

Altered Priest Spells

Abjure

- 50% chance of spell functioning (+5% per level of caster over HD of subject)
- Success randomly transports to another Ravenloft area

Animate dead*

- Effectiveness is doubled
- Creatures with HD greater than caster's level may save to escape control

Astral Spell

- 100% failure

Bestow Curse*

- See RAVENLOFT™ Boxed Set

Call Woodland Beings

- No fairy folk exist in Ravenloft
- The lord of the domain determines what arrives
- Summoned creatures obey the lord, not the caster

Cause Disease*

Commune

- Only works if character's god is evil

Conjure Earth Elemental/Dismiss Earth Elemental

- Once summoned, elemental cannot leave Ravenloft
- Elemental is allowed a save at -2 to escape control

Conjure Fire Elemental/Dismiss Fire Elemental

- Once summoned, elemental cannot leave Ravenloft
- Elemental is allowed a save at -2 to escape control

Cure Disease/ Cause Disease*

Destruction*

Detect Evil

- Target allowed save to negate
- Only detects lawful, neutral, or chaotic

Detect Good

- Target allowed save to negate
- Only detects lawful, neutral, or chaotic

Dispel Evil/Good

- Can't drive creatures out of Ravenloft
- Will remove evil/good enchantments

Energy Drain*

Feign Death*

Feign Undead*

- See RAVENLOFT™ Boxed Set

Find The Path

- See RAVENLOFT™ Boxed Set

Gate*

- Summoned creatures cannot leave Ravenloft

Holy Word/Unholy word*

- Can only be cast by Ravenloft natives
- Cannot be used to drive creatures out of Ravenloft
- Only transports target to random Ravenloft area
- Target must avoid caster for a full day afterward

Know Alignment

- reveals only lawful, neutral, or chaotic (not good or evil)

Magic Font

- Spell always views the Ravenloft Mists
- 10% chance of seeing something horrid in mists

Negative Plane Protection

- Undead can saves versus death magic to avoid spell effect
- If save fails, undead attackers take only 1-6 points

Plane Shift

- Only allows travel to a different domain

Quest

- Caster assigns reasonable punishment if quest ignored

Raise Dead*/Slay Living*

- Failure on resurrection survival check indicates that the target has become an undead creature
- DM determines type of undead created based on victim's HD (or level)
- Nothing more powerful than a vampire can be created

Reflecting Pool

- Always looks into the Ravenloft Mists
- 10% chance to see something horrid

Reincarnation*

- Subject has a 1% chance per caster's level of becoming an undead creature
- DM determines type of undead based on subject's level and class
- No undead greater than vampires can be created with this spell

Remove fear

- Allows only +2 bonus to saves (not +4)
- Allows automatic recovery from failed fear checks

Remove Curse/Bestow Curse*

- See RAVENLOFT™ Boxed Set

Restoration/Energy Drain*

Resurrection/Destruction*

- Failure on resurrection survival check indicates that the target has become an undead creature
- DM determines type of undead created based on victim's HD (or level)
- Nothing more powerful than a vampire can be created

Slay Living*

Speak With Dead*

Succor

- Does not allow travel out of Ravenloft
- Cannot cross a closed domain border

True Seeing

- See RAVENLOFT™ Boxed Set

Word of Recall

- Cannot be used to leave Ravenloft

Turning Undead

How to Turn Undead

- Roll 1d20 on the table below
- Note: Only a single d20 roll is made, even if there are multiple types of undead
- Roll 2d6 for the maximum number of effected monsters (by Hit Dice)
- 2d6 HD worth of undead are affected, starting with the lowest HD rating
- Turning ends when HD equal to the 2d6 roll have been turned or when the remaining creatures require a better roll on the initial 1d20

Turning Undead in Ravenloft

Level of Undead	Level of the Priest													
	1	2	3	4	5	6	7	8	9	10-11	12-13	14+		
Skeleton or 1HD	13	10	7	4	1	1	1*	1*	1*	1*	1*	1*		
Zombie	16	13	10	7	4	1	1	1*	1*	1*	1*	1*		
Ghoul or 2HD	19	16	13	10	7	4	1	1	1*	1*	1*	1*		
Shadow or 3-4HD	20	19	16	13	10	7	4	1	1	1*	1*	1*		
Wight or 5HD	—	20	19	16	13	10	7	4	1	1	1*	1*		
Ghast	—	—	20	19	16	13	10	7	4	1	1	1*		
Wraith or 6HD	—	—	—	20	19	16	13	10	7	4	1	1		
Mummy or 7HD	—	—	—	—	20	19	16	13	10	7	4	1		
Spectre or 8HD	—	—	—	—	—	20	19	16	13	10	7	4		
Vampire or 9HD	—	—	—	—	—	—	20	19	16	13	10	7		
Ghost or 10HD	—	—	—	—	—	—	—	20	19	16	13	10		
Lich or 11+HD	—	—	—	—	—	—	—	—	20	19	16	13		
Special	—	—	—	—	—	—	—	—	—	20	19	16		

* If the undead cannot flee at its current maximum rate, or get out of the line of sight, it is destroyed.

Note: Penalties may apply. For example, if the lord is within 300 feet of his undead minions, the priest usually suffers a -2 penalty to all turning attempts.

Modifiers

- 1 to -4 Priest is in a very evil area (DM determines exact penalty)
- 2 The lord of the domain is within 300 feet of the undead

Note: Paladins turn undead as clerics who are two levels lower.

Ravenloft™

Fear Checks

When to make a fear check

- Party facing an overwhelming active threat which they believe:
 - ...has double the party's Hit Dice
 - ...can inflict enough damage to kill the hardiest PC in 1 round
 - ...can't be affected by their weapons

Note: If the PCs are not aware of the magnitude of the threat facing them, then no fear check is required.

How to make a fear check

- Horror check roll equals saving throw vs. paralysis.

Fear Check Modifiers

- +4 Spell specifically helpful versus threat
- +4 Magical item specifically helpful versus threat
- +4 Friend or family endangered
- +2 Know how a similar threat was overcome
- +2 Per previously successful check versus this threat*
- +1 Facing threat again on same day
- 2 Previously defeated by similar threat
- + -? Wisdom magical defense adj (not magic resistance)
- + -? Anything that affects normal paralyzation saves

* This is an optional rule and is cumulative within an adventure.

Fear Check Failure

- 60% likely to drop items in hand (chance reduced by 5% per level to a minimum of 10%)
- Flee in panic until recovery (see below)
- If unable to flee, the character may spend one round recovering and then fight at a -2 penalty to all die rolls and AC. Spells cast by such characters are 25% likely to misfire (-1% per level)

Recovery From Fear

- Recover 1d4 rounds after escaping from threat
- Various spells (*remove fear*, *forget*, *emotion control*, etc.) can negate effects at DM's discretion.

Simultaneous fear and horror checks

- Check for horror first
- If horror check fails, check for fear as well.
- If horror check is made, no fear check is needed.

Ravenloft Powers Checks

When to make a Ravenloft Powers Check

- An intentionally evil act is successfully committed
- One willingly sides with evil
- Any spell, spell-like ability, or magical item is used that is aligned with the dark forces
- At the end of each week that one possesses an evil artifact or relic

How to make a Ravenloft Powers Check

- DM determines chance of failure (up to 5%)
- DM makes a secret 1d100 roll
- A natural roll of "00" is always a failure

Results of a failed Ravenloft Powers Check

- Each time the dark powers respond, they grant both rewards and punishments
- Rewards and punishments become greater/more severe over time (see RAVENLOFT* boxed set)

Nonhumans in Ravenloft

All nonhuman characters in Ravenloft will...

- Attract unwanted attention (in most domains).
- Suffer a +1 penalty on the Encounter Reactions Table (See DMG).
- Have a 50% chance of frightening a human native to Ravenloft when they use great powers in a beneficial way (for example, casting a *fireball* to save the human from a monster).
- Have their effective Charisma reduced by 3 points.

Elves

- The natural elven immunities to *sleep* and *charm* are decreased in Ravenloft. The exact reduction is up to the DM, but against the lord of a typical domain it is dropped to only 50%.

Horror Checks

When to make a horror check

- If a scene causes a horror effect
- At the DM's discretion

How to make a horror check

- Horror check equals saving throw vs. paralysis

Horror Check Modifiers

- +2 Each previously successful check/adventure*
- +1 Evil alignment
- +1 Open area
- 1 Lawful Good alignment
- 1 Closed area
- 2 Know person in horror scene
- 4 Friend or family in horror scene
- + -? Wisdom magical defense adj (not magic resistance)
- + -? Anything which affects paralyzation saves

* This is an optional rule and is cumulative within an adventure.

Failed horror check

Stunned for 1 round then roll 1d6:

- 1 AVERSION: Can't bear scene or similar scene—Has 1 round to get 30' away or become fearstruck. Lasts for one month.
- 2 REVULSION: As aversion, but more intense—Can't bear scene or anything suggestive of it for one month.
- 3 OBSESSION: Continually talks about event and can't sleep; no healing, -1/day on all combat rolls (max -4), and no spell memorization. *Sleep* prevents combat penalty, and allows spellcasters to memorize spells. Save allowed once a week to recover.
- 4 SENSELESS RAGE*: Madly attacks at double attack rate and +2 to attack and damage rolls. Starting 4 combat rounds after rage begins, the victim can save again every other round to escape effects.
- 5 MENTAL SHOCK*: Stunned for 3 rounds, save allowed on 4th, 5th, and 6th round. If save is not made by 7th round, additional attempts may be made only once per hour.
- 6 FEARSTRUCK*: Identical to a failed fear check.

* For one month, similar scenes must be saved against at a -2 penalty or same result reoccurs.

Altered Wizard Spells

Animate Dead*

- Effectiveness is doubled
- Creatures with HD greater than caster's level may save to escape control

Astral Spell

- This spell always fails

Banishment

- +4 on save to negate
- If the target fails its save it is randomly teleported (within Ravenloft)

Bestow Curse*

- see RAVENLOFT™ Boxed Set

Chill Touch*

- A save indicates normal spell effects only, otherwise...
- Damage is doubled (2d4)
- Victim loses 1 point of Con as well as Str

Clairaudience

- 50% chance of failure if area known only by pictures or descriptions
- Spell creates a ghostly ear that can be *dispeled*
- Does not work in or through Ravenloft Mists

Clairvoyance

- 50% chance of failure if area known only by pictures or descriptions
- Spell creates a ghostly eye that can be *dispeled*
- Gaze attacks on the eye affect the caster

Conjure Elemental

- Once summoned, the elemental can't leave
- 20% chance to summon a Ravenloft elemental
- Elemental saves at -2 to avoid control

Conjure Animals

- Conjures only animals native to the domain

Contact Other Plane

- See RAVENLOFT™ Boxed Set

Contagion*

Control Undead*

- All undead are allowed a save to negate
- Creatures with 4+ HD get +2 on saves
- Lords of domains are immune

Death Spell*

- 10% chance that victim will become zombies in 3 days
- Zombies have 1/2 of their previous HD
- DMs may rule that other types of undead may be created

Detect Undead

- Undead are allowed a save to negate
- 4 or more undead of the same type save as one creature with a -2 penalty per monster

Detect Evil

- Target allowed a save to negate
- Detects lawful, neutral, or chaotic (not good or evil)

Detect Good

- Target allowed a save to negate
- Detects lawful, neutral, or chaotic (not good or evil)

Dismissal

- Save to negate is allowed (if desired)
- Flat 50% chance of failure
- Success randomly teleports target within Ravenloft

Energy Drain*

Enervation*

- Each level lost also removes 1 hp permanently
- Only *restoration* will overcome hp loss

Ensnarement

- See RAVENLOFT™ Boxed Set

ESP

- (Undead with at least low intelligence can project thoughts (See RAVENLOFT™ Boxed Set)

Feign Death*

Feign Undead*

Find Familiar

- Works only for evil wizards
- 10% chance to receive an imp (if LE) or quasit (if CE)

Finger of Death*

- In 3 days body always becomes a ju-ju zombie
- If the caster is present, the zombie can be controlled if it fails a save versus spells
- If caster is not present or save is made, it seeks out and tries to kill caster

Gate*

- Summoned creatures cannot leave Ravenloft

Geas

- Caster may determine effects of disobeying

Hold Undead

- All undead are allowed a save to negate
- Self willed undead get a +2 on their saves
- Lords of domains are always immune

Limited Wish

- Wish is always perverted for non-evil characters
- Evil characters have a 50% of getting what they want

Magic Jar*

- See RAVENLOFT™ Boxed Set

Magic Mirror

- Can see into Ravenloft Mists, but not beyond them
- Creates a ghostly mirror with the caster's face in it
- A gaze attack on the mirror affects caster

Monster Summoning I-VII

- Only monsters native to a domain will respond
- All monsters are allowed a save at -2 to negate
- Minions of a lord may come, but are under his control

Reincarnation*

- Subject has a 1% chance per caster's level of becoming an undead creature
- DM determines type of undead based on subject's level and class
- No undead greater than vampires can be created with this spell

Remove Curse/ Bestow Curse*

- see RAVENLOFT™ Boxed Set

Shadow Walk

- Cannot leave Ravenloft
- Caster is able to travel between domains

Spectral Hand*

- Duration is doubled

Succor

- Does not allow travel out of Ravenloft
- Cannot cross a closed domain border

Summon Shadow*

- Shadows allowed a save at -2 to escape control

Teleport

- Cannot cross domain borders

Teleport Without Error

- Does not allow travel out of Ravenloft
- Cannot cross a closed domain border

True Seeing

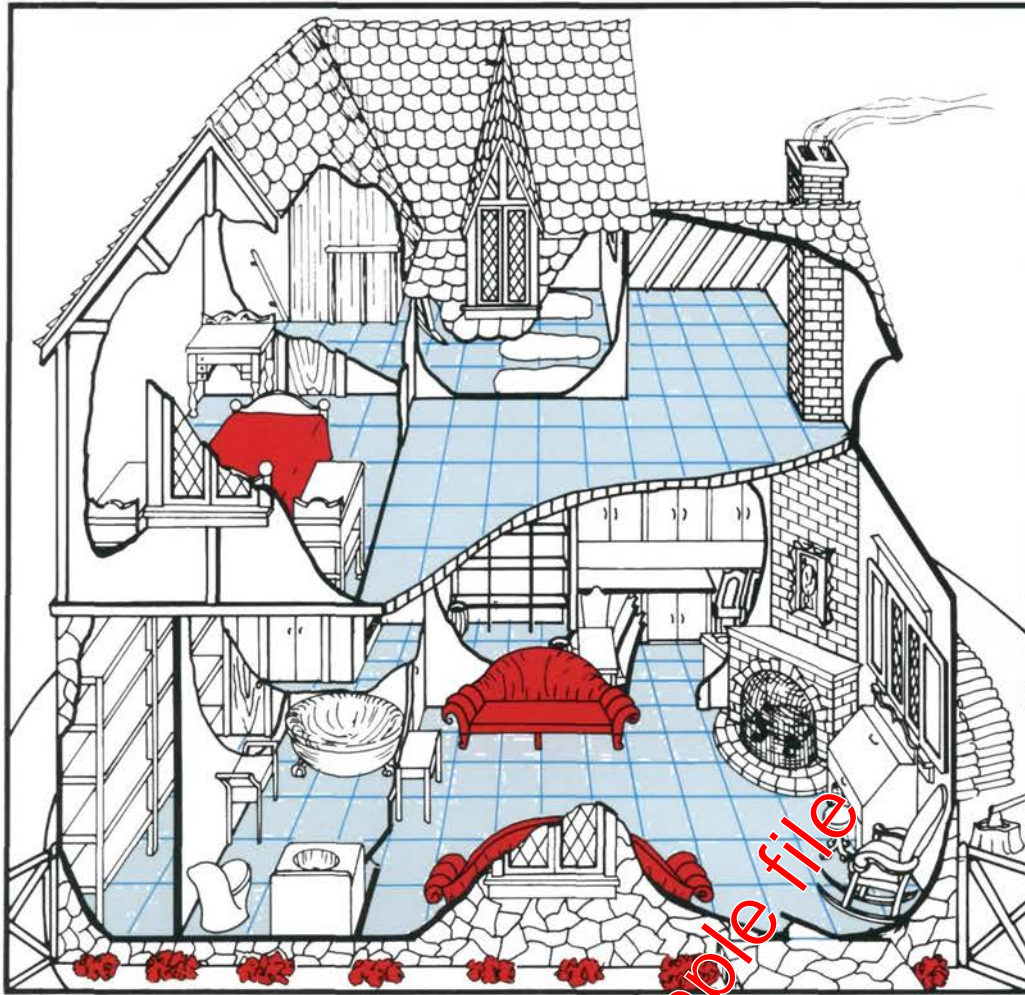
- Cannot reveal good or evil, only lawful or chaotic

Vampiric Touch*

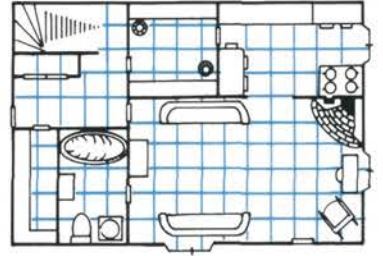
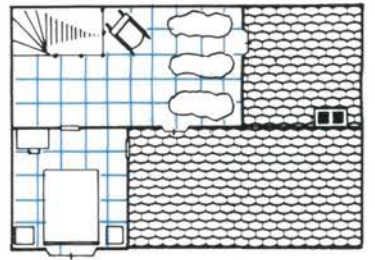
- Every die of damage done drains 1 hp permanently
- Only *restoration* can restore lost hps

Wish

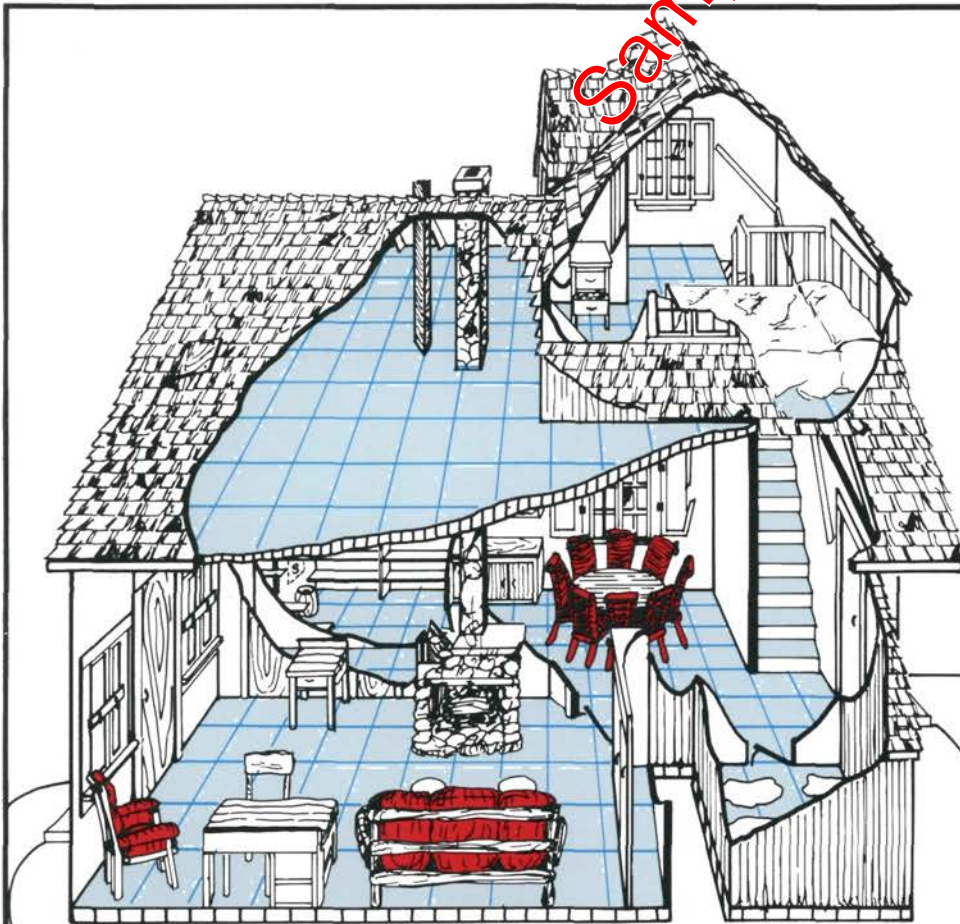
- Wish is always perverted for non-evil characters
- Evil characters have a 50% of getting what they want



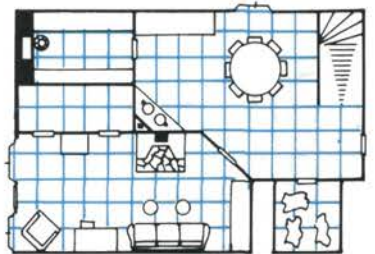
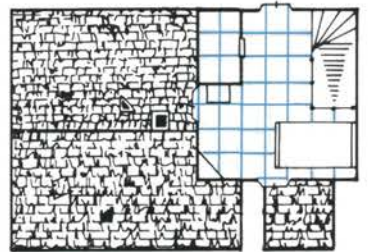
Ontash's Home



1 Square = 2 1/2 Feet



Jackques' Home



1 Square = 2 1/2 Feet



