD (Medium-size)

The superstitious folk who inhabit the Land of Mists value fire for its cleansing properties. In some lands, like Tepest, evildoers are burned alive to purge them of their evil. However, this sometimes leads to an even greater evil. The rushlight is created from the spirit of an evil creature who has been burned alive.

This strange undead cannot be seen by those who look for it, but can be glimpsed out of the corner of the eye. When seen this way, a rushlight appears to be a 2-foot ball of flame with the face and hands of a tortured soul trapped inside.

Rushlights must rest in the ground where their cremated ashes lie by day, but at night can roam up

to 20 miles from this "lair" while hunting. They seek to harm the innocent and bring pain and suffering in a vain hope to ease their own suffering.

Combat

A rushlight attacks by sweeping past — or even through — its foes, hoping to immolate them with its fiery touch.

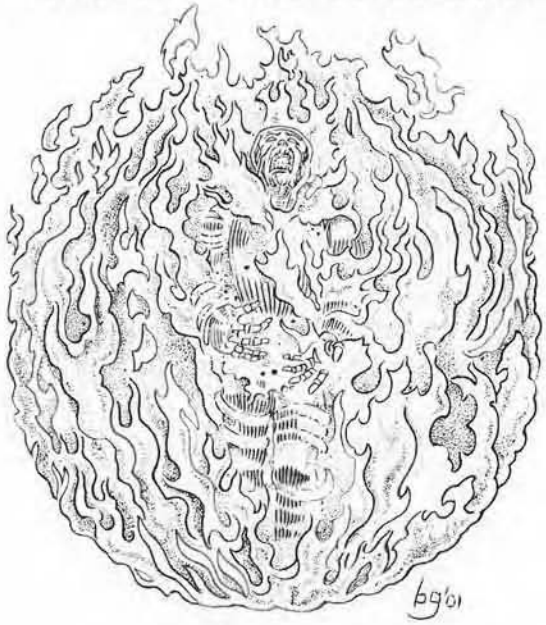
Burn (Ex): Those hit by a rushlight's touch must succeed at a Reflex save (DC 17) or catch fire, suffering an additional 1d4 points of fire damage each round. This unholy fire cannot be extinguished by normal means but *dispel magic* (caster check DC 16) or *dispel evil* extinguishes the flames instantly.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save. Rushlights automatically suffer double damage from holy water.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Natural Invisibility (Ex): Rushlights are naturally invisible. Characters who attempt to spot by them by using peripheral vision may do so by making a Spot Check (DC 15). This allows the character to fight the creature as if it were visible, but at a –2 penalty to attack rolls. Spells such as *see invisibility* and *invisibility purge* can also render a rushlight visible.



Scarecrow, Dread

	Medium-Size Construct
Hit Dice:	3d10 (20 hp)
Initiative:	+0
Speed:	30 ft.
AC:	12 (+2 natural)
Attacks:	2 slams +3 melee; or scythe +3 melee
Damage:	Slam 1d4+1 and stinging curse; scythe 2d4+1 (x4 crit) and stinging curse
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Stinging curse
Special Qualities:	Construct, cold immunity, electricity resistance 20, damage reduction 10/+1, fire vulnerability
Saves:	Fort +1, Ref +1, Will +3
Abilities:	Str 12, Dex 10, Con -, Int -, Wis 14, Cha 14
Skills:	Listen +2, Spot +2
Climate/Terrain:	Any temperate or warm land (farmland)
Organization:	Solitary
Challenge Rating:	3
Treasure:	None
Alignment:	Usually neutral evil
Advancement:	—

Farmers place scarecrows in their fields to keep away crows and other crop-eating birds. The scarecrow is supposed to act as a deterrent for these animals, keeping the crops safe. Sometimes, however, an evil spirit brings these constructs to life. Usually a farmer who suffers a horrid death or dies bears a grudge against his fellow townsfolk will inhabit a scarecrow to seek revenge, but sometimes the animating spark is simply the wronged party's hatred itself. Once animated, the scarecrow's face glows as if a candle had been placed in its pumpkin head. Over time, the scarecrow's face slowly changes to grotesquely resemble the former face of the evil spirit within. Anyone who knew the animating spirit in its former life can recognize it in its scarecrow form with a successful Spot check (DC 20).

Dread scarecrows understand the languages they knew in life, but they cannot speak.

Combat

A scarecrow usually ignores everyone except its chosen victims. Scarecrows attack with their arms or wield agricultural tools (such as sickles or scythes) as weapons. A scarecrow never retreats and continues attacking until destroyed.

Stinging Curse (Ex): A foe hit by a scarecrow's melee attacks must succeed at a Fortitude save (DC 13) or be cursed with an odor that causes swarms of insects to attack the character. The first round of insect stings automatically deals 1d4 points of damage. The damage increases by a cumulative 1d4 per round. Also, the character suffers an effective, cumulative –1 circumstance penalty to attack and damage rolls each round the insects attack. The insects attack until the victim receives a *remove curse* spell or until the victim dies.

Construct: Immune to all mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Fire Vulnerability (Ex): A scarecrow suffers double damage from fire-based attacks except on a successful save.

Scavyt

	Small Animal
Hit Dice:	1d8+2 (6 hp)
Initiative:	+3 (Dex)
Speed:	30 ft., climb 10 ft.
AC:	14 (+1 size, +3 Dex)
Attacks:	Bite +2 melee
Damage:	Bite 1d4+1
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Qualities:	Scent, low-light vision
Saves:	Fort +2, Ref +5, Will +1
Abilities:	Str 12, Dex 17, Con 15, Int 2, Wis 12, Cha 6
Skills:	Intimidation +4, Listen +5, Spot +5, Swim +2
Climate/Terrain:	Any underground
Organization:	Pack (5–20)
Challenge Rating:	1/3
Treasure:	None
Alignment:	Always neutral
Advancement:	2–3 HD (Medium-size)

In dark dungeons or underground caves, where prey has freshly fallen to a predator, the cackling cries of the scavyt calling its pack to feed is often heard. Related in many ways to plains hyenas, the scavyt is a scavenger of caverns and dark places. Approximately the size of a hunting dog, one scavyt is not much of a threat and is easily driven off by a show of strength. Within a pack, however, these scavengers can prove quite deadly. Rarely do single scavyts travel without their pack close behind.

Their calls, alternating between whispered barks and sharp, laughter-like cries are intended to spook predators away from their prize. Deep in a cavernous dungeon, these calls echo again and again making a small pack seem large and a large pack seem overwhelming. Creatures with a strong survival instinct flee when the cackling begins. Those with a weak instinct for survival are normally added to the menu.

Combat

Scavyt tactics are straightforward. They only attack when they have superior numbers or when cornered. They first try to spook their prey with their barking. When their prey's numbers are sufficiently reduced, they charge in unison seeking to eliminate the weakest of their prey first. Scavyts are cowards at best and can be easily startled by fantastic displays of magic or a successful Intimidation.

Scent (Ex): In the darkness underground, a scavyt pack uses their preternatural sense of smell to track prey. Rules for this ability can be found in the *Monster Manual*.

Sea Spawn

	Master	Minion
	Large Aberration (Aquatic)	**Diminutive Aberration (Aquatic)**
Hit Dice:	10d8+30 (75 hp)	1/2 d8 (2 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)	+9 (+5 Dex, +4 Improved Initiative)
Speed:	20 ft., swim 20 ft.	10 ft., climb 5 ft., swim 10 ft.
AC:	16 (–1 size, +1 Dex, +6 natural)	19 (+4 size, +5 Dex)
Attacks:	2 claws +10 melee, bite +8 melee	Bite +0 melee
Damage:	Claw 1d6+4, bite 2d6+2 and disease	Bite 1d3–5 (1)
Face/Reach:	5 ft. by 5 ft. / 10 ft.	1 ft. by 1 ft. / 0 ft.
Special Attacks:	Disease	Poison, control host
Special Qualities:	Aquatic allies, slime	Amphibious, telepathy
Saves:	Fort +6, Ref +4, Will +9	Fort +1, Ref +5, Will +2
Abilities:	Str 19, Dex 12, Con 16, Int 12, Wis 10, Cha 14	Str 1, Dex 20, Con 12, Int 6, Wis 10, Cha 8
Skills:	Escape Artist +4*, Intuit Direction +9, Listen +7, Move Silently +10, Search +9, Spot +9	Hide +23, Move Silently +11
Feats:	Improved Initiative, Iron Will, Multiattack	Improved Initiative
Climate/Terrain:	Any aquatic	Any aquatic
Organization:	Solitary	Brood (3–18)
Challenge Rating:	5	1
Treasure:	Standard	None
Alignment:	Usually lawful evil	Always lawful evil
Advancement:	11–16 HD (Large)	—

Master sea spawn are among the most horrid creatures known to lurk beneath the seas of Ravenloft. They use spawn minions to infiltrate and control the inhabitants of coastal villages. Once they control the minds of their prey, they devour both villagers and minions for their main source of food. Though masters can survive on a diet of fish and other sea creatures, they prefer the taste of human flesh, which drives them to stalk fresh victims along the seashore.

When a master sea spawn spies a coastal village that it thinks will provide it with fresh fodder, it ejects a swarm of 3d6 minions near the coastline once each night until the community is completely dominated. Fortunately, only 1 in 10 minions survive to reach the shore.

Barely 1% of sea spawn minions will survive their parent's appetites and escape to the sea. Like tadpoles, feeding on fish as they grow and gradually develop limbs. After four months, the immature

sea spawn undergoes a growth spurt and gains the aquatic allies ability. After a year of growth, a master sea spawn reaches maturity and can release minions of its own.

Sea spawn have no language, but masters maintain continuous telepathic communication with their minions and aquatic allies. Masters treat these creatures as tools, without regard to their safety.

Sea Spawn Master

The master is a large, vaguely humanoid creature armed with large black claws and a double row of sharp jagged teeth protruding from its tremendous jaws. A row of thick spiny fins, covered with a thick coating of slippery fungus, weeds and scraps of rotting flesh, runs from its head down the full length of its body. The rest of its body is covered with sickly green scales, sheathed in thick toxic mucus. Its oversized webbed hands and feet propel it through the water.

The master prefers to make its lair in shallow caves, reefs, tangles of seaweed or shipwrecks, spending the day in a trance-like state coordinating the actions of its minions.

Combat

Master sea spawn cannot survive out of the water, drowning in the air just as humans drown in the sea. If removed from the water, they frantically try to escape, killing anyone who bars their path. A master's lair, where its indigestible treasures are gathered, is always found underwater.

Though the spawn master prefers to compel other creatures to fight for it, it can defend itself with its jagged claws and frightening jaws.

Disease (Ex): Infection—bite, Fortitude save (DC 18), incubation period immediate; damage infection. Hit points lost to infected wounds will not heal naturally until the victim receives a *remove disease* spell or similar magic.

Aquatic Allies (Su): When confronted, a sea spawn master can use its telepathic powers to summon help from fish and other sea creatures. This beckon acts as *summon nature's ally IV* as cast by a 10th-level druid, but attracts only aquatic creatures. Each monster arrives in 1d4 rounds. The master may use its telepathic power to summon assistance only twice per day.

Slime (Ex): A master's skin and scales are notoriously slimy and coated with bits of rotting flesh. This slime functions as *oil of slipperiness*, making it nearly impossible to grab or hold the creature. A master receives a +10 racial bonus to Escape Artist checks to escape webs, nets or similar devices. **Telepathy (Su):** Master sea spawn have a telepathic link with all the minions they have produced. Whenever a minion or its host is threatened, its master can call upon any other hosts or minions in the area to give assistance. The typical host is a 1st-level human commoner.

Minions

Sea spawn minions are slimy, six-inch long slugs with lamprey-like mouths, sharing no resemblance to their adult form. Unlike true slugs, they prosper in salt water. Sea spawn minions are born in a sac above their master's abdomen, discharged into the sea and forced to swim ashore. On land they seek out places where they can lurk undiscovered until they strike.

A minion seeks to burrow into the base of a humanoid's skull and control its will and body.

Their sole purpose is to provide living food for their master. Alone, minions do not have enough intelligence to do more than control their hosts. Their master, who is in constant telepathic communication, helps coordinate the minions' actions as they take over the coastal village.

At sea, minions swim as well as eels. On shore, they slither along like slugs. The sticky slime that coats their bodies allows them to climb up walls and ceilings to drop on their victims. Once it lands on its victim, a minion bites and paralyzes its prey, then bores into the host's skull and takes up residence within. The minion coils around the brain stem, taking control of the host's higher functions.

The creature matures inside its host's skull, feeding on brain tissue. They live as long as it takes to take over the entire village, after which they hurl their hosts into the sea where their master can devour both minion and host alike.

Sea spawn minions begin feeding their masters within hours of acquiring a host. They prefer to abduct the young or the helpless and toss them into the sea under cover of night. Their malevolent master waits greedily at the edge of the water for the tender flesh of surface dwellers. If an available victim cannot be found, one of the minions will deliver its own host to the master to sate its hunger for a short time.

Combat

The only physical attack that minions posses is their bite, which inflicts a negligible wound and deals only 1 point of damage, but can temporality paralyze its victim. A minion can burrow inside the skull of a paralyzed victim as a full-round action.

A *cure disease* or *restoration* spell drives a minion from its host's body. However, the victim suffers 3d6 points of damage as the creature chews its way back out of the victim's head. *Greater restoration* immediately and utterly destroys a minion with no harm to its host.

Poison (Ex): Bite, Fortitude save (DC 11); initial damage paralysis 2d6 minutes, secondary damage none.

Control Host (Ex): Once a minion enters its host's skull, the host must make a Will save (DC 16) each round until it fails a save or the minion is removed. Once a host fails the Will save, it falls completely under the minion's control. A sea spawn host retains all memories, statistics and abilities with the exception of divinely granted powers. All hosts suffer a marked change in their personality, however, becoming detached and distant. Hosts suffer an effective –4 competence penalty to all Charisma-modified skill checks for as long as the minion remains implanted.

A host suffers 1 point of permanent Intelligence drain for each day that a minion occupies its skull. If the victim's Intelligence drops to 0, it dies.

Amphibious (Ex): A minion can survive out of water or a suitable host for 1 hour per point of Constitution. After that, refer to the "Drowning" rules in Chapter Three of the *Dungeon Master's Guide*.

Telepathy (Su): See master above.

Shadow Asp

	Tiny Magical Beast
Hit Dice:	1/2 d10–1 (4 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	20 ft.
AC:	17 (+2 size, +4 Dex, +1 natural)
Attacks:	Bite +3 melee
Damage:	Bite 1d2–3
Face/Reach:	2 1/2 ft. by 2 1/2 ft. / 0 ft.
Special Attacks:	Shadow poison
Special Qualities:	Half damage from piercing, silent, light vulnerability, darkvision 60 ft., low-light vision
Saves:	Fort +2, Ref +7, Will +1
Abilities:	Str 4, Dex 20, Con 9, Int 1, Wis 12, Cha 2
Skills:	Balance +13, Climb +13, Hide +24, Listen +6, Spot +6
Feats:	Weapon Finesse (bite)
Climate/Terrain:	Any land and underground (Amber Wastes)
Organization:	Brood (5–30)
Challenge Rating:	2
Treasure:	None
Alignment:	Always neutral
Advancement:	1–2 HD (Small); 3–4 HD (Medium-size)

The great lords of Har'Akir took the afterlife very seriously. When they died, they had their priests mummify them and place them in a secure tomb along with their greatest treasures. The great lords never trusted corpses to be protected by normal guards who might be tempted into thievery. Instead, the priests summoned a guardian from the plane of shadow, the shadow asp.

Shadow asps appear as cobras composed of pure darkness. They are barely visible in the shadows and seem nothing more than shadows in light.

Combat

Shadow asps can be summoned by *summon monster III*. Legends also speak of an ancient Akiri spell, now thought lost, that can summon 5d6 shadow asps and permanently bind them to a tomb. Shadow asps automatically lash out at any living creature that enters the room they are summoned to protect.

Shadow Poison (Su): Bite, Fortitude save (DC 15); initial damage 1 point of permanent Strength drain, secondary damage 2d6 temporary Strength damage. As the poison takes effect, the victim's skin slowly turns an inky black. A victim reduced to 0 Strength dies and must make another Fortitude save (DC 15). If successful, the victim's body dissipates into the shadows. If the victim fails the save, she is transformed into a shadow (see *Monster Manual*). These shadows are bound to the same area the shadow asp protects, but are otherwise free-willed.

Half Damage from Piercing (Ex): Piercing weapons deal only half damage to shadow asps, with a minimum of 1 point of damage.

Silent (Ex): A shadow asp always moves silently.

Light Vulnerability (Su): A shadow asp is instantly slain if directly targeted with a *light*, *continual light* or *daylight* spell (no saving throw).

Skills: Shadow asps receive skills as though they were animals. They receive a +4 racial bonus to Listen and Spot checks and a +8 racial bonus to Balance and Hide checks. They can use their Dexterity modifier for Climb checks.

Shadow Fiend (Tanar'ri)

	Medium-Size Outsider (Chaotic, Evil)
Hit Dice:	7d8+7 (39 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	30 ft., fly 20 ft. (clumsy)
AC:	13* (+2 Dex, +1 natural) (see text)
Attacks:	2 claws +8 melee, bite +3 melee
Damage:	Claw 1d6+1, bite 1d8
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Pounce, spell-like abilities
Special Qualities:	Shadow armor, Tanar'ri qualities, damage reduction 5/silver, light sensitivity, blindsight
Saves:	Fort +6, Ref +7, Will +7
Abilities:	Str 13 Dex 15, Con 13, Int 12, Wis 14, Cha 15
Skills:	Bluff +8, Concentration +8, Hide+8*, Intimidate +10, Jump +10, Listen +13, Move Silently +10, Sense Motive +7, Spot +9
Feats:	Alertness, Improved Initiative
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	8
Treasure:	None
Alignment:	Always chaotic evil
Advancement:	8–12 HD (Medium-size), 13—20 HD (Large)

Trapped in the Dread Realms, creatures called from other planes often go mad, but these demons have adapted quite well to the darkness and gloom that covers the land. They require no sustenance, existing only to spread evil, fear and destruction wherever they go. A few sages believe that shadow fiends may heed the commands of Ebonbane, the monstrous darklord of Shadowborn Manor.

Shadow fiends resemble tall, slender humanoids composed entirely of darkness. They have long claws on their hands and feet, and stunted bat-like wings sprout from their shoulders. Often mistaken for shadows, they abhor light and seek to stay in comforting darkness.

Combat

A shadow fiend strikes with its claws and ferocious bite. Shadow fiends always try to maintain total darkness and attempt to extinguish torches and lanterns by disarming its foes.

Shadow Armor (Su): Shadow fiends gain a +4 deflection bonus to AC in dimly lit conditions (torches, lanterns, moonlight or a *light* or *continual flame* spell). In total darkness this bonus increases to +8.

Pounce (Ex): At the beginning of combat, a shadow fiend may leap upon an opponent and take four claw attacks at its full attack bonus. It may do this even if it has moved.

Spell-Like Abilities: At will—*darkness, cause fear;* 1/week — *magic jar.* These abilities are as the spells cast by a 10th-level sorcerer (save DC 12 + spell level).

Immunities (Ex): Shadow fiends are immune to poison and electricity.

Resistances (Ex): Shadow fiends have cold, fire and acid resistance 20.

Telepathy (Su): Shadow fiends can communicate telepathically with any creature within 100 feet that has a language.

Light Sensitivity (Ex): Shadow fiends suffer a –2 penalty to all attack rolls in bright sunlight or within the radius of a *daylight* spell. All attacks against a shadow fiend in these conditions that hit and score a threat automatically become critical hits without the need for a second attack roll.

Skills: In low light or total darkness a shadow fiend receives a +10 racial bonus to Hide checks.

Skeleton

	Pyroskeleton Large Undead	Strahd's Skeletal Steed Large Undead
Hit Dice:	5d12 (32 hp)	4d12 (26 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)	+6 (+1 Dex, +4 Improved Initiative)
Speed:	40 ft.	60 ft.
AC:	16 (–1 size, +1 Dex, +6 natural)	13 (–1 size, +1 Dex, +3 natural)
Attacks:	2 claws +5 melee; or huge scythe +7 melee	2 hooves +5 melee; bite +0 melee
Damage:	Claw 1d6+4; huge scythe 2d6+6	Hoof 1d6+4; bite 1d4+2
Face/Reach:	5 ft. by 5 ft. / 10 ft.	5 ft. by 10 ft. / 5 ft.
Special Attacks:	Fireball 8d6, keen weapon	Breath weapon
Special Qualities:	Undead, immunities	Undead, immunities, scent, turn resistance +4
Saves:	Fort +1, Ref +2, Will +4	Fort +1, Ref +2, Will +4
Abilities:	Str 18, Dex 12, Con –, Int –, Wis 10, Cha 12	Str 18, Dex 13, Con –, Int –, Wis 10, Cha 11
Feats:	Improved Initiative, Alertness	Improved Initiative
Climate/Terrain:	Any land and underground	Any land (Barovia)
Organization:	Any	Solitary or unit (4)
Challenge Rating:	3	2
Treasure:	None	None
Alignment:	Always neutral	Always neutral
Advancement:	Huge 615 HD (Huge); Gargantuan 1625 HD (Gargantuan)	5–10 HD (huge)

Skeletal Qualities

All skeletons have the following special qualities unless noted otherwise.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage.

Immunities (Ex): Skeletons have cold immunity. Because they lack flesh or internal organs, they take only half damage from piercing or slashing weapons.

Pyroskeleton

Created from the skeletons of murdered humanoids, the pyroskeleton boasts a ribcage that continually burns with an infernal blue fire, reflecting the hopeless rage of the slain victims.

Pyroskeletons are always at least twice the height that the murdered humanoid was in life and never less than 10 feet tall, since a smaller frame cannot contain the infernal fire. The fire inside the skeleton's ribcage begins in the pelvis and ripples like blue shadows up to the shoulder blades, glazing the bones over time until they shine like lustrous pearl.

The undead priestess Radaga of Kartakass was the first to create pyroskeletons. On a night when the Mists were thick, Radaga and her minions took the corpses of six murdered soldiers and cast *enlarge*, *produce flame*, *protection from elements* and *animate dead* on them. As the skeletons began to stir, *enlarge* was cast on each a second time. The Mists fused with the newly created undead to allow *enlarge* to increase the skeletons a second time. Others have since learned the methods, and each creator often experiments with the process until they create a distinct variant. All attempts to create similar undead outside Ravenloft have failed.

Pyroskeletons obey commands in the simplest possible way and cannot take initiative or execute orders that require decision-making ability. When a pyroskeleton stands dormant for 48 hours, its flames contract into a single, flickering fire the size of a candle. Many unsuspecting adventurers have been lured down long dark corridors by a curious blue candle flame only to have it flare to horrific life as they get close.

Combat

Pyroskeletons are very direct in battle and do not have the capacity to coordinate flanking attacks.

Keen Edge (Su): Most pyroskeletons are armed with huge, bone-bladed scythes that ripple with the same blue flame that burns within them. The

flame affects any slashing weapon the skeleton holds as a *keen edge* spell. Any non-magic weapon that a pyroskeleton holds begins to transform into a huge bone scythe after a few months. This ability does not affect their claw attacks.

Fireball (Su): Once per hour, a pyroskeleton can release the fire that burns inside it as an 8d6 *fireball* (Reflex save DC 14). pyroskeletons use their fireball ability freely in close quarters.

Immunities (Ex): Pyroskeletons have fire immunity, Unlike most skeletons, they take half damage from cold.

Strahd's Skeletal Steed

Strahd's skeletal steeds are the animated remains of heavy warhorses whose riders have fallen in battle against the lord of Barovia. They only wear saddles or armor when on special missions for their vampire lord. They stand as unmoving as statues until Strahd's will compels them to action. The only noise they make is when they run, a sound like breaking bones.

These monstrosities are Strahd's messengers and retrievers. Additionally, while Strahd himself never rides these steeds, he often uses them to fetch those whose presence he requires immediately. Sometimes, a person who speaks against Strahd has been awakened at night by a rap upon their door. Opening it they find four skeletal steeds, one saddled to ride. That person is never heard from again, though his sacrifice saves the rest of his family from the other three steeds.

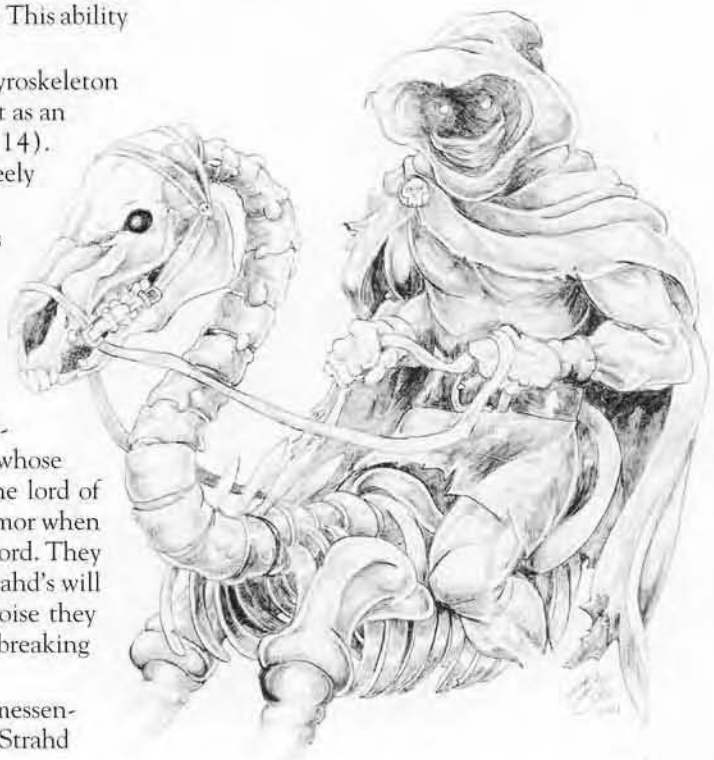
Like most animals, horses generally flee from Strahd's skeletal steeds. However, especially spirited warhorses may break free of their stalls to charge the steeds as they pass.

Steeds that have delivered their message usually return to Castle Ravenloft, but sometimes go to a nearby field or secluded area and fall to the ground, lying dormant, awaiting their master's will. In general, travelers who encounter a partially buried, sun-bleached horse skeleton lying off the side of the road should pass by as quickly as possible.

Combat

Strahd's skeletal steeds fight like living warhorses, with two hooves and a bite.

Breath Weapon (Su): *Stinking cloud*, one adjacent square, every other round, Reflex save (DC 12) negates. Strahd's steeds can use their breath weapon while biting.



Skin Thief

	Medium-Size Shapechanger
Hit Dice:	2d8+2 (11 hp)
Initiative:	+3 (Dex)
Speed:	30 ft.
AC:	15 (+3 Dex, +2 natural)
Attacks:	2 claws +3 melee, bite −2 melee
Damage:	Claw 1d6+2; bite 1d4+1 and poison
Face/Reach:	5 ft. by 5ft. / 5 ft.
Special Attacks:	Poison
Special Qualities:	Skin theft
Saves:	Fort +4, Ref +6, Will +5
Abilities:	Str 14, Dex 17, Con 13, Int 7, Wis 14, Cha 12
Skills:	Bluff +6, Disguise +5*, Hide +6, Intimidate +6
Feats:	Dodge
Climate/Terrain:	Any land and underground
Organization:	Solitary, family (3–6), or clan (4–12)
Challenge Rating:	2
Treasure:	Double standard
Alignment:	Usually chaotic evil
Advancement:	By character class

Skin thieves are degenerate creatures that flay their victims and use their skins to disguise their true appearance. A thief in a stolen skin is outwardly identical to the skin's true owner. In their natural form, skin thieves are bulky humanoids with ursine faces and bodies covered in dark matted fur. Their long arms end in hands with eight gnarled fingers sprouting long talons. Skin thieves often decorate their talons, and like to adorn themselves with clothing and jewelry stolen from their victims.

Skin thieves speak a strange, pidgin tongue made up of bits and pieces of the languages they encounter. Characters have a 5% chance per language they know of understanding the gist of any given statement.

Combat

Skin thieves are cowards that prefer to lure solitary victims into secluded areas, then overcome them with a quick poisoned bite or overwhelm them with numbers. They rarely stay to fight any battle where there is a chance they might lose.

Poison (Ex): Bite, Fortitude save (DC 13); initial and secondary damage 1d6 temporary Dexterity damage.

Skin Theft (Su): A skin thief can remove the skin from any humanoid creature it has killed as a full-round action. It can then don the skin like a suit as another full-round action, enabling it to mimic the appearance of the person it has killed. These skins are very delicate. If the skin thief suffers any damage, it must succeed at a Reflex save (DC = 10 + damage taken) or the skin bursts, revealing the true creature within. Skin thieves do not gain any of the knowledge or abilities possessed by their victims, but while the skin is intact it does grant the thief the victim's natural armor bonus, if any.

Skills: A skin thief receives a +8 racial bonus to Disguise checks while wearing a stolen skin suit.

Skin Thief Society

Skin thieves are nomadic creatures that haunt trade routes and sparsely populated areas. Though they rarely stay in one spot for long for fear of getting caught, they may occasionally take over a farmstead and pretend to be the farmers to lure in more victims. Each clan typically has only one leader, who achieves this position through imitation. This leader rarely remains in charge more then a few months before another takes his place.

Skin Thief Characters

Skin thieves' favored class is rogue. Skin thieves rarely take up any class outside rogues or fighters.

Spirit Waif

	Small Undead (Incorporeal)
Hit Dice:	1d12 (6 hp)
Initiative:	+0
Speed:	20 ft.
AC:	13 (+1 size, +1 Dex, +1 deflection)
Attacks:	–
Damage:	–
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Sympathy
Special Qualities:	Undead, incorporeal, rejuvenation
Saves:	Fort +0, Ref +3, Will +3
Abilities:	Str –, Dex 12, Con –, Int 7, Wis 12, Cha 12
Skills:	Hide +10, Listen +6, Sense Motive +7, Spot +6
Feats:	Lightning Reflexes
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	1/2
Treasure:	None
Alignment:	Usually neutral good
Advancement:	—

Many an adventurer has relayed a bizarre tale after returning from a quest beneath the surface. Some of them describe a spirit from the afterworld who woke them moments before an ambush would have killed their sleeping party. Others tell of small, spectral phantoms that led them on a wild goose chase through cavernous dungeons, only to find a ghoul or hag chewing on the bones of children at the end of the race. Where most ghosts' envy causes them to torment the living, it seems this spirit wished only to be put to rest.

A spirit waif is the restless soul of a murdered child. Having become the victim of some nefarious beast, the child's soul remains trapped on this plane. Where most spirits become spiteful towards the living, the child's spirit retains its innocence. Rather than seeking to torment the quick, the spirit waif attempts to warn them of unseen threats and lead them through his or her resting place safely.

Combat

If attacked, the spirit waif simply flees through a wall or floor. A spirit waif no longer assists anyone who attempts to assault it.

Sympathy (Su): If a spirit waif decides that a living creature is kind or virtuous (by a Sense Motive check), it reveals itself and attempts to lead the creature to its remains. Any creature that sees a spirit waif must succeed at a Will save (DC 11) or fall under the effects of a mild charm (as the spell *charm person* cast by a 1st-level sorcerer), following wherever the spirit waif leads. The spirit waif's path circumvents most threats, but its destination is often the lair of a dangerous creature. Spirit waifs do not understand the risk in which they place the living by leading them into these dens of evil.

Undead: Immune to poison, sleep, paralysis, stunning, death or necromantic magic (that doesnít specifically affect undead per the spellís description) and disease. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive trauma.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Rejuvenation (Su): If a spirit waif is "destroyed," it reforms in 2d4 days. A spirit waif can be laid to rest by finding its bones and giving them a traditional burial.

Subdweller

	Medium-size Humanoid
Hit Dice:	2d8+2 (11 hp)
Initiative:	+2 (Dex)
Speed:	30 ft.
AC:	12 (+2 Dex)
Attacks:	2 Claws +2 melee
Damage:	Claw 1d3+2
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Rage
Special Qualities:	Darkvision 60 ft., light sensitivity
Saves:	Fort +4, Ref +2, Will -1
Abilities:	Str 15, Dex 14, Con 14, Int 6, Wis 6, Cha 10
Skills:	Intuit Direction +2, Listen +6 Spot +2
Climate/Terrain:	Any underground
Organization:	Gang (4–10)
Challenge Rating:	1
Treasure:	Standard
Alignment:	Usually chaotic evil
Advancement:	3–4 HD (Medium-size)

Occasionally, the Mists lead a man or woman into the labyrinthine tunnels beneath the blasted domain of Bluetspur. Even if these unfortunates can evade the mind flayers or their slithering creations, they cannot escape the alien realm's effect on their sanity. Whether through starvation, desperation or the dire attention of the Illithid God-brain itself, these people lose connection with their humanity. Slowly for some, much quicker for others, these people slip over the edge of madness, becoming depraved killers and cannibals. Family members, close friends, and even adventuring partners may lose their minds to the realm. Even worse, the Mists sometimes lead these monstrous lost ones back out into other realms. There, they often lurk in caves or sewers, preying on creatures that enter their territory.

Subdwellers still appear human. Their nearly lidless eyes are at once driven wild from fear and insanity and permanently dilated to the point of being completely iris.

Their skin is uniformly pale and their hair has grown dark and ragged. Dwellers have sharp nails and their rugged hands are twisted into vicious claws. The remnants of their original garments make up what few articles of clothing they wear.

By some common survival instinct or by the design of some unknown and no doubt insane intelligence, subdwellers are drawn into a semblance of society. These roving maddened packs wander the caves of their territory hunting, murdering and breeding. Those unlucky enough to come across them while still in charge of their faculties are torn limb from limb and eaten.

Combat

Subdwellers attack wildly with no thought for strategy or defense. Their ferocity and insanity-powered strength make them dangerous opponents. They normally travel in groups and can prove to be a significant threat even to a well-armed party.

Rage (Ex): When first coming into contact with opponents, subdwellers immediately enter a berserker fury. Each dweller gains an immediate +2 to Strength, +2 to Constitution, and –2 to AC. This frenzy lasts for a number of rounds equal to the subdweller's (improved) Constitution modifier. At the end of that time, they lose the ability bonuses and regain their standard AC.

Light Sensitivity (Ex): Subdwellers are considered blinded when exposed to bright sunlight or a *daylight* spell.

Tenebris

	Medium-Size Outsider (Evil, Incorporeal)
Hit Dice:	8d8+8 (40 hp)
Initiative:	+3 (+3 Dex)
Speed:	40 ft., fly 60 ft. (good)
AC:	15 (+3 Dex, +2 deflection)
Attacks:	As per host
Damage:	As per host
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Spell-like abilities, detect thoughts, mal evolent possession, will drain
Special Qualities:	Incorporeal
Saves:	Fort +6, Ref +6, Will +6
Abilities:	Str -, Dex 16, Con 12, Int 15, Wis 18, Cha 21
Skills:	Bluff +12, Concentration +8, Diplomacy +12, Gather Information +12, Hide +20, Knowledge (the planes) +12, Intimidate +10, Listen +12, Sense Motive +12, Spot +12
Feats:	Alertness, Blind-Fight, Combat Reflexes
Climate/Terrain:	Any land and underground
Organization:	Solitary
Challenge Rating:	9
Treasure:	None
Alignment:	Always neutral evil
Advancement:	9–12 HD (Medium-size)

The tenebris came from outside the Dread Realms to tempt the land's people ever further into evil. These amorphous, incorpreal beings lurk in the dreams of those in conflict – listening to the darkest and most foul impulses before choosing its victim. Dark visions of revenge fill the victim's sleeping mind, carrying out those evil impulses that he would never truly think to fulfill. As the victim's will weakens, the tenebris takes over his body, performing small acts of revenge or pure cruelty which the victim believes are dreams. At last the tenebris grows strong enough, feeding on the evil growing in his victim's mind, to carry out his darkest thoughts of revenge, before departing and leaving his victim to deal with the consequences.

Combat

Performing its cruel actions only at night, the tenebris feeds on evil thoughts and willpower. Drawn to conflict, arguments and violence, the tenebris takes over the mind of the weakest or most evil person in a group and seduces him in his dreams. The tenebris possesses its victim each night, taking over his body and using his skills while the target sleeps unaware. If awakened, the victim remembers only some bad dreams. During daylight hours the tenebris stays dormant. A successful Spot check (DC 20) reveals that a target possessed by a tenebris casts an extra shadow; the tenebris can other be detected only through telepathic contact. A tenebris can be driven from its victim's body by a *dispel evil* spell or by an ethereal opponent.

Spell-Like Abilities: 2/day — *bane, charm person, command, confusion, emotion, mind fog* and *undetectable alignment*. These abilities are as the spells cast by a 10th-level sorcerer (save DC 15 + spell level).

Malevolent Possession (Su): Once per night a tenebris can merge its body with a sleeping creature on the Material Plane. This ability is similar to a *magic jar* spell as cast by a 10th-level sorcerer, except that it does not require a receptacle. If the attack succeeds, the tenebris vanishes into the host's body, controlling the victim's physical body and his dreaming mind as though having cast *dream* as a 10th-level sorcerer. The target can resist with a Will save (DC 20). A creature that successfully saves is immune to the tenebris' possession for one night.

Wisdom Drain (Su): The tenebris inflicts 1d4 points of permanent Wisdom drain from the target of its Malevolent Possession once per night. The

target can resist this attack with a successful Will save (DC 19).

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will. Always moves silently.

Tentacle Rat

	Small Aberration
Hit Dice:	1/2 d8 (4 hp)
Initiative:	+3 (Dex)
Speed:	20 ft., climb 10 ft
AC:	14 (+1 size, +3 Dex)
Attacks:	2 tentacles +4 melee, bite -1 melee
Damage:	Tentacle 1d3 and paralysis; bite 1d4
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Paralysis
Special Qualities:	Scent, darkvision 60 ft.
Saves:	Fort +2, Ref +5, Will +3
Abilities:	Str 10, Dex 17, Con 10, Int 5, Wis 12, Cha 4
Skills:	Balance +6, Climb +10, Hide +8, Move Silently +5
Feats:	Weapon Finesse (bite, tentacles)
Climate/Terrain:	Underground (Markovia)
Organization:	Swarm (10–30)
Challenge Rating:	1
Treasure:	None
Alignment:	Always neutral evil
Advancement:	—

Originally found only on the tropical island of Markovia, the tentacle rat has spread to the core, hiding in caves and dark places. The body of the creature resembles a huge, bipedal rat. Instead of normal, front claws and arms, however, this rat has long spiny tentacles at least as long as its body. Survivors of visits to Markovia have said that these creatures are quite numerous on the island and very protective of their territory. Now that these vermin have spread to the core, they have begun to multiply and are becoming less tolerant of humans in their midst.

Whether the tentacle rat is some aberration created by exposure to the Mists or is some foul offspring of the inhabitants of Markovia is unclear. Regardless of its origins, when found in large enough numbers, this little beast can prove to be quite dangerous. They attack as one large wave of snapping teeth and whipping arms, using their poisoned spines to subdue their opponents before feeding off their paralyzed bodies.

Combat

The tentacle rat tends to avoid contact with other creatures unless threatened, cornered or hunting for food in a large pack of its brethren. When forced to attack it will first lash out with its spiny tentacles, paralyzing its foe.

Paralysis (Ex): The rat's spines can cause paralysis to those struck with a tentacle attack. Those hit must succeed at a Fortitude save (DC 12) or be paralyzed for 1d6+2 minutes.

Troll, Dread

	Large Giant
Hit Dice:	8d8+40 (76 hp)
Initiative:	+4 (Dex)
Speed:	30 ft., climb 15 ft.
AC:	19 (–1 size, +4 Dex, +6 natural)
Attacks:	2 claws +12 melee, bite +7 melee
Damage:	Claw 1d6+6; bite 1d6+3
Face/Reach:	5 ft. by 5 ft. / 10 ft.
Special Attacks:	Rend 2d6+9
Special Qualities:	Alter self, regeneration 5, scent, darkvision 90 ft.
Saves:	Fort +11, Ref +6, Will +5
Abilities:	Str 23, Dex 18, Con 21, Int 14, Wis 12, Cha 13
Skills:	Escape Artist +6, Hide +4, Intimidation +6, Listen +4, Move Silently +6, Spot +4
Feats:	Alertness, Iron Will, Power Attack
Climate/Terrain:	Any land
Organization:	Solitary
Challenge Rating:	6
Treasure:	Standard
Alignment:	Always lawful evil
Advancement:	By character class

The dread troll lurks in the shadows of houses, bridges and anywhere people walk alone. The only thing these manipulative, scheming monsters enjoy more than the taste of innocent flesh is corrupting innocents into becoming agents of evil. Dread trolls are green or brown with warty skin and hair like metal shavings.

This monster sneaks into children's bedrooms at night or lurks in deserted places waiting for victims. The creature approaches its target, initiating conversation. Though sometimes content to kill and eat its victim, it prefers to instill fear first, allowing the victim to bargain with it. It offers to let the victim go if the victim promises to bring the troll an even more innocent victim. A dread troll loves nothing more than to hear a frightened child offer to bring the troll her younger brother or sister. Offering up an innocent for sacrifice to save oneself is an act worthy of a powers check.

The dread troll can sense when an innocent begins to fall to corruption; nothing pleases it more. It also enjoys mental games with adults. It will sometimes use its alter self ability to approach a target that has intrigued it. Any passion or weakness the victim has demonstrated is fair game for the dread troll to exploit.

Combat

The dread troll is a formidable opponent, but it prefers to have victims surrender willingly or be turned over by a loved one. Some victims do not surrender willingly, and the troll enjoys slowly crushing victims (with grappling damage) while their betrayer is forced to look on. However, if the troll perceives its opponent to be a legitimate threat, it will attack full force with claws and bite.

Rend (Ex): If a troll hits with both claw attacks, it latches onto the opponent's body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Alter Self (Su): A dread troll can alter its height between 7 and 12 feet tall. Its arms and legs are unusually thin and unnaturally flexible, allowing it to crawl into spaces that seem entirely too small—in tiny closets, under low bridges or in kitchen cupboards.

Regeneration (Ex): Fire and acid deal normal damage to a dread troll. If a dread troll loses a limb or body part, the lost portion regrows in 3d6 minutes. The creature can reattach the severed limb instantly by holding it to the stump.

Unicorn, Shadow

	Large Magical Beast
Hit Dice:	5d10+20 (45 hp)
Initiative:	+8 (+4 Dex, +4 natural)
Speed:	60 ft.
AC:	21 (–1 size, +4 Dex, +8 natural)
Attacks:	Horn +16 melee; or 2 hooves +6 melee, bite +6 melee
Damage:	Horn 1d8+12 and 1d4 fire, hoof 1d4+4, bite 1d8+4
Face/Reach:	5 ft. by 10 ft. / 5 ft. (10 ft. with horn)
Special Attacks:	Flaming horn, terror scream, shadow merge, blink
Special Qualities:	Immunities, damage reduction 5/+1
Saves:	Fort +8, Ref +8, Will +3
Abilities:	Str 26, Dex 19, Con 19, Int 11, Wis 15, Cha 18
Skills:	Hide +5, Intuit Direction +5, Jump +4, Listen +5, Move Silently +10, Spot +5, Wilderness Lore +6
Feats:	Alertness, Multiattack
Climate/Terrain:	Temperate forest (Darkon, Falkovnia, Phantasmal Forest)
Organization:	Solitary, pair
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral evil
Advancement:	6–10 HD (Large)

The evil spawn of a nightmare and the unicorn Addar, shadow unicorns stalk the wilds of Darkon and Falkovnia glorying in the pain and terror it inflicts on its victims. Razor-edged cloven hooves, wicked fangs, glowing red eyes and a steely 2—3-foot horn provide sharp contrast to the beauty of its graceful dappled gray unicorn body and silky black mane and tail. Although omnivorous, shadow unicorns prefer to feed on sentient plants or any other creature capable of suffering. Mating rarely and violently, shadow unicorns are never seen in herds.

Shadow unicorns speak Sylvan, Infernal and Abyssal.

Combat

Shadow unicorns live to cause terror and pain. Moving silently with eerie grace in the shadows, they surprise their prey with horrifying screams, fiery horn blazing and teeth bared, to devour and destroy. Using *blink* they flicker from shadow to shadow, either making charge attacks to impale foes with their horn, or biting foes and striking them with their hooves. Those who survive an attack by these dread creatures may find their hair turned completely white from the horror of their experience.

Flaming Horn (Su): A shadow unicorn can will its horn to burst into flame as a free action. Creatures hit by a shadow unicorn's horn suffer regular damage as well as 1d4 fire damage. A strike from a shadow unicorn's horn sets combustible alight. Shadow unicorns are immune to their own flames. Swordsmiths prize the horn for use in making magic flaming blades, while alchemists grind it down to create potent alchemist's fire.

Terror Scream (Su): The terrifying screams of the shadow unicorn affect their victims as a *fear* spell cast by an 8th-level sorcerer (DC 20). Anyone who fails their Fear save and suffers a major effect will find their hair turned permanently white.

Shadow Merge (Su): Shadow unicorns gain total concealment and always move silently when in shadowy areas. A shadow unicorn can suppress this ability if it wishes.

Blink (Sp): Three times per day a shadow unicorn can *blink* as the spell cast by an 8th-level sorcerer. A shadow unicorn can use this ability only in shadowy areas.

Immunities (Ex): Shadow unicorns are immune to all poisons and to charm and hold spells and abilities.

Valpurleiche (Hanged Man)

	Medium-Size Undead
Hit Dice:	8d12 (52 hp)
Initiative:	–1 (Dex)
Speed:	20 ft.
AC:	14 (–1 Dex, +5 natural)
Attacks:	2 slams +9 melee
Damage:	Slam 1d6+4
Face / Reach:	5ft. by 5ft. / 5ft.
Special Attacks:	Improved grab, strangle 2d6+4, animate rope
Special Qualities:	Undead, regeneration 5, restless
Saves:	Fort +4, Ref +1, Will +7
Abilities:	Str 18, Dex 8, Con Ø, Int 10, Wis 13, Cha 15
Skills:	Intimidate +8, Listen +10, Move Silently +8, Sense Motive +12, Spot +10
Feats:	Great Fortitude, Power Attack, Weapon Focus (slam)
Climate /Terrain:	Any land
Organization:	Solitary
Challenge Rating:	9
Treasure:	Standard

Alignment: Always chaotic evil
Advancement: 9–11 (Medium-size) or 12–15 (Medium-size)

The Vistani know that on a *tarokka* card, the gallows can be a symbol of beginning, rather than death. The valpurleiche (wol-pur-lik) is a creature that symbolizes that the gallows are often only a doorway to a very dark beginning.

The valpurleiche, or *hanged man*, is the tortured form of a hanged humanoid filled with a tremendous amount of spite and hate during his execution. Some valpurleiches are created from the souls of those who were wrongly executed. Others are simply enraged criminals who want revenge despite their just sentence.

Most valpurleiches are human, though they may rise from the bodies of any humanoid. All of them bear the grisly markings of a death by hanging. Their necks are broken, so their heads loll loosely from side to side. Some have eyeballs that bulge from their sockets, and others have swollen tongues jutting from their lips.

Valpurleiches understand any languages they knew in life, but never speak except to whisper the crimes for which they were executed.

Combat

Regardless of their alignment in life, valpurleiches are twisted to evil by their burning desire for vengeance. They seek the destruction of those who saw them hanged, and if innocent, exoneration for their crimes. A valpurleiche methodically hunts down each person it blames for its demise, but will turn on anyone who stands in its way.

The valpurleiche's preferred form of attack comes in the form of a strangle hold. They try to grapple their victims, then constrict them to death. They frequently animate ropes to create nooses to choke their foes.

Improved Grab (Ex): To use this ability, the valpurleiche must hit a foe of up to Medium-size with both slam attacks. If it gets a hold, it can strangle.

Strangle (Ex): A valpurleiche that gets a hold automatically inflicts 2d6+4 points of constriction damage each round the hold is maintained, and the victim cannot breathe (see "Suffocation" in Chapter Three of the *Dungeon Master's Guide*).

Animate Rope (Su): Three times a day, a valpurleiche can *animate rope* as the spell cast by an 8th-level sorcerer.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage.

Regeneration (Su): A valpurleiche suffers normal damage only from the specific weapons or attack forms it was accused of using in the crime for which it was hung, or (if guilty) from attacks made by its former victims. A vulpurgeist hung for arson can be harmed by fire, for example. A valpurleiche cannot regrow a severed limb, but it can reattach a severed limb instantly by holding it to the stump. Severed body parts can act independently of their host, even maintaining a hold if severed while grappling.

Restless (Su): If the valpurleiche was unjustly hung, only true vindication will put it to rest. If slain, the creature reforms at full health in 2d4 days. If evidence exonerating the valpurleiche is brought before a figure of authority, the creature immediately crumbles to dust, resting peacefully at last.

Vampire Strains

No two vampires are ever alike. Over time, numerous subtypes (or "strains") of vampires have arisen. These subtypes may exhibit abilities far removed from adventurers' expectations.

All vampire strains speak any languages they knew in life.

Creating a Vampire Strain

The following strains are templates that can be added to the vampire template (see the *Monster Manual*), hereafter referred to as the "base vampire." These vampire strains use all of the base vampire's statistics and special abilities except as noted here. The "chiang-shi," "nosferatu" and "vrykolaka" strains can be added to any humanoid or monstrous humanoid. The "dwarven," "elven," "gnomish" and "halfling" strains of vampirism can only be added to a base creature of the appropriate race.

All vampire subtypes grow more powerful and gain salient abilities as they age, as described in Chapter Five of the **Ravenloft** setting book. Modifiers are not cumulative.

Hit Dice: Same as base vampire

Speed: See individual strains below. If the base creature has a swim speed, the vampire retains the ability to swim and is not vulnerable to immersion in running water.

AC: See individual strains below

Attacks: See individual strains below

Damage: Some vampire strains gain two claw attacks in place of a slam attack. If the base creature does not have this attack form, use the damage values in the table below. Creatures with natural attacks retain their old damage ratings or use the values below, whichever is better.

Size	Damage
Fine	—
Diminutive	1
Tiny	1d2
Small	1d3
Medium-size	1d4
Large	1d6
Huge	d4
Gargantuan	2d6
Colossal	2d8

Special Attacks: See individual strains below. With all strains, saves have a DC of 10 + 1/2 vampire's HD + vampire's Charisma modifier unless noted otherwise.

Special Qualities: See individual strains below. All vampire strains gain the undead type.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage.

Saves: Same as base vampire

Abilities: See individual vampire strains. As undead creatures, vampires have no Constitution score.

Skills: Same as base vampire

Feats: Same as base vampire

Climate/Terrain: Same as base vampire

Organization: See individual vampire strains

Challenge Rating: See individual vampire strains

Treasure: Same as base vampire

Alignment: Usually chaotic, always evil

Advancement: By character class and age category

Chiang-shi

The chiang-shi (or "oriental vampire") originated in lands with Eastern cultures, such as the domain of Rokushima Táiyoo. It is the strain of vampirism that is oriental, not necessarily the base creature. All chiang-shi possess slightly luminous skin, long, razor-sharp fingernails and stark white hair. Both nails and hair grow longer with age: for each century of undeath, a chiang-shi's nails grow 1 inch and its hair grows 1 foot. If trimmed, the nails and hair grow back while the chiang-shi sleeps in its coffin. Truly ancient chiang-shi often wear their hair in long braids or allow it to enshroud them like cobwebs.

Like the base vampire, chiang-shi have no shadow and cast no reflection.

Speed: Increase from the base creature as determined by age category (see the Chiang-Shi Aging Modifiers table). The listed modifier is the chiang-shi's maximum speed in feet when levitating (see below).

AC: The base creature's natural armor improves as determined by age category (see the Chiang-Shi Aging Modifiers table).

Attacks: A chiang-shi retains all the attacks of the base creature and also gains two claw attacks if it didn't already have them.

Damage: Chiang-shi have claw attacks. If the base creature does not have this attack form, use the damage values listed above.

Special Attacks: A chiang-shi retains all of the special attacks of the base creature and also gains those listed below.

Mesmerism (Su): A chiang-shi can paralyze an opponent just by looking into his or her eyes. The chiang-shi must take a standard action, and those merely looking at it are not affected. Anyone the chiang-shi targets must succeed at a Will save or fall under the effects of a *hold monster* spell cast by a 12th-level sorcerer. This ability has a range of 30 feet.

Energy Drain (Su): Living creatures hit by a chiang-shi's claw attack suffer 1 negative level.

Blood Drain (Ex): Same as base vampire.

Spell-Like Abilities: At will — *insect plague, passwall* as the spells cast by a 12th-level sorcerer (save DC = 15 + vampire's Charisma modifier).

Children of the Night (Su): Once per day a chiang-shi can call forth a pack of 4d8 cats or 2d6 panthers (use leopard) as a standard action. These creatures arrive in 2d6 rounds and serve the chiang-shi for up to 1 hour.

Create Spawn (Su): A humanoid or monstrous humanoid slain by a chiang-shi's energy drain attack rises as a vampire spawn 1d4 days after burial.

If the chiang-shi instead drains the victim's Constitution to 0 or less, the victim returns as a spawn if it had 4 or fewer HD and as a chiang-shi if it had 5 or more HD. In either case, the new chiang-shi or spawn is under the command of the chiang-shi that created it and remains enslaved until its master's death.

Special Qualities: A chiang-shi retains all the special qualities of the base creature and gains those listed below.

Damage Reduction (Su): A chiang-shi's damage reduction is determined by its age category (see Chiang-Shi Aging Modifiers table).

Corrosion (Su): Any non-magical weapon that strikes a chiang-shi must make a Fortitude save or suffer 2d8 points of acid damage. This damage ignores the weapon's hardness.

Turn Resistance (Ex): A chiang-shi's turn resistance is determined by its age category (see Chiang-Shi Aging Modifiers table).

Resistance (Ex): Same as base vampire

Invisibility (Su): A chiang-shi can turn itself invisible at will as a standard action, as the *invisibility* spell but can remain invisible indefinitely. The chiang-shi still immediately becomes visible if it makes a direct attack.

Chiang-shi Aging Modifiers

	Ability Score Modifiers										
Age Category	Str	Dex	Int	Wis	Cha	Speed Reduction	Damage Heal	Fast Resist.	Turn	AC	CR
Fledgling	+6	+4	+2	+2	+4	+10	15/+1	5	+4	+6	+2
Mature	+8	+4	+2	+4	+4	+10	20/+1	5	+4	+6	+2
Old	+8	+6	+4	+4	+6	+10	20/+2	6	+5	+7	+3
Ancient	+10	+6	+4	+6	+6	+20	25/+2	6	+6	+7	+3
Eminent	+10	+8	+6	+6	+8	+20	25/+3	8	+7	+8	+4
Patriarch	+12	+10	+8	+8	+10	+30	30/+3	10	+8	+8	+5

Weightless Step (Su): A chiang-shi can *levitate* at will as a free action, similar to the spell cast by a 12th-level sorcerer, except that it can also move horizontally at a maximum speed equal to the Speed bonus listed on the table below.

Alternate Form (Su): A chiang-shi can assume the shape of a tiger as a standard action. This ability is otherwise the same as that of the base vampire.

Fast Healing (Ex): A chiang-shi heals a number of points of damage each round, as determined by age category (see Chiang-shi Aging Modifiers table), so long as it has at least 1 hit point. If reduced to 0 hit points or lower, a chiang-shi automatically becomes invisible and intangible and attempts to escape. A chiang-shi cannot make attacks while intangible. It must reach its coffin home within 2 hours or be utterly destroyed. Once at rest in its coffin, it rises to 1 hit point after 1 hour, then resumes healing at its standard rate.

Abilities: Increase from the base creature as determined by age category (see table below).

Organization: Solitary, pair, gang (2–5) or troop (1–2 plus 2–5 vampire spawn)

Challenge Rating: Same as base creature plus modifier determined by age category (see table below)

Repelling a Chiang-shi

Chiang-shi cannot tolerate the odor of burning incense made from rosemary and myrrh and will not enter an area heavy with its smoke. Similarly, they will not touch any creature wearing a garland woven from rosemary and ivy. These things merely keep the chiang-shi at bay; they do not harm it. Chiang-shi are also unable to cross running water, although they can be carried across it while resting in their coffins or aboard a ship.

Slaying a Chiang-shi

Simply reducing a chiang-shi's hit points to 0 or below incapacitates it but doesn't destroy it. However, certain attacks can slay chiang-shi.

Chiang-shi are as vulnerable to sunlight and running water as the base vampire. During daylight hours, they must rest in a coffin containing a bed of their native soil. If an opponent scatters rosemary and myrrh on the soil in a chiang-shi's coffin, the chiang-shi can never rest in that coffin again.

Driving a bamboo shaft through a chiang-shi's heart instantly slays the monster. However, it returns to life if the stake is removed, unless the body is destroyed. A sure way to permanently destroy a chiang-shi is to cast *bless* on a rosemary blossom, place the flower in the chiang-shi's mouth, and then sew the monster's lips and eyes shut with a silver needle and golden thread.

Nosferatu

Few visual clues distinguish a nosferatu from the base vampire. Nosferatu are naturally pale and cold to the touch, but become as flushed and warm as any living person for several hours after feeding. Nosferatu often grow more attractive with the passing of centuries as old scars fade and coarse features become smooth. Patriarch nosferatu are reputed to have skin as smooth as porcelain. Nosferatu cast neither shadow nor reflection.

Although nosferatu lack the base vampire's crippling energy drain attack, their own powers make them far less predictable and, thus, just as dangerous.

Speed: Increase from the base creature as determined by age category (see table below).

AC: The base creature's natural armor improves as determined by age category (see table below).

Attacks: Same as base vampire

Damage: Same as base vampire

Special Attacks: A nosferatu retains all the special attacks of the base creature and also gains those listed below.

Domination (Su): When used like a gaze attack, this ability works just like that of the base vampire. However, victims of the nosferatu's blood drain attack must also make a Will save or fall instantly under the nosferatu's influence. In this case, the victim remains under the nosferatu's domination until the victim receives a *break enchantment* spell or the nosferatu is slain.

Blood Drain (Ex): Same as base vampire, except that victims must also make a Will save or fall under the nosferatu's influence (see above).

Children of the Night (Su): Same as base vampire

Create Spawn (Su): If a nosferatu drains a humanoid or monstrous humanoid's Constitution to 0 or less, the victim returns as a vampire spawn if it had 4 or fewer HD and as a nosferatu if it had 5 or more HD. In either case, the new nosferatu or spawn is under the command of the nosferatu that created it and remains enslaved until its master's death. The new nosferatu or spawn rises from its grave on the next night of the full moon.

Special Qualities: A nosferatu retains all the special qualities of the base creature and gains those listed below.

Damage Reduction (Su): A nosferatu's damage reduction is determined by its age category (see Nosferatu Aging Modifiers table).

Turn Resistance (Ex): A nosferatu's turn resistance is determined by its age category (see Nosferatu Aging Modifiers table).

Resistance (Ex): Same as base vampire

Gaseous Form (Su): Same as base vampire

Spider Climb (Su): This is a supernatural ability but is otherwise the same as the base vampire.

Alternate Form (Su): Same as base vampire

Lunar Regeneration (Su): A nosferatu gains the regeneration special quality whenever it is exposed to direct moonlight. When a nosferatu is exposed to moonlight, any damage it has previously suffered is immediately converted to subdual damage, even if the nosferatu had already been slain. The nosferatu automatically heals subdual damage at a rate determined by the phase of the moon, plus the bonus given on the Nosferatu Aging Table. (Thus an "old" nosferatu would heal 9 hit points each round in the light of a full moon.)

Moon Phase	Healing Rate
Crescent	3
Half	4
Gibbous	6
Full	8

Fire, acid and *blessed* or holy weapons still deal normal damage. Regenerating nosferatu can reattach severed limbs, but cannot regrow them. A decapitated nosferatu cannot heal subdual damage until its head is reattached.

Restful Sleep (Ex): So long as it has at least 1 hit point, a nosferatu heals 1 hit point per HD each hour it sleeps in its coffin, just as if it had rested for a full day.

Daylight Powerlessness (Ex): Nosferatu cannot use any of their supernatural attacks or qualities between the hours of sunrise and sunset. A nosferatu that is actually exposed to direct sunlight must sleep in its coffin for 8 full hours to regain its powers.

A nosferatu can continue to exert influence over previously dominated victims during the day, but it cannot dominate new victims. A nosferatu caught in one of its alternate forms at daybreak is trapped in that shape until it regains its powers.

Abilities: Increase from the base creature as determined by age category (see table below).

Organization: Solitary, pair, gang (2–5), or troop (1–2 plus 2–5 vampire spawn)

Challenge Rating: Same as base creature plus modifier determined by age category (see table below)

Repelling a Nosferatu

Nosferatu can be repelled by the same methods used to repel base vampires.

Nosferatu Aging Table

	Ability Score Modifiers										
Age Category	Str	Dex	Int	Wis	Cha	Speed Reduction	Damage Regen.	Lunar Resist.	Turn	AC	CR
Fledgling	+4	+4	+2	+2	+6	+0	15/+1	+0	+4	+6	+2
Mature	+4	+4	+4	+2	+8	+10	20/+1	+0	+4	+6	+2
Old	+6	+6	+4	+4	+8	+10	20/+2	+1	+5	+7	+3
Ancient	+6	+6	+6	+4	+10	+20	25/+2	+1	+6	+7	+3
Eminent	+8	+8	+6	+6	+10	+20	25/+3	+2	+7	+8	+4
Patriarch	+10	+10	+8	+8	+12	+30	30/+3	+3	+8	+8	+5

Slaying a Nosferatu

Driving a wooden stake through a nosferatu's heart instantly slays the monster. However, it returns to life if the stake is removed. If a nosferatu's hit points are reduced to 0 or below, it collapses as if slain but is not truly destroyed. Exposure to moonlight can restore a nosferatu to life long after it has been slain. Experienced opponents know that the only sure way to destroy a nosferatu is to consume the monster's body in flames or scatter its severed limbs beyond the reach of its surviving minions.

Direct sunlight does not disorient or physically harm nosferatu, but it does greatly weaken them. Given a choice, most nosferatu still sleep in their coffins by day. Nosferatu are as vulnerable to running water as the base vampire.

Cerebral Vampires

A rare subtype of nosferatu known as the "cerebral vampire" feeds on cerebrospinal fluid rather than blood. Some occult scholars believe these monsters all stem from a single, unusual vampire. Cerebral vampires and their spawn have the following special attack in lieu of Blood Drain, but otherwise use all of the nosferatu's statistics and special abilities.

Intelligence Drain (Ex): A cerebral vampire can suck the spinal fluid from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains fluid, inflicting 1d4 points of permanent Intelligence drain each round the pin is maintained. Victims reduced to 0 Intelligence or below fall into a catatonic stupor. If they die while their Intelligence is still at 0 or below, they may return as cerebral vampires or spawn, depending on their Hit Dice (see Create Spawn above). The base creature's original Intelligence is restored by the change to undeath.

Vrykolaka

Vrykolakas are a debased strain of vampire, reviled even by other undead. Their minds shat-

tered by the change to undeath, they exist as nocturnal scavengers and plague-carriers. Vrykolakas have a cadaverous appearance, their distorted features either sunken or bloated from decay. Vrykolakas exhibit all the cosmetic symptoms of the diseases they carry, though they do not actually suffer any ill effects. Their eyes glow with dim green light and their fingers end in curving talons. Vrykolakas do not have fangs, instead opening their victims' veins with a needle-like barb at the end of a dexterous, foot-long tongue.

Speed: Increase from the base creature as determined by age category (see Vrykolaka Aging Modifiers table).

AC: The base creature's natural armor improves as determined by age category (see Vrykolaka Aging Modifiers table).

Attacks: A vrykolaka retains all of the attacks of the base creature and also gains two claw attacks if it didn't already have them.

Damage: Vrykolakas have claw attacks. If the base creature does not have this attack form, use the damage values listed above.

Special Attacks: A vrykolaka retains all the special attacks of the base creature and also gains those listed below.

Fever Sleep (Su): A vrykolaka can send a victim into feverish unconsciousness just by looking into his or her eyes. The vrykolaka must take a standard action, and those merely looking at it are not affected. Anyone the vrykolaka targets must succeed at a Will save or fall unconscious as though by a *sleep* spell cast by a 12th-level sorcerer, except that the attack can affect a creature with any number of Hit Dice. The vrykolaka does not wake the victim by drinking its blood. The ability has a range of 30 feet.

Blood Drain (Ex): Same as base vampire, except that the victim also risks infection (see below).

Disease (Ex): Any living creature that suffers damage from a vrykolaka's claw attacks or blood drain runs the risk of disease. A vrykolaka adds its Charisma modifier to the DC for the victim's Fortitude save to avoid infection. Vrykolakas permanently carry one disease (typically filth fever, see below), which is tied to their animating force. A vrykolaka that drains the blood of a diseased victim will also transmit that victim's diseases, but the DC to avoid infection from these secondary diseases drops by 1 for each day that passes after transmission. When the DC to avoid infection drops to 0, that disease is no longer present in the vrykolaka's system. A vrykolaka can carry any disease transmitted through injury or contact, and can carry any number of diseases at once. Opponents who make a successful Heal check (DC 15) can tell what diseases a vrykolaka carries at a glance.

Filth fever — claw or blood drain, Fortitude save (DC 12 + vrykolaka's Charisma modifier), incubation period 1d3 days; damage 1d3 temporary Dexterity and 1d3 temporary Constitution (see "Disease" in Chapter Three of the *Dungeon Master's Guide*).

Children of the Night (Su): Vrykolakas are the emissaries of pestilence and vermin. Once per day a vrykolaka can call forth 6d10 HD of monstrous vermin as a standard action. These creatures arrive in 2d6 rounds and serve the vrykolaka for up to 1 hour.

Create Spawn (Su): A humanoid or monstrous humanoid slain by the diseases spread by a vrykolaka rises as a vampire spawn 1d4 days after burial.

If the vrykolaka instead drains the victim's Constitution to 0 or less, the victim returns as a spawn if it had 4 or fewer HD and as a vampire if it had 5 or more HD. In either case, the new vrykolaka or spawn in under the command of the vrykolaka that created it and remains enslaved until its master's death.

Special Qualities: A vrykolaka retains all the special qualities of the base creature and gains those listed below.

Damage Reduction (Su): A vrykolaka's damage reduction is determined by its age category (see Vrykolaka Aging Modifiers table).

Turn Resistance (Ex): A vrykolaka's turn resistance is determined by its age category (see Vrykolaka Aging Modifiers table).

Resistance (Ex): Same as base vampire

Spider Climb (Ex): Same as base vampire

Alternate Form (Su): A vrykolaka can assume the shape of a dire rat or a swarm of rats or fine vermin as a standard action. This ability is similar to a *polymorph self* spell cast by a 12th-level sorcerer, except that the vampire can assume only one of the forms listed here. It can remain in that form until it assumes another or until the next sunrise.

Each creature in a swarm has 1 hit point, and the swarm is composed of a number of creatures equal to the vrykolaka's total hit points. The vrykolaka suffers 1 point of damage for each creature in the swarm killed. These creatures still carry

the monster's diseases, but vrykolakas typically use their swarm form only to retreat from combat or slip through tight spaces, since they are highly vulnerable to area attacks.

Fast Healing (Ex): A vrykolaka heals a number of points of damage each round, as determined by age category (see Vrykolaka Aging Modifiers table), so long as it has at least 1 hit point. If reduced to 0 hit points or lower, a vrykolaka automatically assumes its swarm form and attempts to escape. At least half of the swarm must reach its coffin home within 2 hours or the vrykolaka is utterly destroyed. Once at rest in its coffin, it rises to 1 hit point after 1 hour, then resumes healing at its standard rate.

Abilities: Increase from the base creature as determined by age category (see Vrykolaka Aging Modifiers table). The minimum a vrykolaka's Intelligence score can drop to is 3. Vrykolakas suffer a modifier to their Outcast Rating (OR) when dealing with non-vrykolaka due to their increasingly loathsome appearance.

Organization: Solitary, pair, gang (2–5) or plague (1–2 plus 2–5 vampire spawn)

Challenge Rating: Same as base creature plus modifier determined by age category (see Vrykolaka Aging Modifiers table)

Treasure: Standard

Repelling a Vrykolaka

Vrykolaka cannot tolerate the odor of garlic or anise and will not enter an area laced with it. Similarly, they recoil from a strongly presented holy symbol. They cannot cross an unbroken line of aniseed. These things don't harm the vrykolaka, they merely keep it at bay.

Vrykolaka are also unable to cross running water, like the base vampire, though still or stagnant water causes them no distress. They are utterly unable to enter any room that is kept spotlessly clean.

Slaying a Vrykolaka

Simply reducing a vrykolaka's hit points to 0 or below incapacitates it but doesn't destroy it. However, certain attacks can destroy vrykolakas. Vrykolakas are as vulnerable to sunlight and running water as the base vampire.

Driving an iron spike through a vrykolaka's skull instantly slays the monster. However, it returns to life if the spike is removed, unless the body is completely consumed by flame. Vrykolakas are particularly vulnerable to the spell *remove disease*. If an opponent casts *remove disease* on a vrykolaka, it must make a Fortitude save or suffer 2 negative levels. A vrykolaka that is asleep in its coffin or

Vrykolaka Aging Modifiers

	Ability Score Modifiers											
Age Category	Str	Dex	Int	Wis	Cha	Speed	Damage Reduction	Fast Heal	Turn Resist.	AC	OR	CR
Fledgling	+6	+8	–6	+4	+2	+0	10/+1	5	+3	+5	+2	+1
Mature	+6	+10	–4	+4	+2	+0	15/+1	5	+3	+5	+2	+1
Old	+8	+10	–4	+6	+4	+10	15/+2	6	+4	+6	+3	+2
Ancient	+8	+12	–2	+6	+4	+10	20/+2	6	+5	+6	+4	+2
Eminent	+10	+12	–2	+8	+6	+20	20/+3	8	+6	+7	+5	+3
Patriarch	+12	+14	+0	+10	+8	+30	25/+3	10	+7	+7	+6	+4

incapacitated (as with the iron spike) automatically fails its saving throw. If a vrykolaka has at least as many negative levels as it has HD, it is permanently destroyed.

When a vrykolaka is permanently destroyed, its body dissolves into foul vapors similar to a *stinking cloud* spell cast by a 12th-level sorcerer.

Dwarven Vampire

Dwarves look forward to the afterlife as a final, lasting reward for a long lifetime of service. Undeath is nothing less than a bitter betrayal of this glorious end. Dwarven vampires are solitary creatures that shun their own kind, both to shield themselves from the hatred of their living kin and out of shame for their undead state. Dwarven vampires have silver or white hair and beards, and their skin feels as cold and hard as stone. A dwarven vampire leaves a faint trail of grave dust wherever it goes.

Speed: Increase from the base creature as determined by age category (see Dwarven Vampire Aging Modifiers table).

AC: The base creature's natural armor improves as determined by age category (see Dwarven Vampire Aging Modifiers table).

Attacks: Same as base vampire

Damage: Same as base vampire

Special Attacks: A dwarven vampire retains all the special attacks of the base creature and also gains those listed below.

Terror Gaze (Su): A dwarven vampire can strike fear into the hearts of its opponents just by looking at them. This requires a standard action. The vampire must be able to see its victim, but the victim does not have to see the vampire. Anyone the vampire targets must make an immediate Fear save. The ability has a range of 30 feet, and is a magical fear effect.

Strength Drain (Su): Living creatures hit by a dwarven vampire's slam attack suffer 1d4 points of permanent Strength drain.

Blood Drain (Ex): Same as base vampire

Children of the Night (Su): Once per day a dwarven vampire can call forth a pack of 2d8 badgers, 2d6 wolverines, or 2d4 thoqqua as a standard action. These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Create Spawn (Su): If a dwarven vampire drains a dwarven victim's Constitution to 0 or less, the victim returns as a vampire spawn if it had 4 or fewer HD and as a dwarven vampire if it had 5 or more HD. For this to happen, however, the victim's body must be placed in a stone sarcophagus and placed underground. Next, the master vampire must visit the corpse and sprinkle it with powdered metals. If all of this occurs, the new vampire or spawn rises 1d4 days after the vampire's visit and is under the command of the dwarven vampire that created it, remaining enslaved until its master's death.

Special Qualities: A dwarven vampire retains all the special qualities of the base creature and gains those listed below.

Dwarven Aging Modifiers

	Ability Score Modifiers											
Age Category	Str	Dex	Int	Wis	Cha	Speed	Damage Reduction	Fast Heal	Turn Resist.	AC	SR	CR
Fledgling	+6	+2	+2	+2	+4	+0	15/+2	1/5	+4	+8	12	+3
Mature	+8	+2	+4	+2	+4	+0	20/+2	1/5	+4	+8	14	+3
Old	+8	+4	+4	+4	+6	+10	20/+3	2/6	+5	+9	16	+4
Ancient	+10	+4	+6	+4	+6	+10	25/+3	2/7	+6	+9	18	+4
Eminent	+10	+6	+6	+6	+8	+20	25/+4	3/8	+7	+10	20	+5
Patriarch	+12	+8	+8	+8	+10	+30	30/+4	3/10	+8	+10	22	+6

Damage Reduction (Su): A dwarven vampire's damage reduction is determined by its age category (see Dwarven Vampire Aging Modifiers table).

Turn Resistance (Ex): A dwarven vampire's turn resistance is determined by its age category (see Dwarven Vampire Aging Modifiers table).

Resistance (Ex): Same as base vampire

Spell Resistance (Su): A dwarven vampire gains spell resistance as determined by age category (see Dwarven Vampire Aging Modifiers table). A dwarven vampire cannot voluntarily lower its resistance and must defeat its own spell resistance to cast spells.

Stonewalk (Su): As a standard action, a dwarven vampire can merge with solid stone at will. This ability is similar to the spell *meld into stone*, except that the vampire can move freely through the stone at a speed of 20 feet and can remain merged with the stone indefinitely.

Tremorsense (Ex): A dwarven vampire can automatically sense the location of anything within 60 feet that is in contact with a stone surface.

Fast Healing (Ex): A dwarven vampire heals a number of points of damage each round, as determined by age category (see Dwarven Vampire Aging Modifiers table), so long as it has at least 1 hit point. The number before the slash represents the vampire's healing rate above ground; the number after the slash represents the vampire's healing rate while underground. If reduced to 0 hit points or lower, the dwarven vampire automatically assumes a stonewalking state and attempts to escape. It must travel to its coffin home within 2 hours. If it does not reach its coffin, it rematerializes within the stone and is utterly destroyed. Once at rest in its coffin, it rises to 1 hit point after 1 hour, then resumes healing at its standard rate.

Abilities: Increase from the base creature as determined by age category (see Dwarven Vampire Aging Modifiers table).

Organization: Solitary, pair, or troop (1–2 plus 2–5 vampire spawn)

Challenge Rating: Same as base creature plus modifier determined by age category (see Dwarven Vampire Aging Modifiers table)

Repelling a Dwarven Vampire

Dwarven vampires recoil from a mirror or a strongly presented holy symbol. They cannot cross an unbroken line of metal shavings, even when stonewalking. These things don't harm the vampire—they merely keep it at bay.

Dwarven vampires are utterly unable to enter any structure that is not constructed at least in part from stone and earth.

Slaying a Dwarven Vampire

Simply reducing a dwarven vampire's hit points to 0 or below incapacitates but doesn't destroy it. However, certain attacks can slay dwarven vampires.

Exposing any dwarven vampire disorients it. It can take only partial actions and is turned to stone on the next round if it cannot escape, as if affected by the spell *flesh to stone*. A casting of *stone to flesh* can later restore the vampire, however. Water drawn from a mineral spring burns a dwarven vampire as effectively as holy water. If a dwarven vampire is immersed in a natural spring, it loses one-third of its hit points each round until it is destroyed at the end of the third round.

Impaling a dwarven vampire through the heart with a natural stone formation (such as a stalactite or stalagmite) instantly slays the monster. However, it returns to life if the stake is removed, unless the body is destroyed. A sure way to destroy a dwarven vampire is to cut out the vampire's heart, soak it in oil for three days, and then burn it in a dwarven forge. When the heart is completely reduced to ash, the rest of the vampire's body crumbles to dust.

Elven Vampire

Elven vampires are a malignant tumor on the world, poisoning all natural things around them by their very presence. The transformation to undeath warps and scars an elven vampire's features, changing them into twisted mockeries of their former selves. Elven vampires often conceal their monstrous faces behind veils or dark, voluminous cloaks. Unlike most strains, elven vampires feed on beauty and creative energies rather than blood.

Speed: Increase from the base creature as determined by age category (see Elven Vampire Aging Modifiers table).

AC: The base creature's natural armor improves as determined by age category (see Elven Vampire Aging Modifiers table).

Attacks: Same as base vampire

Damage: Same as base vampire

Special Attacks: An elven vampire retains all the special attacks of the base creature and also gains those listed below.

Wretched Gaze (Su): Anyone who sees an elven vampire's scarred face must make a Horror save or be frozen (as the horror effect; see Chapter Three of the **Ravenloft** setting book). The victim remains frozen until 1d4 rounds after he or she loses sight of the vampire's face. This gaze attack has a range of 30 feet.

Charisma Drain (Su): Living creatures hit by an elven vampire's slam attack suffer 1d4 points of permanent Charisma drain. If a victim's Charisma drops below 3, she becomes a lost one and automatically gains the "suicidal thoughts" madness effect. If a victim's Charisma drops to 0 or less, he or she loses the will to live and dies within 2d6 hours.

Black Thumb (Su): Any plant an elven vampire touches with its bare skin must make a Fortitude save or suffer 1d4 points of damage each minute until it dies. Once started, this withering process can be stopped only by destroying the vampire. The elven vampire cannot suppress this ability. Elven vampires can feel the agony of the plants they slowly kill, however, and thus usually try to avoid contact. This affliction alone drives many elven vampires to the brink of madness.

Spell-Like Abilities: 3/day — *entangle, snare, spike growth, warp wood*; 1/day — *antilife shell, giant vermin, wall of thorns*. These abilities are as the spells cast by a 12th-level druid, except that the vampire uses its Charisma modifier to modify saves, not its Wisdom modifier (save DC = 10 + elven vampire's Charisma modifier + spell level).

Children of the Night (Su): Once per day an elven vampire can call forth a flock of 5d10 hawks, a flock of 3d10 eagles, a pack of 3d6 wolves, or a swarm of 6d10 HD of diminutive or tiny animals (mammals only), such as badgers, monkeys, rats or weasels. These creatures arrive in 2d6 rounds and serve the elven vampire for up to 1 hour.

Create Spawn (Su): An elf or half-elf that commits suicide due to the effects of an elven vampire's Charisma drain rises as a vampire spawn 1d4 days after burial.

If the vampire instead drains the victim's Charisma to 0 or less, causing the victim to die, the victim returns as a spawn if it had 4 or fewer HD and as an elven vampire if it had 5 or more HD. In either case, the new elven vampire or spawn is under the command of the vampire that created it and remains enslaved until its master's death.

Special Qualities: An elven vampire retains all the special qualities of the base creature and gains those listed below.

Damage Reduction (Su): An elven vampire's damage reduction is determined by its age category (see Elven Vampire Aging Modifiers table).

Turn Resistance (Ex): An elven vampire's turn resistance is determined by its age category (see Elven Vampire Aging Modifiers table).

Resistance (Ex): Same as base vampire

Plantwalk (Su): As a standard action, an elven vampire can *tree stride* at will between living trees, as the spell. Both trees (the entry point and the exit point) automatically come in contact with the

Elven Aging Modifiers

	Ability Score Modifiers											
Age Category	Str	Dex	Int	Wis	Cha	Speed	Damage Reduction	Fast Heal	Turn Resist.	AC	OR	CR
Fledgling	+4	+8	+2	+4	+0	+0	15/+1	4	+2	+4	+2	+2
Mature	+4	+10	+4	+4	+0	+10	20/+1	4	+4	+4	+2	+2
Old	+6	+10	+4	+6	+2	+10	20/+2	5	+3	+5	+3	+3
Ancient	+6	+12	+6	+6	+2	+20	25/+2	5	+4	+5	+3	+3
Eminent	+8	+12	+6	+8	+4	+20	25/+3	6	+5	+6	+4	+4
Patriarch	+10	+14	+8	+10	+6	+30	30/+3	8	+6	+6	+5	+5

vampire and are subject to its black thumb ability (see above).

Alternate Form (Su): An elven vampire can assume the shape of an eagle or giant eagle as a standard action. This ability is otherwise the same as that of the base vampire.

Fast Healing (Ex): An elven vampire heals a number of points of damage each round, as determined by age category (see Elven Vampire Aging Modifiers table), so long as it has at least 1 hit point. If reduced to 0 hit points or lower, an elven vampire automatically attempts to escape to its coffin using its plantwalk ability. If the vampire spends more than 2 continuous rounds outside a tree before it reaches its coffin home, it is utterly destroyed. Once at rest in its coffin, it rises to 1 hit point after 1 hour, then resumes healing at its standard rate.

Abilities: Increase from the base creature as determined by age category (see Elven Vampire Aging Modifiers table). Elven vampires suffer a modifier to their Outcast Rating (OR) when dealing with non-elven vampires due to their scarred, unnatural appearance.

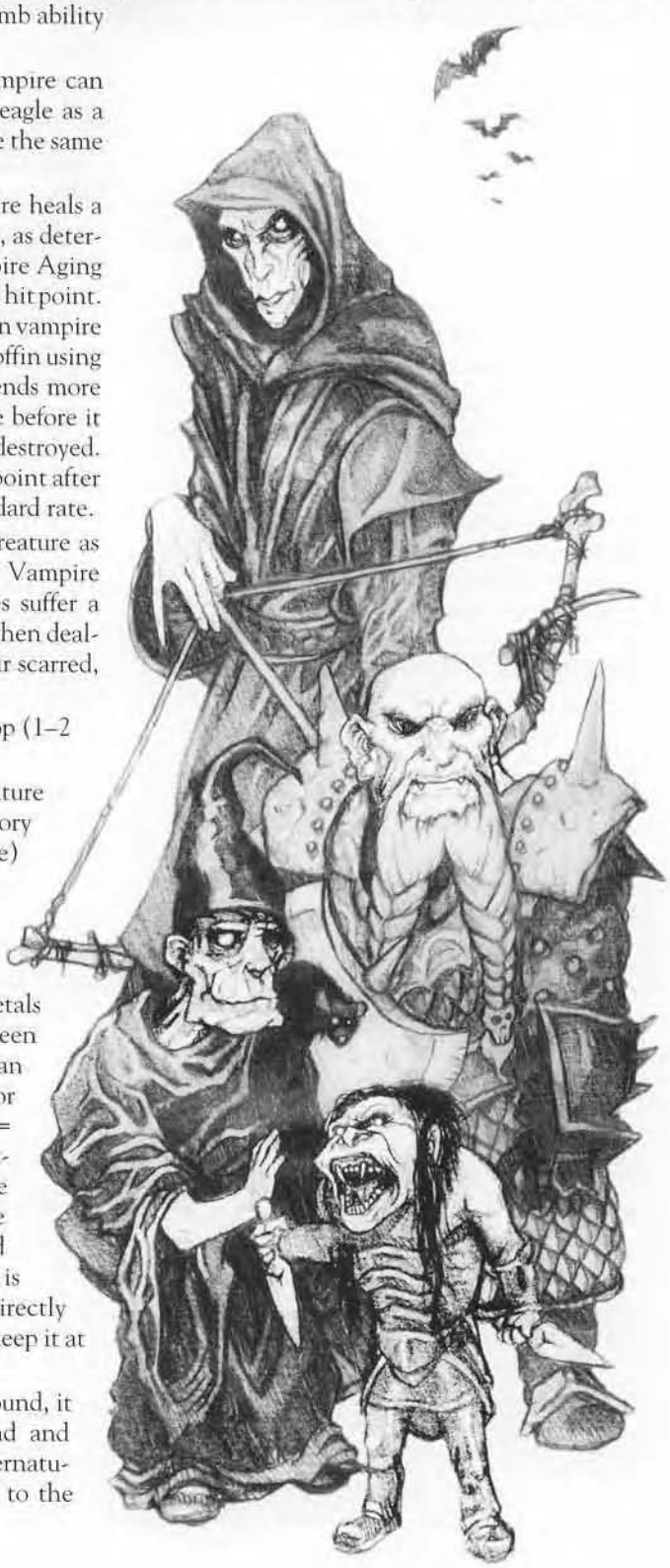
Organization: Solitary, pair, or troop (1–2 plus 2–5 vampire spawn)

Challenge Rating: Same as base creature plus modifier determined by age category (see Elven Vampire Aging Modifiers table)

Repelling an Elven Vampire

Elven vampires are unaffected by mirrors or garlic, but they cannot cross an unbroken line of flower petals. The petals must still be fresh and fragrant, having been plucked no more than 1 day earlier. If an elven vampire hears music being played or sung, it must make a Will save (DC = performer's Perform check) or stop whatever it is doing and listen, enraptured. The vampire can attempt a new Will save once per minute to break free of its rapture, and the effect ends immediately if the vampire is attacked. Flowers and music do not directly harm the elven vampire — they merely keep it at bay.

If an elven vampire travels underground, it suffers 1d4 points of damage per round and cannot use its fast healing or any of its supernatural or spell-like abilities until it returns to the surface.



Slaying an Elven Vampire

Simply reducing an elven vampire's hit points to 0 or below incapacitates but doesn't destroy it. However, certain attacks can slay elven vampires.

Elven vampires are not harmed by sunlight — in fact, they depend on it. An elven vampire outside of its coffin between sunset and sunrise is disoriented, able to take only partial actions, and is destroyed utterly on the next round if it cannot escape. Running water has no power over elven vampires, but fresh tree sap burns them as effectively as holy water.

Driving a charcoal stake through an elven vampire's heart instantly slays the monster. However, it returns to life if the stake is removed, unless the body is destroyed. A sure way to kill an elven vampire is to sever its head and burn it in a fire fueled with flowers and flowering shrubs. The fire must burn for no less than 24 hours to ensure the vampire's destruction.

Gnomish Vampire

When some gnomes claim that life is little more than a cruel cosmic joke, it is the gnomish vampire they offer as their evidence. Time etches itself deeply into the gnomish vampire's flesh, slowly turning their skin from taut to haggard to a state of near mummification. Strikingly, all gnomish vampires are completely mute, robbing them of the ability to tell the jokes and stories they enjoyed in life. A gnomish vampire must use the Silent Spell feat to cast any spell with a verbal component, including their inborn cantrips.

Speed: Increase from the base creature as determined by age category (see Gnomish Vampire Aging Modifiers table).

AC: The base creature's natural armor improves as determined by age category (see Gnomish Vampire Aging Modifiers table).

Attacks: Same as base vampire

Damage: Same as base vampire

Special Attacks: A gnomish vampire retains all the special attacks of the base creature and also gains those listed below.

Mocking Grin (Su): Once per 10 minutes, a gnomish vampire can twist its features into a leering grin. This ability is a gaze attack, except that the gnomish vampire must take a standard action, and has a range of 30 feet. Anyone within range who sees the monster's face must make a Will save or break into uncontrollable laughter. The effects are similar to the *Tasha's hideous laughter* spell cast by a 12th-level sorcerer, but the duration is 1d6 rounds and victims of a different type do not receive a bonus to their saving throw. In addition, victims suffer damage each round they laugh, as determined by the vampire's age category (see Gnomish Vampire Aging table).

Dexterity Drain (Su): Living creatures hit by a gnomish vampire's slam attack suffer 1d4 points of permanent Dexterity drain.

Blood Drain (Ex): Same as base vampire

Animal Domination (Su): This ability is similar to the base vampire's domination ability, but it affects only animals.

Create Spawn (Su): To create a new minion, a gnomish vampire must drains a gnome victim's Constitution to 0 or less, then place the corpse in the same sarcophagus in which the vampire itself sleeps. The gnomish vampire must then lie atop its victim for three full days, not even leaving to feed, allowing its negative energy to seep into the victim. At the end of this period, the victim returns as a gnomish vampire if it had 5 or more HD. The new vampire is under the command of the gnomish vampire that created it and remains enslaved until its master's death.

Gnomish vampires cannot create vampire spawn.

Special Qualities: A gnomish vampire retains all the special qualities of the base creature and gains those listed below.

Damage Reduction (Su): A gnomish vampire's damage reduction is determined by its age category (see Gnomish Vampire Aging Modifiers table).

Turn Resistance (Ex): A gnomish vampire's turn resistance is determined by its age category (see Gnomish Vampire Aging Modifiers table).

Resistance (Ex): A gnomish vampire has cold, electricity and fire resistance 20.

Immunities (Su): Metal weapons pass harmlessly through a gnomish vampire's body, regardless of the weapon's enchantment. If a magic weapon causes an additional type of damage (such as the fire damage inflicted by a flaming burst weapon), the gnomish vampire is subject to that damage. A gnomish vampire automatically disbelieves all illusions.

Spectral Form (Su): As a standard action, a gnomish vampire can assume the form of a ball of light, resembling a will-o'-wisp. The vampire is incorporeal in this form and can remain so indefi-

nitely. It has a fly speed of 20 feet with perfect maneuverability. As with all incorporeal creatures, a gnomish vampire in spectral form can pass through many solid objects. It cannot, however, pass through force effects or any living creatures or once-living material, such as wooden walls or a leather tent.

Spider Climb (Ex): Same as the base vampire, but a gnomish vampire can only climb surfaces made from inorganic substances such as stone, metal or earth. A gnomish vampire could not climb a wooden wall, for example.

Change Self (Sp): This ability is as the spell cast by a 12th-level sorcerer, but the vampire can maintain the illusion indefinitely. A gnomish vampire can use this ability as a standard action at will.

Fast Healing (Ex): A gnomish vampire heals a number of points of damage each round, as determined by age category (see Gnomish Vampire Aging Modifiers table), so long as it has at least 1 hit point. If reduced to 0 hit points or lower, a gnomish vampire automatically assumes spectral form and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. Once at rest in its coffin, it rises to 1 hit point after 1 hour, then resumes healing at its standard rate.

Abilities: Increase from the base creature as determined by age category (see Gnomish Vampire Aging Modifiers table).

Organization: Solitary, pair

Challenge Rating: Same as base creature plus modifier determined by age category (see Gnomish Vampire Aging Modifiers table)

Repelling a Gnomish Vampire

Gnomish vampires recoil from a silver-backed mirror or a strongly presented holy symbol. They must make a Will save (DC = presenter's Charisma check) or stare at any strongly presented jewel for 2d4 rounds. This effect ends immediately if the gnomish vampire is attacked. These things don't harm the gnomish vampire — they just keep it at bay.

A gnomish vampire is utterly unable to enter a home or other building unless it raps once at a door and a living creature responds. In lands where gnomish vampires roam, wary residents often will not respond until a visitor's second or third knock.

Slaying a Gnomish Vampire

Simply reducing a gnomish vampire's hit points to 0 or below incapacitates but doesn't destroy it. However, certain attacks can slay gnomish vampires. Direct sunlight is devastating to a gnomish vampire: If the vampire cannot escape in a single standard action, it is utterly destroyed.

Driving a silver spike through a gnomish vampire's heart instantly slays the monster. However, it returns to life if the stake is removed, unless the body is destroyed. Gnomes swear that the only sure way to destroy a gnomish vampire is to cut off its hands and boil them in a volcanic hot spring for 24 hours. Next, the body must be placed in a masterwork wooden coffin (market price: 160 gp). The vampire's eyes must then be removed and replaced with gems, each worth at least 100 gp.

Gnomish Aging Modifiers

	Ability Score Modifiers											
Age Category	Str	Dex	Int	Wis	Cha	Speed	Damage Reduction	Fast Heal	Turn Resist.	AC	Laugh	CR
Fledgling	+0	+6	+2	+6	+4	+0	15/+1	3	+4	+6	1d4	+1
Mature	+0	+8	+2	+8	+4	+10	20/+1	3	+4	+6	1d6	+1
Old	+2	+8	+4	+8	+6	+10	20/+2	5	+5	+7	1d8	+2
Ancient	+2	+10	+4	+10	+6	+20	25/+2	5	+5	+7	1d8	+2
Eminent	+4	+10	+6	+10	+8	+20	25/+3	6	+6	+8	1d10	+3
Patriarch	+6	+12	+8	+12	+10	+30	30/+3	8	+7	+8	1d10	+4

Once the ritual is complete, the coffin must be nailed shut and buried. Only then is the gnomish vampire sure to be dead.

Halfling Vampire

Halflings enjoy little more in life than a good pipe and the open road. In undeath, even these simple comforts become twisted mockeries. Halfling vampires resemble their living kin, but their skin is pale and sometimes withered. Their teeth are long and sharp, giving their faces a feral cast. Halfling vampires often collect grisly trophies from their victims. Many halfling vampires are themselves missing a finger, toe or ear, having been collected from during their final moments of life.

Speed: Increase from the base creature as determined by age category (see Halfling Vampire Aging Modifiers table).

AC: The base creature's natural armor improves as determined by age category (see Halfling Vampire Aging Modifiers table).

Attacks: Same as base vampire

Damage: Same as base vampire

Special Attacks: A halfling vampire retains all the special attacks of the base creature and also gains those listed below.

Fatigue Aura (Su): Living creatures that come within a 60-foot radius of a halfling vampire must make a Will save or become fatigued. Creatures that are already fatigued become exhausted. (See *Player's Handbook* glossary.) This effect lasts 1d6 rounds.

Vitality Damage (Su): Living creatures hit by a halfling vampire's slam attack suffer 1d4 points of temporary Strength damage and 1d4 points of temporary Dexterity damage.

Blood Drain (Ex): Same as base vampire

Spell-Like Abilities: At will — *purify food and water*; 3/day — *create food and water*. These abilities are as the spells as if cast by a 12th-level sorcerer. At will, a halfling vampire can also despoil food and water as a partial action. This spell-like ability renders 12 cubic feet of food and water unfit for consumption (save DC 10 + halfling vampire's Charisma modifier).

Children of the Night (Su): Once per day a halfling vampire can call forth a pack of 4d8 dogs or a swarm of 4d10 cats as a standard action. These creatures arrive in 2d6 rounds and serve the halfling vampire for up to one hour.

Create Spawn (Su): A halfling victim slain by a halfling vampire's Constitution drain returns as a vampire spawn if it had 4 or fewer HD and as a halfling vampire if it had 5 or more HD. In either case, the new vampire or spawn is under the command of the halfling vampire that created it and remains enslaved until its master's death.

Special Qualities: A halfling vampire retains all the special qualities of the base creature and gains those listed below.

Turn Resistance (Ex): A halfling vampire's turn resistance is determined by its age category (see Halfling Vampire Aging Modifiers table).

Resistance (Ex): Same as base vampire

Gaseous Form (Su): Same as the base vampire, but rather than a cold mist, a halfling vampire takes the form of a cloud of pleasantly aromatic pipe tobacco.

Padfoot (Ex): A halfling vampire always moves silently.

Alternate Form (Su): A halfling vampire can assume the shape of a boar, dog, riding dog or owl as a standard action. This ability is otherwise the same as that of the base vampire.

Fast Healing (Ex): A halfling vampire heals a number of points of damage each round so long as it has at least 1 hit point. The healing rate is determined by age category and the phase of the moon (see Halfling Aging Modifiers table). The first number represents the vampire's healing rate when the moon is less than half full. The middle number represent the vampire's healing rate when the moon is half full or gibbous. The last number represents the vampire's healing rate during the three nights of the full moon. If reduced to 0 hit points or lower, a halfling vampire automatically assumes *gaseous form* and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. Once at rest in its coffin, it rises to 1 hit point after 1 hour, then resumes healing at its standard rate.

Abilities: Increase from the base creature as determined by age category (see Halfling Vampire Aging Modifiers table).

Organization: Solitary, pair, gang (2–5), or troop (1–2 plus 2–5 vampire spawn)

Challenge Rating: Same as base creature plus modifier determined by age category (see Halfling Vampire Aging Modifiers table)

Repelling a Halfling Vampire

Halfling vampires cannot tolerate the smell of tobacco smoke (other than their own *gaseous form*) and will not enter an area heavy with its aroma. Similarly, they recoil from a strongly presented holy symbol. A halfling vampire is utterly unable to enter any room with a fire burning in its hearth, and it cannot pass through any window or doorway with an upright horseshoe nailed above it. These things don't harm the vampire — they merely keep it at bay.

Although most vampires must rest on a bed of their native soil, many vampires learn to gain mobility by porting boxes of earth from their burial grounds with them on their travels. The halfling vampire is denied the pleasures of travel; it can never rest more than 1 mile from the spot where it was first buried. Most halfling vampires are buried near populated areas, but a few unlucky enough to have been entombed in remote locations are known to have gone mad from hunger.

Slaying a Halfling Vampire

Simply reducing a halfling vampire's hit points to 0 or below incapacitates but doesn't destroy it. However, certain attacks can slay halfling vampires.

Halfling vampires are as vulnerable to sunlight and running water as the base vampire. In addition, rainfall burns a halfling vampire like acid, so they will never willingly leave their lairs during a storm. If a halfling vampire is caught out in the rain, it suffers acid damage each round, as determined by the severity of the rainfall.

Rainfall	Damage
Rain	1d6
Heavy (thunderstorm)	1d8
Torrential (hurricane)	1d10

A halfling vampire reduced to 0 hit points or less by rainfall is destroyed utterly.

A halfling vampire can be instantly slain by driving a wooden stake through its heart. The stake must have just been drawn from a crackling hearth fire, and the stake's tip must still be burning when it is driven into the vampire's chest. However, the halfling vampire returns to life if the stake is removed, unless the body is destroyed. A sure way to destroy a halfling vampire is to sever its hands and feet and cast them into a hearth fire. If the flames are maintained for 3 hours, the vampire dissolves into smoke and is utterly destroyed.

Sample Chiang-Shi

This example uses a 5th-level human monk as the base creature.

	Fledgling Chiang-Shi Medium-Size Undead (Vampire)
Hit Dice:	5d12 (32 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	50 ft.
AC:	25 (+4 Dex, +3 Wis, +1 monk, +6 natural, +1 armor)

Halfling Aging Modifiers

	Ability Score Modifiers									
Age Category	Str	Dex	Int	Wis	Cha	Speed	Fast Heal	Turn Resist.	AC	CR
Fledgling	+0	+6	+2	+4	+6	+0	3/4/5	+4	+6	+1
Mature	+0	+6	+2	+6	+8	+10	3/4/5	+4	+6	+1
Old	+2	+8	+4	+6	+8	+10	4/5/6	+5	+7	+2
Ancient	+2	+8	+4	+8	+10	+20	4/5/6	+6	+7	+2
Eminent	+4	+10	+6	+8	+10	+20	5/6/8	+7	+8	+3
Patriarch	+6	+12	+8	+10	+12	+30	6/8/10	+8	+8	+4

Attacks:	2 claws +11 melee (or *+1 kama* +13 melee); or masterwork sling +8 ranged
Damage:	Claw 1d4+5 and energy drain; kama 1d6+6; or sling 1d4
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Unarmed strike, stunning attack, mesmerism, energy drain, blood drain, spell-like abilities, children of the night, create spawn
Special Qualities:	Undead, evasion, slow fall, damage reduction 15/+1, corrosion, turn resistance +4, cold and electricity resistance 20, invisibility, weightless step, alternate form, fast healing, chiang-shi weaknesses
Saves:	Fort +4, Ref +10, Will +7
Abilities:	Str 20, Dex 18, Con -, Int 12, Wis 17, Cha 14
Skills:	Balance +12, Bluff +10, Concentration +10, Diplomacy +10, Hide +12, Jump +13, Listen +13, Move Silently +12, Search +9, Sense Motive +11, Spot +13, Tumble +12
Feats:	Alertness, Combat Reflexes, Deflect Arrows, Dodge, Improved Initiative, Lightning Reflexes, Weapon Focus (kama)

Combat

The Will save against this chiang-shi's mesmerism, and the Fortitude save against its corrosion, have a DC of 14. Saves against this chiang-shi's spell-like abilities have a DC of 17.

Magic Items Carried: *+1 kama, bracers of armor +1, 2 potions of cat's grace*

Challenge Rating: 7

Sample Nosferatu

This example uses a 5th-level human aristocrat as the base creature.

	Fledgling Nosferatu (Vampire) **Medium-Size Undead**
Hit Dice:	5d12 (32 hp)
Initiative:	+8 (+4 Dex, +4 Improved Initiative)
Speed:	30 ft.
AC:	26 (+4 Dex, +6 natural, +6 *chain shirt +2*)
Attacks:	Slam +4 melee (or *+1 rapier* +8 melee); or masterwork heavy crossbow +8 ranged
Damage:	Slam 1d6+1; rapier 1d6+2/18–20/x2; or heavy crossbow 1d10/19–20/x2
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Domination, blood drain, children of the night, create spawn
Special Qualities:	Undead, damage reduction 15/+1, turn resistance +4, cold and electricity resistance 20, gaseous form, spider climb, alternate form, lunar regeneration 3/4/6/8, restful sleep, daylight powerlessness, nosferatu weaknesses
Saves:	Fort +3, Ref +7, Will +6
Abilities:	Str 12, Dex 18, Con - Int 12, Wis 14, Cha 22
Skills:	Bluff +21, Diplomacy +16, Gather Information +11, Hide +12, Innuendo +7, Intimidate +11, Listen +12, Move Silently +12, Read Lips +6, Search +9, Sense Motive +15, Spot +12
Feats:	Alertness, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Skill Focus (Diplomacy), Weapon Finesse (rapier)

Combat

The Will save against this nosferatu's domination ability has a DC of 18.

Magic Items Carried: *+1 rapier, chain shirt +2*

Challenge Rating: 7

Sample Vrykolaka

This example uses a 5th-level human warrior as the base creature.

	Fledgling Vrykolaka **Medium-Size Undead**
Hit Dice:	5d12 (32 hp)
Initiative:	+9 (+5 Dex, +4 Improved Initiative)
Speed:	30 ft.
AC:	21 (+5 Dex, +5 natural, +1 deflection)
Attacks:	2 claws +11 melee
Damage:	Claw 1d4+6 and disease
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Fever sleep, blood drain, disease (filth fever), children of the night, create spawn
Special Qualities:	Undead, damage reduction 10/+1, turn resistance +3, cold and electricity resistance 20, spider climb, alternate form, fast healing
Saves:	Fort +4, Ref +8, Will +4
Abilities:	Str 22, Dex 21, Con -, Int 6, Wis 16, Cha 10
Skills:	Bluff +7, Handle Animal +4, Hide +13, Intimidate +6, Jump +12, Listen +13, Move Silently +13, Search +6, Sense Motive +11, Spot +13. OR +2.
Feats:	Alertness, Blind-Sight, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Power Attack, Run

Combat

The Will save against this vrykolaka's fever sleep, and the Fortitude save to resist infection by the vampire's filth fever, have a DC of 12.

Magic Items: *Ring of protection +1*

Challenge Rating: 6

Sample Dwarven Vampire

This example uses a 5th-level dwarf fighter as the base creature.

	Fledgling Dwarven Vampire Medium-Size Undead
Hit Dice:	5d12 (32 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	20 ft.
AC:	29 (+1 Dex, +8 natural, +8 *full plate +2*, +2 large steel shield)
Attacks:	Slam +11 melee (or *+1 dwarven waraxe* +14 melee); or throwing axe +7 ranged
Damage:	Slam 1d6+6 and strength drain; dwarven waraxe 1d10+9/x3; or throwing axe 1d6+6
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Terror gaze, strength drain, blood drain, children of the night, create spawn
Special Qualities:	Undead, damage reduction 15/+2, turn resistance +4, cold and electricity resistance 20, spell resistance 12, stonewalk, tremorsense, darkvision 60 ft., fast healing 1/5, dwarven vampire weaknesses
Saves:	Fort +4, Ref +5, Will +3
Abilities:	Str 22, Dex 15, Con -, Int 12, Wis 14, Cha 10
Skills:	Appraise +3, Climb +14, Craft (armorsmithing) +9, Craft (weaponsmithing) +9, Bluff +8, Hide +10, Intimidate +2, Listen +12, Move Silently +10, Ride +7, Search +9, Sense Motive +10, Spot +12
Feats:	Alertness, Cleave, Combat Reflexes, Dodge, Exotic Weapon Proficiency (dwarven waraxe), Improved Initiative, Lightning Reflexes, Power Attack, Weapon Focus (dwarven waraxe), Weapon Specialization (dwarven waraxe)

Combat

The Will save against this vampire's terror gaze has a DC of 12.

Magic Items Carried: *+1 dwarven waraxe, full plate +2, stone of alarm, potion of bull's strength*

Challenge Rating: 8

Sample Elven Vampire

This example uses a 5th-level elf ranger as the base creature.

	Fledgling Elven Vampire Medium-Size Undead
Hit Dice:	5d12 (32 hp)
Initiative:	+12 (+8 Dex, +4 Improved Initiative)
Speed:	30 ft.
AC:	22 (+8 Dex, +4 natural, +1 padded armor)
Attacks:	Slam +9 melee (or *+1 longsword* +10 melee); *+1 mighty composite longbow* +14 ranged
Damage:	Slam 1d6+4 plus charisma drain; longsword 1d8+4/18–20/x2; or mighty longbow 1d8+4/x3
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Wretched gaze, charisma drain, black thumb, spell-like abilities, children of the night, create spawn
Special Qualities:	Undead, track, favored enemy (goblinoids +2, elves +1), damage reduction 15/+1, turn resistance +2, cold and electricity resistance 20, plantwalk, alternate form, fast healing, elven vampire weaknesses
Saves:	Fort +5, Ref +12, Will +5
Abilities:	Str 18, Dex 26, Con -, Int 12, Wis 16, Cha 8
Skills:	Bluff +7, Hide +20, Handle Animal +3, Intuit Direction +7, Knowledge (nature) +9, Listen +15, Move Silently +20, Search +11, Sense Motive +11, Spot +15, Wilderness Lore +11. OR 5
Feats:	Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Point-Blank Shot, Precise Shot

Combat

The Will save against this vampire's wretched gaze, and the Fortitude save against its black thumb, have a DC of 11. Saves against its spell-like abilities are 9 + spell level.

Magic Items Carried: *+1 longsword, +1 mighty composite longbow (+4), cloak of resistance +1, eyes of the eagle*

Challenge Rating: 7

Sample Gnomish Vampire

This example uses a 5th-level gnome illusionist as the base creature.

	Fledgling Gnomish Vampire Small Undead (Vampire)
Hit Dice:	5d12+3 (35 hp)
Initiative:	+9 (+5 Dex, +4 Improved Initiative)
Speed:	20 ft., fly 20 ft. (perfect)
AC:	23 (+1 size, +5 Dex, +6 natural, +1 armor)
Attacks:	Slam +2 melee (or dagger +2 melee); or *+1 light crossbow* +9 ranged
Damage:	Slam 1d4–1 plus dexterity drain; dagger 1d4–1; or light crossbow 1d8/19–20/x2
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Mocking grin, dexterity drain, blood drain, animal domination, create spawn, innate spell-like abilities

Special Qualities:	Undead, rat familiar, damage reduction 15/+1, turn resistance +4, cold, electricity and fire resistance 20, immunities, spectral form, spider climb, fast healing 3, gnomish vampire weaknesses
Saves:	Fort +2, Ref +9, Will +9
Abilities:	Str 8, Dex 20, Con –, Int 18, Wis 18, Cha 12
Skills:	Alchemy +14, Bluff +9, Concentration +9, Hide +13, Knowledge (undead lore) +9, Listen +16, Move Silently +13, Scry +8, Search +12, Sense Motive +12, Spellcraft +12, Spot +14
Feats:	Alertness, Combat Casting, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Scribe Scroll, Silent Spell, Toughness

Combat

The Will saves against this vampire's mocking grin and animal domination have a DC of 13. The save DC against its spell-like abilities is 11 + spell level.

Arcane Spells (5/4/3/2): Illusionist. Prohibited School: Conjuration. Saves against this vampire's spells have a DC of 14 + spell level.

Magic Items Carried: *+1 light crossbow, potion of cat's grace, potion of invisibility, wand of burning hands, bracers of armor +1, cloak of resistance +1*

Challenge Rating: 6

Sample Halfling Vampire

This example uses a 5th-level halfling rogue as the base creature.

	Fledgling Halfling Vampire Small Undead (Vampire)
Hit Dice:	5d12 (32 hp)
Initiative:	+21 (+7 Dex, +4 Improved Initiative)
Speed:	20 ft.
AC:	26 (+1 size, +7 Dex, +6 natural, *+2 padded armor +1*, +1 masterwork buckler)
Attacks:	Slam +4 melee (or *+1 dagger* +13 melee); or *+1 dagger* +13 ranged
Damage:	Slam 1d4 and vitality damage; or dagger 1d4/19–20/x2
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Sneak attack +3d6, fatigue aura, vitality damage, blood drain, spell-like abilities, children of the night, create spawn
Special Qualities:	Undead, evasion, uncanny dodge, turn resistance +4, cold and electricity resistance 20, gaseous form, padfoot, alternate form, fast healing, halfling vampire weaknesses
Saves:	Fort +3, Ref +15, Will +5
Abilities:	Str 10, Dex 24, Con –, Int 16, Wis 14, Cha 14
Skills:	Balance +15, Bluff +18, Climb +10, Disable Device +11, Disguise +10, Forgery +11, Hide +23, Jump +10, Listen +14, Move Silently +17, Open Lock +15, Search +11, Sense Motive +10, Spot +12, Tumble +15
Feats:	Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Shield Proficiency, Weapon Finesse (dagger)

Combat

The Will save against this vampire's fatigue aura has a DC of 14. Saves against its spell-like abilities are 12 + spell level.

Magic Items Carried: *+1 dagger, +1 padded armor, pipes of the sewers*

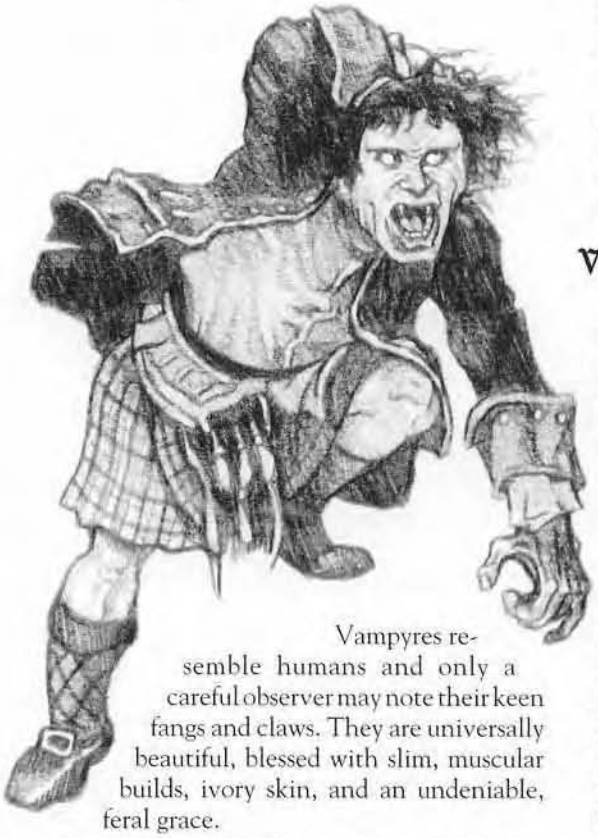
Challenge Rating: 6

Vampyre

	Medium-Size Monstrous Humanoid
Hit Dice:	8d8+8 (44 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)
Speed:	30 ft.
AC:	16 (+1 Dex, +5 natural)
Attacks:	Bite +10 melee, 2 claws +8 melee
Damage:	Bite 1d4+2, claw 1d4+1
Face/Reach:	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Domination, blood drain
Special Qualities:	Darkvision 60 ft.
Saves:	Fort +3, Ref +7, Will +7
Abilities:	Str 15, Dex 12, Con 13, Int 15, Wis 12, Cha 17
Skills:	Bluff +10, Disguise +9, Hide +7, Intimidate +10, Listen +10, Move Silently +7, Spot +9
Feats:	Alertness, Improved Initiative, Multiattack
Climate/Terrain:	Any land and underground
Organization:	Solitary, pair, brood (2–5) or pack (5–20)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Always chaotic evil
Advancement:	By character class

Description

A vampyre is a fearsome humanoid predator that feeds on the blood of living creatures. Although often confused with undead vampires, vampyres are a living, breathing race that breeds and dies like any other. These depraved, haughty creatures regard themselves as a race above humanity: wolves among the sheep.



Vampyres resemble humans and only a careful observer may note their keen fangs and claws. They are universally beautiful, blessed with slim, muscular builds, ivory skin, and an undeniable, feral grace.

Ravenous and deadly, vampyres dwell wherever humans gather in significant numbers. Vampyre packs are competitive and rigidly hierarchical, led by an alpha who is constantly beset by challengers. Vampyre young mature quickly, often claiming their first kill by the age of ten.

Vampyres claim a primeval legacy, a mandate to prey upon men to keep their numbers in check. Even if this dubious birthright is true, vampyres are now thoroughly corrupted by vanity and bloodlust.

Vampyres speak the local domain language, although many also know Abyssal.

Combat

Vampyres fight savagely, eschewing weapons in favor of tearing their victims to pieces with fang and claw. They use pack tactics reminiscent of wolves, fleeing if they do not have the advantage of numbers. When on the hunt, one vampyre lures a single victim to a secluded spot, where the creature's kin emerge and descend on the hapless soul.

Domination (Su): Creatures bitten by a vampyre must succeed at a Fortitude save (DC 15) or fall under the vampyre's influence as though by a *dominate person* spell cast by a 10th-level sorcerer. Creatures with poison immunity are unaffected by this ability.

Blood Drain (Ex): A vampyre can suck blood from a living victim with its fangs by making a successful grapple check. If it pins the foe, it drains blood, inflicting 1d4 points of temporary Constitution damage each round the pin is maintained.

Vampyre Characters

A vampyre's favored class is fighter. Most vampyres with a character class are fighters, though a large pack will sometimes include a bard, cleric, or enchanter. Vampyre clerics have access to the domains of Chaos, Evil, Strength, and Trickery.

Vorlog

When a vampire chooses a new companion, it must pour its blood and passion into its beloved's transformation, then lie helpless beside its transforming chosen (see sidebar below). If the vampire is slain during this period, the companion instead becomes a pitiable thing trapped between the worlds of the living and undead. The vorlog looks like a normal humanoid to most observers, with only its budding fangs and pale and doleful expression indicating any change. A vorlog does cast a shadow, but it throw an eerily translucent reflection in mirrors.

Many adventurers have killed a vampire in the midst of the Dark Kiss and congratulated themselves on "saving" its victim, thereby damning the vorlog to a torturous existence. The vorlog yearns constantly for his lost love. Finding someone resembling his undead soul mate, the vorlog drains his victim of Wisdom and charms the victim into becoming the being he misses so much. The vorlog gives his victim blood for three consecutive nights, after which his victim becomes a surrogate Ø gaining no advantage from the relationship, but having Wisdom drained regularly to ensure devotion to the vorlog. Unfortunately, the replacement is never good enough, and within a few months the vorlog must find another, killing the current surrogate when the replacement comes along.

Vorlog speak any languages they knew before their transformation.

Creating a Vorlog

"Vorlog" is a template that can be added to any humanoid or monstrous humanoid creature (re-

ferred to hereafter as the "base creature"). It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Increase by one die type, to a maximum of d12.

Speed: Same as the base creature

AC: The base creature's natural armor improves by +3.

Attacks: Same as the base creature

Special Attacks: A vorlog retains all the special attacks of the base creature and also gains those listed below.

Wisdom Drain (Su): Living creatures hit by a vorlog's unarmed attack suffer 1d3 points of temporary Wisdom damage. A victim reduced below 3 Wisdom becomes a lost one under the vorlog's control. Once the vorlog takes a victim as a surrogate, he continues to drain the surrogate's spiritual energies, never allowing her to regain more than half her Wisdom at any time.

Charm Person (Sp): A vorlog can cast *charm person* at will, as cast by a 6th-level sorcerer, evoking a feeling of pity and sympathy in its target. The Will save to negate has a DC of 11 + vorlog's Charisma modifier.

Animal Rage (Su): At will, a vorlog can send all animals in a 50-foot radius into a mad rage, as if affected by the "rage" version of the emotion spell. Enraged animals attack the nearest creature, including other enraged animals or the vorlog itself. The Will save to negate has a DC of 10 + 1/2 vorlog's HD + vorlog's Charisma modifier.

Special Qualities: A vorlog retains all the special qualities of the base creature and those listed below.

Damage Reduction (Su): A vorlog's body is unnaturally tough, giving the creature damage reduction 10/+1.

Immunities (Su): Caught in the shadowy realm between the living and the undead, a vorlog is immune to mind-influencing effects, poison, sleep and paralysis.

Fast Healing (Ex): a vorlog heals 1 point of damage each hour so long as it has 1 hit point. If the vorlog's surrogate is physically present, the vorlog's healing rate rises to 1 point of damage each round. If reduced to 0 hit points or lower, it wails mournfully and automatically dissolves into a puddle of tears and attempts to escape. It moves at a speed of 20 feet and can climb walls and flow through the smallest cracks. It must find a dark haven where it can recuperate within 1d4 hours or it evaporates and is destroyed. After 8 hours of rest, the vorlog resumes humanoid form.

Saves: Same as the base creature

Abilities: Increase from the base creature as follows: Str +4, Dex +2, Cha +2.

Skills: Vorlogs receive a +8 racial bonus to Move Silently checks. Otherwise same as the base creature.

Feats: Vorlogs gain Alertness and Improved Unarmed Strike, assuming the base creature doesn't already have these feats.

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: Same as base creature +1

Treasure: Standard

Alignment: Usually chaotic, always evil

Advancement: By character class

Vorlog Weaknesses

A vorlog suffers 1d6 points of damage each round it remains exposed to direct sunlight. A vorlog will not approach anyone that presents the holy symbol of a good-aligned god with courage and conviction. A vorlog must feed on both food and spiritual energy (Wisdom) to survive. A vorlog dies if denied a surrogate for three months.

Sample Vorlog

This example uses a 6th-level human fighter as the base creature.

	Medium-Size Humanoid
Hit Dice:	6d12+12 (51 hp)
Initiative:	+6 (+2 Dex, +4 Improved Initiative)
Speed:	30 ft.
AC:	19 (+2 Dex, +3 natural, +4 chain shirt)
Attacks:	Unarmed strike +10/+4 melee; or short sword +10/+5 melee; masterwork mighty longbow +9 ranged
Damage:	Unarmed strike 1d3+4 subdual and Wisdom drain; short sword 1d6+4; longbow 1d8+4
Face/Reach:	5 ft. by 5 ft. /5 ft.
Special Attacks:	Wisdom drain, charm person, animal rage
Special Qualities:	Immunities, fast healing 1*, damage reduct ion 10/+1, vorlog weaknesses
Saves:	Fort +7, Ref +4, Will +3
Abilities:	Str 19, Dex 15, Con 14, Int 10, Wis 12, Cha 12
Skills:	Climb +16, Craft (bowmaking) +4, Diplo macy +3, Listen +4, Move Silently +13, Ride +4, Spot +4
Feats:	Alertness, Blind-Fight, Dodge, Improved Critical (short sword), Improved Initia tive, Improved Unarmed Strike, Point Blank Shot, Power Attack

Combat

Vorlogs are self-pitying creatures that normally try to avoid combat, but they will "defend" their surrogate to the bitter end. The Will save against this vorlog's charm has a DC of 12. The Will save against its animal rage has a DC of 14.

Magic Items Carried: 50 *+1 arrows, ring of climbing*

Challenge Rating: 7

Vampire Companions

Sometimes, whether from the loneliness of eternity or the vampire's twisted idea of love, a vampire may become enamored of a mortal. Very often, however, the mortal is not strong enough to cross over to undeath without becoming a stagnant, menial vampire spawn. If a mortal has less than 5 HD, a vampire can still turn its companion into a true vampire through prolonged process called the Dark Kiss. Vampires can also use the Dark Kiss on victims of 5 or more HD if they wish to grant their companion free will. Male vampire companions are typically called "grooms" and females "brides."

To create a companion through the Dark Kiss, a vampire must slowly drain the mortal of blood, taking no more than 1 point of Constitution per round. When the companion has just 1 point left, the vampire opens its own veins and allows (or compels) the companion to drink its blood even as it slowly drains its beloved's last point of Constitution. The vampire suffers 2 negative levels for each level the companion needs to reach 5 HD. (Thus, a 2nd-level companion would inflict 6 negative levels.) If the vampire is reduced to 0 HD or less by these negative levels, both the vampire and its companion are destroyed. If the vampire survives, it removes one negative level every 10 minutes, and lies spent and helpless until all negative levels are lost. If the vampire is slain by other means before it recovers, the companion becomes a vorlog.

The companion gains enough "vampire" levels (advancing as an undead creature) to bring it to 5 HD. If the vampire companion later gains class levels, each class level replaces one "vampire" level. Vampire companions are free-willed, though they are usually still enamored of their creators. A vampire and its companion share a telepathic link, regardless of the distance between them. If a vampire or its companion is destroyed, its partner immediately suffers 6d6 points of damage. A vampire can have only one companion at a time.

Wight, Dread

	Common Wight	Greater Wight
	Medium-Size Undead	Large Undead
Hit Dice:	5d12+3 (35 hp)	10d12+3 (68 hp)
Initiative:	+2 (Dex)	+2 (Dex)
Speed:	30 ft.	40 ft.
AC:	17 (+2 Dex, +5 natural)	20 (–1 size, +2 Dex, +9 natural)
Attacks:	Slam +5 melee	Slam +15 melee
Damage:	Slam 1d6+3 and energy drain	Slam 1d8+10 and energy drain
Face/Reach:	5 ft. by 5 ft. / 5 ft.	5 ft. by 5 ft. / 10 ft.
Special Attacks:	Energy drain, create spawn	Energy drain, create spawn
Special Qualities:	Undead, damage reduction 5/+1	Undead, damage reduction 10/+2, turn resistance +1
Saves:	Fort +1, Ref +3, Will +5	Fort +3, Ref +5, Will +9
Abilities:	Str 14, Dex 15, Con -, Int 12, Wis 13, Cha 15	Str 25, Dex 14, Con -, Int 13, Wis 14, Cha 17
Skills:	Climb +8, Hide +10, Listen +8, Move Silently +20, Search +7, Spot +8	Climb +12, Hide +10, Intimidate +8, Listen +10, Move Silently +22, Search +10, Spot +10
Feats:	Blind-Fight, Toughness	Blind-Fight, Cleave, Power Attack, Toughness
Climate/Terrain:	Any land and underground	Any land and underground
Organization:	Solitary, gang (2–5) or pack (6–11)	Solitary, gang (2–5) or pack (6–11)
Challenge Rating:	4	6
Treasure:	None	None
Alignment:	Always lawful evil	Always lawful evil
Advancement Range:	6–9 HD (Medium-size)	11–14 HD (Large)

Dread wights look more natural than common wights, appearing much as they did in life, with only a slight drying and tightening of the skin. They are more aggressive and daring than common wights also, venturing far from their gravesites to seek out and destroy life and create more of their own kind. They are cunning, often using surprise or strategy when attacking.

Combat

Wights attack with their fists, draining energy through each blow.

Energy Drain (Su): Living creatures hit by a dread wight's slam attack receive one negative level. The Fortitude save to remove the negative level has a DC of 14.

Create Spawn (Su): Any humanoid slain by a dread wight becomes a dread wight in 1d4 rounds. Spawn are under the command of the dread wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Undead: Immune to mind-influencing effects, poisons, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Skills: Dread wights receive a +8 racial bonus to Move Silently checks.

Greater Dread Wight

Greater dread wights are created from orges, trolls and similar small giants. They usually stand between 10 and 11 feet tall. They are fearsome creatures that hate all life and often command several dread wights and other greater dread wights.

Combat

Dread wights fight exactly as common wights, but often send their minions to join battle before they enter combat.

Energy Drain (Su): Living creatures hit by a greater dread wight's slam attack receive one negative level. The Fortitude save to remove the negative level has a DC of 18.

Create Spawn (Su): Any humanoid slain by a greater dread wight becomes a dread wight in 1d4 rounds. Any giant slain by a greater dread wight becomes a greater dread wight. Spawn are under the command of the greater dread wight that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

Undead: Immune to mind-influencing effects, poisons, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Skills: Greater dread wights receive a +8 racial bonus to Move Silently checks.

Wolfwere

	Wolfwere Medium-Size Shapechanger	Greater Wolfwere Large Shapechanger
Hit Dice:	5d8+10 (32 hp)	8d8+10 (60 hp)
Initiative:	+5 (+1 Dex, +4 Improved Initiative)	+4 (Improved Initiative)
Speed:	40 ft.	50 ft.
AC:	17 (+1 Dex, +6 natural)	18 (–1 size, +9 natural)
Attacks:	Bite +5 melee, longsword +3 melee; or composite shortbow +4 ranged	Bite +11 melee, 2 claws +9 melee; composite shortbow +5 ranged
Damage:	Bite 1d6+3, longsword 1d8+1, com posite shortbow 1d6	Bite 1d8+6, claw 1d6+3, composite shortbow 1d6
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./10 ft.
Special Attacks:	Song of weariness	Song of weariness, lupine allies
Special Qualities:	Alternate form, damage reduction 15/cold iron, SR 13, darkvision 60 ft.	Alternate form, regeneration 10, damage reduction 15/cold iron, SR 21, darkvision 60 ft.
Saves:	Fort +6, Ref +5, Will +5	Fort +9, Ref +6, Will +8
Abilities:	Str 15, Dex 12, Con 14, Int 14, Wis 12, Cha 15	Str 23, Dex 10, Con 17, Int 16, Wis 14, Cha 16
Skills:	Bluff +6, Diplomacy +6, Disguise +6, Hide +5, Listen +5, Move Silently +5, Perform (ballad, harp, lute, storytelling) +6, Spot +5	Animal Empathy +6, Bluff +7, Diplomacy +7, Disguise +6, Hide -2, Intimidate +7, Listen +7, Move Silently +3, Perform (ballad, harp, lute, storytelling) +7, Spot +7
Feats:	Combat Reflexes, Expertise, Im proved Initiative, Multiattack (despite only one natural weapon)	Alertness, Expertise, Improved Initiative, Multiattack, Power Attack
Climate/Terrain:	Any land and underground	Temperate forest
Organization:	Solitary, pair, or troupe (2–5 wolfweres, plus 2d8 wolves)	Solitary, pair, gang (3-5), or troupe (1 greater wolfwere, plus 2d4 wolfweres, 1d6 dire wolves, and 3d6 wolves)
Challenge Rating:	4	7
Treasure:	Standard	Standard
Alignment:	Always chaotic evil	Always neutral evil
Advancement:	By character class	By character class

Wolfweres are cunning wolves that can assume a humanoid form to deceive their victims. They delight in trickery and music as much as they relish devouring humanoid flesh. They are sometimes mistaken for werewolves, though they hate lycanthropes.

In their natural form, wolfweres resemble huge wolves with a glitter of human guile in their eyes. They can assume the form of any male or female humanoid, always physically attractive and enchanting in demeanor. The statistics above reflect their hybrid form, that of a fearsome, wolf-like humanoid.

Wolfweres masquerade as lone pilgrims, minstrels, and other travelers to win the trust of their intended victims. Wolfweres often become enamored with handsome men and women. They have trouble separating lust and hunger in their beastly minds, however, and frequently devour the objects of their affection. Wolfweres reserve their most venomous hatred for werewolves, however, regarding the lycanthropes as mangy pretenders.

Wolfweres speak Sylvan and the local domain language.

Combat

Wolfweres prefer to use their supernatural song before their opponents become hostile. Once their secret is revealed, they then shift to their hybrid form and attack fiercely with bite and blade.

Song of Weariness (Su): When a wolfwere sings, all creatures within a 90-foot radius must succeed at a Will save (DC 14) or be *slowed* for 1d4+4 rounds as the spell cast by a 6th-level sorcerer. If the save is successful, that creature cannot be affected again by that wolfwere's song for one day. This is a sonic, mind-affecting ability.

Alternate Form (Su): A wolfwere can transform into a dire wolf or a Small or Medium-size humanoid of either gender as though using the *polymorph self* spell. Changing forms is a standard action, and the wolfwere can remain in any form indefinitely. Unlike a creature using the *polymorph self* spell, a wolfwere can use its supernatural abilities (including its song) when it assumes the form of a humanoid.

Wolfwere Characters

A wolfwere's favored class is bard. They rarely pursue other character classes, though wolfwere fighters, rangers, and rogues are not unheard of.

Greater Wolfwere

Greater wolfweres are the offspring of Harkon Lukas, wolfwere bard and darklord of Kartakass. Although only one in ten of Lukas' progeny become greater wolfweres, the number of such bastard nightmares is steadily increasing.

Greater wolfweres are more powerful than their lesser kin. The statistics above reflect a greater wolfwere's wolf-man form. Often, a greater wolfwere leads a pack of normal wolfweres, turning their bestial hunger towards its own schemes.

Combat

A greater wolfwere in wolf-man form attacks with its bite and a melee weapon instead of its normal bite and claw attacks. Such weapon attacks receive the claw attacks' +3 base attack bonus.

Song of Weariness (Su): When a greater wolfwere sings, all creatures within a 90-foot spread must succeed at a Will save (DC 17) or be *slowed* for 1d6+4 rounds as the spell cast by an 8th level sorcerer. If the save is successful, that creature cannot be affected again by that greater wolfwere's song for one day. This is a sonic, mind-affecting ability.

Lupine Allies (Su): Once per day, a wolfwere can howl to summon forth a pack of 4d6 wolves or 2d6 dire wolves as a standard action. These creatures arrive in 2d6 rounds and serve the greater wolfwere for up to one hour. During that time, the wolves or dire wolves receive a +2 morale bonus to their attack rolls.

Alternate Form (Su): A greater wolfwere can transform into a dire wolf or a Small or Medium-size humanoid as though using the *polymorph self* spell. Changing forms is a standard action, and the greater wolfwere can remain in any form indefinitely. Unlike a creature using the *polymorph self* spell, a greater wolfwere can use its supernatural abilities (including its song) when it assumes the form of a humanoid.

Regeneration (Ex): Fire and acid deal normal damage to a greater wolfwere. Greater wolfweres cannot regrow lost limbs.

Zombie Fog

	Zombie Fog Colossal Undead	Fog Cadaver Medium-Size Undead
Hit Dice:	6d12 (42 hp)	2d12+3 (16 hp)
Initiative:	−2 (Dex)	−1 (Dex)
Speed:	fly 10 ft. (perfect) (can't run)	20 ft.
AC:	12 (−2 Dex, −8 size, +12 deflection)	10 (−1 Dex, +1 natural)
Attacks:	Ø	Slam +1 melee
Damage:	Ø	Slam 1d6
Face/Reach:	60 ft. by 60 ft. / 0 ft.	5 ft. by 5 ft. / 5 ft.
Special Attacks:	Cause despair	Dreadful moan
Special Qualities:	Undead, animate cadaver, vaporous, damage reduction 20/+2, SR 12, unnatural aura	Undead, partial actions only, reanimation, turn resistance +4
Saves:	Fort +2, Ref +2, Will +5	Fort +0, Ref −1, Will +3
Abilities:	Str Ø, Dex 6, Con Ø, Int 3, Wis 10, Cha 11	Str 11, Dex 9, Con Ø, Int Ø, Wis 10, Cha 1
Skills:	Listen +6, Search +5, Spot +6	—
Feats:	Toughness	Toughness
Climate/Terrain:	Any land	Any land (in zombie fog)
Organization:	Solitary	Mob (9–73)
Challenge Rating:	7	1/2
Treasure:	None	None
Alignment:	Always neutral evil	Always neutral
Advancement:	7–12 HD (Colossal)	Ø

Zombie fogs occasionally emerge from the Misty Border to feed off the last remaining psychic energy in freshly dead bodies. A zombie fog has no physical attacks of its own, depending on the corpses it animates to defend it. A zombie fog fills an area 25 feet square and 10 feet deep per HD, and glows with a slight greenish light. The fog is dimly intelligent but never communicate in any way. It drifts across the countryside seeking bodies that are less than a year dead to drain the last remnants of their life force.

The fog is only active at night, when it seeks out the dead, animating them into walking cadavers that it uses to spread more death upon which it can feed. The sight of the glowing fog cloud with many stumbling cadavers shuffling along inside the cloud is not soon forgotten.

Combat

A zombie fog's most overt attacks are made through its cadavers. Many adventurers have been slain by a fog's walking corpses, realizing only too late that the strange mist around them was the true menace.

Despair (Su): Any creature that sees a zombie fog must succeed at a Fear save (DC 13) or be shaken until they are completely out of sight of the zombie fog for 10 minutes. Whether or not the save

is successful, that creature cannot be affected again by that zombie fog's despair ability for one day.

Animate Cadaver (Su): The fog can animate any humanoid corpse within its mist-filled area. It can animate corpses that are buried in the ground unless they were *blessed* at the time of burial or are buried in sanctified ground. The fog can animate up to 10 dead bodies each round. A zombie fog can animate a total number of cadavers at any one time equal to its current hit points.

Life Drain (Su): The fog cloud cannot resist the lure of a freshly dead or dying body. Any dying creature (reduced to negative hit points) loses 1 extra hit point per round while inside the fog. Even if the individual stabilizes, they continue to lose 1 hit point a round as the fog absorbs their energy. The body writhes and screams as the life force is drawn from it. The drain ends immediately if the victim is cured to at least 0 hit points. A *protection from evil* spell can stop the zombie fog from draining an individual inside it.

Each week, a zombie fog must feed on the life energy of at least as many dying creatures as it has HD (thus, six creatures must die within a 6 HD zombie fog each week). If it fails to feed on enough deaths in a week, it loses 1 HD. If a zombie fog feeds on the deaths of at least twice as many creatures as it has HD in a given week, it gains 1 HD.

Undead: Immune to mind-influencing effects, poisons, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain or death from massive damage.

Vaporous (Ex): A zombie fog has no physical body. Its gaseous form can pass through small holes or narrow openings, even mere cracks. Subject to wind. Cannot enter water or any other liquid. Always moves silently. A zombie fog automatically fails any saving throws against air-or wind-based damaging effects. Creatures within the fog have one-half concealment against foes 5 feet away and total concealment against foes father away. This fog does not impair cadavers' vision, however.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of the zombie fog at a distance of 30 feet. and will not willingly approach nearer than that, panicking if forced to do so for as long as they remain within that range.

Daylight Powerlessness (Ex): Zombie fogs are utterly powerless in natural sunlight (not merely a *daylight* spell). When exposed to sunlight, all of

the fog's cadaver drop lifeless to the ground, and the fog merely hangs still in the air, waiting for the sun to set.

Fog Cadavers

Fog cadavers are slow-moving undead easily mistaken for zombies. They retain none of the abilities that they had in life and move with a slow, erratic gait. Fog cadavers will not willingly leave the zombie fog. The cadavers collapse back into true death if removed from the fog cloud.

Combat

Fog cadavers attack in a very haphazard manner, simply shambling forward to attack the nearest living creature.

Dreadful Moan: Fog cadavers constantly issue hideous moans. Anyone within 10 feet of a fog cadaver must make a Fear save (DC 12).

Undead: Same as zombie fog above.

Partial Actions Only (Ex): Fog cadavers have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (a partial charge).

Reanimation (Su): As noted above, a zombie fog can animate up to 10 cadavers per round; this includes cadavers that have already been struck down. Reanimated cadavers rise at full hit points.

Zombie Lord

Though mindless, pathetic creatures with no will of their own, the walking dead remain horrifying creatures, generating a primal fear in those unfortunate living souls who encounter them. How much worse, then, a walking corpse with the full intelligence and drive of a human mind and the power to impose that will on his lesser brethren? The zombie lord is just such a creature.

Zombie lords are created only through a rather unlikely set of circumstances. A humanoid of evil alignment must first be slain by an undead creature, without joining the ranks of the undead himself. Then, an attempt to restore the dead individual to life, such as through a *raise dead* spell, must go awry, with the deceased individual failing the necessary Fortitude save. If that happens, the deceased may enter undeath as a decayed, corpse-like zombie lord.

Zombie lords are arrogant creatures, seeing themselves as above both the living and the dead. They often take on the affectations of nobility, regardless of their actual station in life. Some take the opposite road, eschewing the trappings of the living altogether and dressing only in burial shrouds or funereal garments. All seek to expand their power by adding to their legion of zombie slaves.

Creating a Zombie Lord

"Zombie lord" is a template that can be added to any humanoid or monstrous humanoid (referred to hereafter as the "base creature"). The creature's type changes to "undead." It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Increase to d12.

Speed: Same as the base creature.

AC: The base creature's natural armor improves by +4.

Attacks: The zombie lord retains all the attacks of the base creature. It also gains two slam attacks if it did not already have a slam attack.

Damage: Zombie lords have slam attacks. If the base creature does not have this attack form, the zombie lord's slam attacks inflict damage according to the table below. If the base creature already had a slam attack, use the original damage rating or that from the table below, whichever is better.

Size	Damage
Fine	1d2
Diminutive	1d3
Tiny	1d4
Small	1d6
Medium-size	1d8
Large	2d6
Huge	2d8
Gargantuan	4d6
Colossal	4d8

Special Attacks: A zombie lord retains all the special attacks of the base creature and also gains those listed below. Saves have a DC of 10 + 1/2 zombie lord's HD + zombie lord's Charisma modifier unless noted otherwise.

Aura of Death (Su): The first round that a living creature comes within 90 feet of a zombie lord, it must make a Fortitude save or be affected as if a *contagion* spell had been cast on it, inflicting a disease of the zombie lord's choice. Those who fail their save by more than 10 die instantly and become zombies under the zombie lord's control. This is a continuous effect that the zombie lord cannot suppress.

Zombie Master (Su): The zombie lord can mentally command all zombies within its sight at will as a free action. It can also use the senses of any

zombie within a mile radius of its location as if it were standing in their place.

Awaken the Dead (Su): Once per day, the zombie lord can cast a variation of the *animate dead* spell. This ability acts just as the spell, save that only zombies may be created. This ability takes effect as if cast by a 12th-level sorcerer. Using this ability costs the zombie lord the use of its zombify ability for the day.

Zombify (Su): Once per day, by making a successful touch attack, the zombie lord can attempt to turn a living creature into a zombie under his command. The target must make a Fortitude save. Those who fail are instantly slain, and rise in 1d4 rounds as a zombie under the zombie lord's command. Using this ability costs the zombie lord the use of its awaken the dead ability for the day.

Special Qualities: A zombie lord retains all the special qualities of the base creature and also gains the quality below. It also gains the undead type.

Speech of the Dead (Su): The zombie lord has the mystical power to telepathically converse with the living dead. Generally, the dead can convey only basic information about their former lives and their recent experiences. A zombie lord can also *speak with dead* at will by touching a corpse (requiring a partial action).

Saves: Same as the base creature.

Abilities: The zombie lord gains +4 to its Str score. As an undead creature, it loses its Constitution score.

Skills: Same as the base creature.

Feats: The zombie lord receives Toughness, assuming it doesn't already have the feat.

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: Same as the base creature +3

Treasure: Standard

Alignment: Usually ethically neutral, always evil

Advancement: By character class

Sample Zombie Lord

This example uses a 6th-level human adept as the base creature.

	Zombie Lord
	Medium-Size Undead
Hit Dice:	6d12+3 (42 hp)
Initiative:	+2 (+2 Dex)
Speed:	30 ft.
AC:	18 (+2 Dex, +4 natural, +2 leather armor)
Attacks:	2 slam attacks +5 melee; or sling +5 ranged
Damage:	Slam 1d8+2; or sling 1d4
Face/Reach:	5 ft. by 5 ft./ 5 ft.
Special Attacks:	Aura of death, zombie master, awaken the dead, zombify, spells
Special Qualities:	Undead, speech of the dead, toad familiar
Saves:	Fort +2, Ref +4, Will +8
Abilities:	Str 14, Dex 14, Con –, Int 12, Wis 16, Cha 8
Skills:	Concentration +4, Knowledge (arcana) +7, Knowledge (nature) +7, Listen +5, Profession (herbalist) +8, Scry +6, Spot +5, Search +1, Wilderness Lore +12
Feats:	Alertness, Brew Potion, Scribe Scroll, Toughness, Track

Combat

Zombie lords fight as normal zombies though they prefer to send in their shock troops.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

The Fortitude saves against this zombie lord's aura of death and zombify ability have a DC of 12.

Divine Spells: (4/3/2). The save DC for this zombie lord's adept spells is 13 + spell level.

Challenge Rating: 6

Bloodsuckers and Other Beasties

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