

# HEROES OF RAVENLOFT



JEREMY FORBING



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BY JEREMY FORBING – VERSION 1.01

In a land overwhelmed by darkness, a few brave stalwarts stand as beacons of light. Now, it is your turn to stand alongside them. This document provides subclasses, feats, and other character options for Ravenloft campaigns. It also includes a brief guide to each of the Domains of Dread. As always, work with your DM to decide which new rules are right for your character and the campaign.

## ART CREDITS:

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*Special Thanks to Celine, Isaac, and Owen, for their patience, and to MT Black for help & advice.*

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# CHAPTER 1: SUBCLASSES & VARIANT FEATURES

## RULES REMINDER: SPELL SAVE DCs

If a class or subclass feature allows you to cast a spell and its spell save DC isn't specified, the DC = 8 + your spellcasting ability modifier (which might be 0) + your proficiency bonus.

## RULES REMINDER: CANTRIPS ARE SPELLS

Cantrips are 0-level spells, which don't use spell slots. When a feature applies to spells, that feature applies to cantrips, unless the feature specifies that the spells must be of 1st level or higher or must expend a spell slot.

## THE BARBARIAN

Barbarians dwell in many of the Domains of Dread, especially those where life is a daily struggle against the cruel terrain. Tiny homesteads in Verbrek labor to beat back the looming shadows of the forest. The frozen wastes of Vorostokov are dotted with tiny villages who are both at war with nature and dependent upon it. The burning sands of the Amber Wastes are seldom traveled by anyone but the native nomads. Communities, clans, and tribes need hunters, warriors, and protectors—and the most powerful of these are barbarians.

Lone barbarians can be found in many lands, where they live as wandering mercenaries, fearsome adventurers, or solitary hermits. Among wood elves, goliaths, goblins, and the desert halflings of Kalidnay, barbarians are often champions or leaders.

### NEW PRIMAL PATH:

## PATH OF THE FLAME WARDEN

The flame in the hearth, the embers of the grass fire, and the burning aftermath of a lightning strike all call to you, and the fiery elemental spirits tied to these lands by ancient pacts have chosen you. You channel your barbaric fury to infuse your body with a fiery primal radiance. Known as *flamecunning*, this power enhances your bouts of rage and wreathes your attacks in purifying flame. As you grow in power, the flamecunning fills and consumes you, keeping your flesh free of lycanthropy and other diseases, while inspiring your allies to greater prodigies of valor. Eventually, this flame burns so bright that your mere presence becomes a source of burning agony for your enemies.

### FLAMECUNNING STRIKE

At 3rd level, as a bonus action, you can choose one creature you can see within 30 feet of you. Until the end of this turn, your melee weapon







attacks against that creature ignore its damage resistances, and if you are raging, the next time you hit it on this turn, it takes an additional 2d6 fire damage.

Once you use this feature, you cannot do so again until after the end of your next turn.

### **LIVING CRUCIBLE**

At 6th level, the primal fire in your soul burns away the taint of evil. You gain resistance to fire damage and have advantage on saving throws against magical diseases. While raging, you automatically succeed on saving throws against contracting any disease, mundane or magical.

### **HUNTER'S CRY**

At 10th level, the purifying flames within you can inflame the hearts of your allies. As an action, you unleash a howling battle cry. Until the end of your next turn, every ally within 15 feet of you gains advantage on attack rolls and saving throws, and hostile creatures within 15 feet of you cannot take reactions. Once you use this feature, you can't use it again until you

finish a long rest.

### **AURA OF FIRE**

Beginning at 14th level, the potent force of your rage inspires your allies and instills fear in your foes. When raging, you emanate a fiery aura within a 15-foot radius. The area within your aura is difficult terrain for your enemies and any enemy that ends its turn within your aura takes fire or radiant damage (your choice) equal to your Rage Damage bonus.

### **IN THE DOMAINS OF DREAD**

The purging mystic fire and immunity to disease granted by this path make such barbarians implacable foes of lycanthropes. Many travel to lands infested with werebeasts, seeking to scourge the curse away. The domains of Barovia, Borca, Darkon, Falkovnia, Farelle, G'Henna, Invidia, Mordent, Nova Vaasa, Richemulot, and Sithicus all provide ample hunting, but those who hunt werewolves and the like seldom live long. There is little evidence for rumors of a similar infestation in Kartakass, a domain which instead remains famous for its skilled bards and potent *meekulbrau* wine.



# THE BARD

Most bards learn their trade in larger settlements, or find their way to such places early in their careers. There they find more lucrative performance venues as well as exposure to arts brought from other lands. However, the fickleness of audiences also usually necessitates travel. Since travel is dangerous, common folk seldom leave their hometowns, yet alone their native domains. Wandering storytellers who offer news of distant lands are often received eagerly in new settlements, though distrust of outsiders remains common.

Regardless of where they begin, many bards aspire to study at the famed bardic colleges of Kartakass. For those who study music and the performing arts, few opportunities are more prestigious than admission to the Harmonic Hall or performing in Harmonia's amphitheater.

## RULES REMINDER: TEMPORARY HIT POINTS DON'T "STACK"

If you have temporary hit points and receive more of them, you decide whether to keep the ones you have OR gain the new ones. For example, if a spell grants you 12 temporary hit points when you already have 10, you can have 12 or 10, not 22. Temporary hit points can't be healed, but unless a duration is specified, they last until they're depleted or you finish a long rest.

## NEW BARDIC COLLEGE:

### COLLEGE OF RESISTANCE

As a student of the changing tides of history, you know those willing to rise up and overthrow unjust rulers can change the world for the better. Your bardic abilities allow you to lead and support such uprisings. Real change requires vision, determination, unity, and leadership, and you seek to nurture all these qualities. Like other bards, you can captivate an audience, but your goal is to educate as well as entertain. You inspire would-be rebels to action, showing them better worlds are possible and teaching strategies by which old orders can be overthrown.

### BONUS PROFICIENCIES

At 3rd level when you select this bardic college, choose two of the following skills: Deception, History, or Persuasion. You gain proficiency with these skills if you don't have it already. You also gain expertise with the two chosen skills, which means your proficiency bonus is doubled for any ability check you make that uses them.

### FIREBRAND STRIKE

When you join this college at 3rd level, you gain the ability to inspire others by striking a magically empowered blow. Once per turn, when you hit a hostile creature with a weapon attack, you can expend one use of your Bardic

Inspiration to deal additional psychic damage to that target equal to your Bardic Inspiration die roll. If the target was at its hit point maximum when you struck it, you add your Charisma modifier (minimum 1) to the psychic damage.

As part of the same action, choose a number of non-hostile humanoids within 60 feet of you who can see you, up to a number of them equal to your Charisma modifier (minimum 1). Each target gains temporary hit points equal





to the roll of your Bardic Inspiration die, and can immediately use its reaction to move up to half its speed towards a hostile creature it can see without provoking opportunity attacks.

### FEARLESS WORDS

At 3rd level, you can use oratory or another kind of performance to inspire others in overcoming fear, defeat, and fatigue. After performing for at least 10 minutes, you can choose a number of non-hostile humanoids you can see within 60 feet who heard you for at least 10 minutes. The maximum number of creatures you can choose for this feature is equal to your Charisma modifier (minimum 1). Each target gains the following benefits:

- ✧ It gains 2d6 temporary hit points
- ✧ It recovers 1 level of exhaustion
- ✧ While it still has the temporary hit points gained from this feature, it has advantage on saving throws against becoming frightened or exhausted.

The number of temporary hit points increases when you reach certain levels in this class, increasing to 2d8 at 5th level, 2d10 at 10th level, and 2d12 at 15th level

Once you use this feature, you can't use it again until you finish a long rest.

### PROTECTED COMRADE

Starting at 6th level, you can magically safeguard the destiny of an ally. As a bonus action, you can expend a bard spell slot to place a protective ward on one ally you touch. Until this ward ends, any bludgeoning, piercing, or slashing damage the target takes is reduced by an amount equal to 1 + plus the level of the expended spell slot. This effect lasts for 1 minute, or until you use this feature again.

When a creature you can see within 60 feet of you hits the warded target with a melee attack, you can use your reaction to make a weapon attack against the attacker. If that attack hits, it deals extra psychic damage to the target based on the spell slot you initially expended for this

feature. The extra damage is 1d6 for a 1st-level spell slot, plus 1d6 for each spell-level higher than 1st, to a maximum of 4d6.

### MANTLE OF DEFIANCE

At 14th level, you can infuse spells of freedom and defiance into your comrades. When a creature gains temporary hit points from your Fearless Words or Firebrand Strike feature, while it has those temporary hit points, it is immune to the charmed condition and gains all the benefits of the *freedom of movement* spell.

### IN THE DOMAINS OF DREAD

These benighted lands have no shortage of unjust rulers. The cruel warlord Vlad Drakov of Falkovnia, Sithicus's dwarf tyrant Azrael, the reclusive sorcerer-king of Kalidnay, the theocratic Yagno Petrovna of G'henna, and Strahd himself are only a few examples. Most bards of this college work covertly in such an oppressor's domain, pretending to be mere entertainers as a cover for their true agenda.





# THE CLERIC

In some worlds, clerics feel the strength or support of their deities tangibly, in their hearts and souls. In Ravenloft, this is replaced by a hollow feeling of emptiness or distance. Clerics continue to receive their spells, but here there is no direct divine guidance. For natives, this long, dark night of the soul is the norm, but many clerics from elsewhere struggle with their faith.

Many of Ravenloft's religions are more darkness than light. More clerics here preach Bane the Lawgiver's ceaseless demands of obedience or Zhakata's ravenous cruelty than the compassion of Ezra or the Morninglord. The heroism of clerics who preach more nurturing faiths is as rare as it is vital, whether it's a local pastor shepherding her congregation, or itinerant priests who bring both spiritual and worldly salvation aid to other domains.



## NEW DIVINE DOMAIN:

### HEARTH DOMAIN

The warm security of hall and hearth is sacred to many cultures and faiths. Naturally, the hearth-flames of one's home are also symbolic of community, family, and safety. Like clerics of the Light domain, they believe in the holiness of fire, but for Hearth clerics, gathering around the fire and its warmth is what provides the true sanctification. Deities who grant this domain are patrons of mothers, children, and those who protect them, and they confer special blessings on the meeting places of those who govern communities.

Hearth clerics eschew large temples for smaller shrines and sanctuaries, often within larger homes or strongholds. They defend and unite communities, preside over the quotidian rituals of daily life, and see to proper rites.

### DOMAIN SPELLS

You gain these spells at the cleric levels listed.

#### HEARTH DOMAIN SPELLS

Level	Spells
1st	<i>faerie fire, sanctuary</i>
3rd	<i>flame blade, lesser restoration</i>
5th	<i>Leomund's tiny hut, fireball</i>
7th	<i>fire shield, Otiluke's resilient sphere</i>
9th	<i>flame strike, hallow</i>

### BONUS PROFICIENCIES

When you choose this domain at 1st level, you gain proficiency with heavy armor.

### CREATE HEARTHFIRE

When you choose this domain at 1st level, you learn the *create bonfire*\*\* and *fire hawk*\* cantrips if you don't already know them. When a creature fails its saving throw against the fire created by your casting of the *create bonfire*\*\* cantrip, you can always choose for that creature to succeed instead.



## HEARTHFIRE WARD

At 1st level, when you cast a spell of 1st level or higher that would create fire or inflict fire damage, you can choose a friendly creature within 30 feet. The chosen creature gains temporary hit points equal to your cleric level + your Wisdom modifier. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain all expended uses when you finish a long rest.

## HOLY FIRE

Starting at 2nd level, you can use your Channel Divinity to call down blessed flame which heals allies but scourges enemies. As an action, you present your holy symbol. Each non-hostile creature of your choice within 30 feet of you is healed for a number of hit points equal to 2d6 + your cleric level. At the same time, each hostile creature of your choice within 30 feet of you must make a Constitution saving throw. A creature takes either fire or radiant damage (your choice) equal to 2d6 + your cleric level on a failed saving throw, or half as much damage on a successful one. A creature that has total cover from you is not affected.

## DEFENDING FLAMES

Beginning at 6th level, when you deal fire damage to a Large or smaller creature, you can also push that creature up to 10 feet away from you.

## DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 fire or radiant damage (your choice) to the target. When you reach 14th level, the extra damage increases to 2d8.

## SAINT OF HEARTH AND HOME

Starting at 17th level, you gain resistance to fire and necrotic damage. As an action, you can

temporarily give up both of these resistances, transferring them to one other creature you touch. The creature keeps these resistances until the end of your next short or long rest, or until you transfer them back to yourself as a bonus action.

## IN THE DOMAINS OF DREAD

Clerics of the Hearth domain are actually more common in the Land of Mists than they are in other worlds. In this realm of darkness and fear, most peoples' daily lives and sense of safety are that much more dependent upon the fires of hearth and home. Any village lacking a large church or temple likely has a small, humble shrine to a hearth deity. Frequently, such a shrine has an "eternal flame," a fire that is never permitted to go out.

## NEW SPELL: FIRE HAWK

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** 60 feet

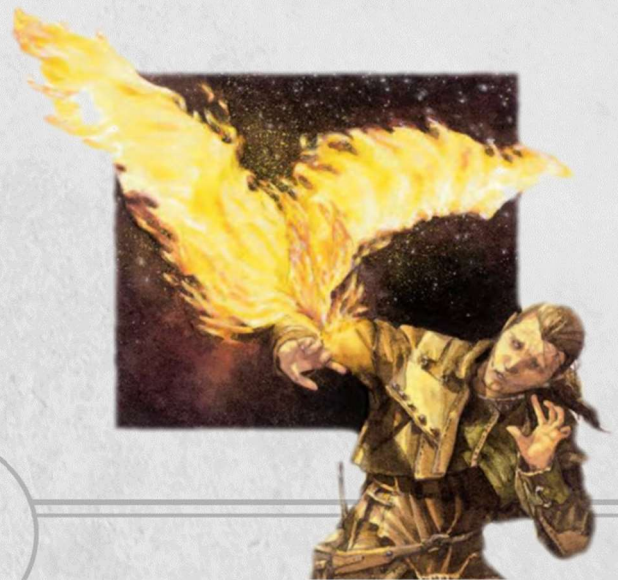
**Components:** V, S

**Duration:** 1 round

You conjure a minor spirit in the form of a flaming hawk, which makes a swooping attack against your foe and then circles above it for a moment to strike again if your foe's defenses falter.

Make a ranged spell attack against a creature within range. If the attack hits, the creature takes 1d8 fire damage and has the fiery hawk looming above until the start of your next turn. If the target provokes an opportunity attack before then (whether such an attack is actually made or not), it immediately takes 1d8 psychic damage and the spell ends.

The fire damage from this ranged spell attack increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).





# THE DRUID

Legends say Ravenloft's first druids came from the domain of Forlorn, but their ways spread to many other lands in the centuries that followed. Today, most druids keep their ancient faith secret to avoid hostility from ignorant locals. The residents of many domains know of druids only through the filter of folklore, often confusing primal magic with "witchcraft." To avoid unwanted attention among strangers, many druids pass themselves off as clerics of "new" gods rather than allies of primal spirits.

## NEW DRUID CIRCLE:

### CIRCLE OF THE EQUINOX

Given their closeness to nature, druids have a special relationship with the cyclical passage of time. Balance is central to the ethos of many druidic orders, and this reflects the changing nature of the year as light grows and recedes. Druids of your Circle believe that true balance exists in a state of flux, and you change your nature from day to day. You are committed to enforcing the proper balance of nature, whether that means culling certain creatures or ensuring the abundant growth of others. Your druidic tradition shares much with the religions of ancient sylvan cultures and you may refer to nature spirits and the archfey as "the old gods."

### ASPECT OF THE EQUINOX

At 2nd level, your ties to the fey and changes of the seasons grant you additional abilities that shift like the phases of the moon or the ocean tide. Whenever you finish a long rest, you can choose one Aspect: either Autumn or Spring. You have the chosen aspect until

you choose a different one at the end of another long rest.

Depending on your druid level, your Aspect grants you access to certain additional spells. You automatically have the listed spells prepared, and they do not count against the number of spells you can prepare each day. Any listed spells are always druid spells for you while you have the associated Aspect.

### ASPECT OF THE EQUINOX SPELLS

Druid Level	Autumn Spells	Spring Spells
2nd	<i>hex</i>	<i>hunter's mark</i>
3rd	<i>misty step</i>	<i>enthrall</i>
5th	<i>bestow curse</i>	<i>aura of vitality</i>
7th	<i>greater invisibility</i>	<i>aura of life</i>
9th	<i>cone of cold</i>	<i>flame strike</i>
11th	<i>circle of death</i>	<i>Otto's irresistible dance</i>
13th	<i>etherealness</i>	<i>etherealness</i>

### BALANCING STRIKE

Beginning at 2nd level, you have a pool of raw, natural energy you use to restore balance in the world around you, represented by a number of d8's equal to your druid level.

When you hit with a spell attack, natural weapon attack, or unarmed strike, or a weapon attack with a simple weapon, you can choose to spend balancing strike dice to deal extra damage. You can spend a number of dice equal to half your druid level or less. The amount of extra damage dealt is determined by rolling all the dice you spent and adding them together. The damage type is determined by your current choice for your Aspect of the Equinox feature: cold damage for the Autumn Aspect, radiant damage for the Spring Aspect.

If you currently have the Autumn Aspect, you roll d10s instead of d8s for this extra damage if the target is a humanoid. If you have the Spring Aspect, you roll d10s





instead of d8s if the target is undead. Whenever you roll your balancing strike dice for this extra damage, you gain temporary hit points equal to the damage rolled, regardless of whether some or all of the damage is not dealt to the target.

You regain all spent balancing strike dice when you finish a long rest.

### HERALD OF THE SEASONS

Starting at 6th level, when you cast a druid spell that has a casting time of 1 action, you can spend 2 of your balancing strike dice to change the casting time to 1 bonus action for this casting. When you do so, you roll both the balancing strike dice you spend and gain temporary hit points equal to the total.

In addition, whenever you gain temporary hit points during your turn, you can expend one use of your wild shape to gain a flying speed, climbing speed, swimming speed, or burrowing speed (your choice) of 60 feet. The new movement lasts for 1 hour, but ends early if you end your turn with no temporary hit points.

### MASTER OF THE OLD WAYS

Beginning at 10th level, you have learned to couple your physical prowess with impenetrable mental fortitude. You gain resistance to psychic damage and you are immune to the charmed and frightened conditions. You also have an additional damage resistance based on your current Aspect. If you are in your Autumn Aspect, you have resistance to fire damage; if you are in your Spring Aspect, you have resistance to necrotic damage.

### RESTORE BALANCE

At 14th level, whenever a creature hits you with an attack, that creature takes psychic damage equal to your Wisdom modifier (minimum 1) if you're not incapacitated. In addition, when you roll initiative and have no balancing strike dice remaining, you regain two of your balancing strike dice.

### IN THE DOMAINS OF DREAD

Most druids of this Circle favor one of its two seasonal aspects: Autumn or Spring. Among Forfarian druids (those arising from the lost domain of Forlorn), the ways of the Circle of the Equinox are practiced by druids of two different orders: the Oak Faction, who favor the Spring aspect, and the Rowan Faction, who favor Autumn. A sizable group of these druids dwells in Barovia, among the Forfarian immigrants outside the village of Immol.

Autumnal druids are less well-trusted in many domains, having ways commonly associated with folktales of curses and those who cast them. They do little to discourage this, often referring to themselves as “witches” and their magical talents as “witchcraft,” and they are often targeted by witch-hunters in lands beset by intolerant religious zealotry, such as Tepet. An Equinox druid favoring Autumn is more vengeful, enforcing natural balance by correcting wrongs committed and seeking to keep any one sort of creature from dominating local wilds.

Spring druids are more likely to dwell on the edges of settlements rather than in deep wilderness. These druids function as something like midwives to beasts of the wilds, helping new mothers through difficult births. When passing by, they can never resist offering the same aid to any expectant mother, whether she is a lioness or a highborn noblewoman. Druids favoring Spring seek natural balance by encouraging large populations of all animal and plant species, on the notion that such bounty aids all living things, so long as no one type of life overwhelms the others.

### THE CIRCLE OF THE SOLSTICE

Another druid circle, the Circle of the Solstice, exists as this one's natural counterpart, favoring seasonal aspects of Summer or Winter just as Equinox Circle druids favor Spring or Autumn. These druids embrace extremes in their behavior, pushing the far ends of the natural balance, in the esoteric belief that doing so somehow strengthens both sides of any equilibrium. Members of other Circles find the Solstice druids esoteric and strange.

A particularly erratic group of Winter-aspected druids of the Circle of the Solstice dwell in Barovia, in the area of Yester Hill. These druids actually worship the darklord Strahd von Zarovich, believing his powers over the weather and elements in his domain represent a divine tie to the forces of nature.



# THE FIGHTER

Fighters can be found in every settled Domain of Dread and can fill any niche requiring martial skill and physical prowess. They serve as armored knights in Darkon and Nova Vaasa, toil as soldiers in the armies of Invidia and Falkovnia, and enforce the law as constables in Mordent and Lamordia. Adventuring fighters might pursue fame and fortune, quest for justice or vengeance, or simply follow their own moral imperatives. Yet they seldom do so alone. Ravenloft's most legendary fighters are known for their extraordinary allies as well as for their own great deeds.



## NEW MARTIAL ARCHETYPE:

### LAMPLIGHTER

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The elite order of investigators known as the Lamplighters arose in the domain of Mordent. Once a small force of full-time watchmen, now their talents are called upon by towns large and small all across Mordent and beyond.

A fighter with the Lamplighter archetype has the kinds of perceptive and investigative skills normally reserved for a rogue or ranger, and the sort of disciplined intellect nurtured by wizards. They specialize in discerning clues in the appearance and other features of a particular criminal or other opponent, gaining decisive advantages in bringing that foe to justice.

#### DETECTIVE DIE

At 3rd level, you gain one detective die, which has a starting die size of d6 at this level. Whenever you make an Intelligence (Investigation) or Wisdom (Insight) check, you can roll your detective die and gain a bonus on the check equal to your result.

**Detect Weakness.** When you hit a creature with a weapon attack, if you have succeeded on an ability check to discern information about the target within the past hour, you can roll your detective die and add the result to the damage dealt. You can deal this extra damage only once per turn.

**Die Sizes.** Your detective die has five potential sizes, listed here from lowest to highest: d4, d6, d8, d10, and d12. When you decrease your detective die size, it becomes a die of a size one lower. For example, if you decrease the die size of a d6, it becomes a d4. Conversely, if you increase a die size, the die becomes one size higher, such as a d6 becoming a d8. You cannot increase the die size of your detective die above its starting die size. When you would decrease the die size of your detective die, if its current die size is d4, its size does not increase. Instead, it becomes unusable to you until the next time you finish a long rest.



**Methodical Deduction.** When you fail an Intelligence or Wisdom check that includes your proficiency bonus, you can choose to reroll that check with advantage. You must use the second roll. After the check is resolved, you immediately decrease the die size of your detective die.

**Starting Die Size.** Your detective die resets to its starting die size whenever you finish a long rest. Starting die size increases as you gain levels in this class, becoming a d8 at 9th level, a d10 at 13th level, and a d12 at 17th level.

## READ CREATURE

At 3rd level, you can uncover hidden information about those you meet by studying their mannerisms, tiny scuffs on their clothing, and so forth. As a bonus action, choose one creature you can see within 30 feet of you and make an Intelligence (Investigation) or Wisdom (Insight) check (your choice), contested by that creature's Charisma (Deception) check. If you succeed, you immediately learn whether the creature has any damage immunities, resistances, or vulnerabilities, and you learn what they are.

At the DM's discretion, you also deduce one of the following pieces of information about the target: a recent location it has visited, an object it has handled, a person it has spoken with, or one of its personality traits (if any).

Once you target a creature with this feature, without you succeed or fail, you cannot target that particular creature with it again for 1 minute.

## PENETRATING INSIGHT

At 7th level, when you make an Intelligence (Investigation) or Wisdom (Insight) check against a creature you have spent at least 1 minute interacting with or observing outside of combat during the past hour, you have advantage on your ability check for that feature.

In addition, when you use your Read Creature feature, you learn additional information about

the target. The DM tells you if the creature is your equal, superior, or inferior in regard to two of the following characteristics of your choice:

- ✧ An ability score of your choice
- ✧ Armor Class
- ✧ Current hit points
- ✧ Total class levels (if any)
- ✧ Levels in a particular class (if any)

At the DM's option, you might also realize you know a piece of the creature's history.

## TWENTY MOVES AHEAD

At 10th level, you can see through opponents' deceptions and anticipate their actions. All Charisma (Deception) checks against you are made at disadvantage.

In addition, when an attack roll hits you or a creature within 30 feet of you that can hear you, you can use your reaction to roll your detection die. The attacker takes a penalty equal to the number rolled on all attack rolls against the creature its attack targeted, possibly causing the triggering attack to miss. This penalty lasts until the end of the turn. A creature that you cannot see, or that has succeeded on a Charisma (Deception) check against you within the past minute, does not take the penalty.

## RELIABLE DEDUCTION

At 15th level, whenever you finish a short rest, if the die size of your detective die has been decreased, you can increase the size of your detective die by one.

In addition, whenever you make an Intelligence check or Wisdom check that includes your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.

## MEMORY PALACE

At 18th level, you can accurately recall anything you have seen or heard within the past month. If you gain this feature from another source, you can accurately recall anything you have seen or heard within the past year.



## IN THE DOMAINS OF DREAD

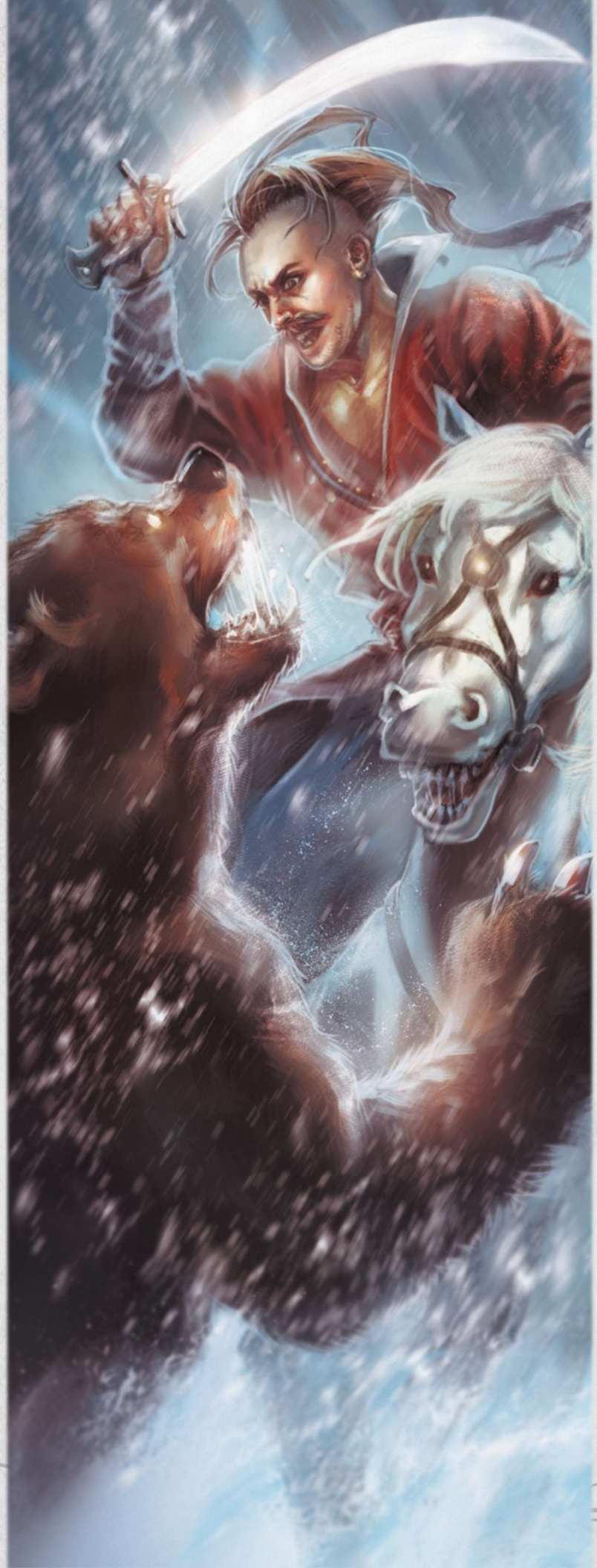
The Lamplighters were created by Mordentshire's sheriff, Owen Finhallen, and Sir Samuel Cosse, a noble who had served for years as a member of Mordentshire's volunteer watch. Though Mordentshire had relatively little criminal activity for a city of its size, a sizable percentage of crimes still went unsolved. They attributed this to the lack of professional training among their comrades. They chose the most talent watch members, employed them as full-time crime-fighters, and grew them into an elite order dedicated to solving crimes.

Sir Samuel has become the de facto leader of the Lamplighters, keeping a close eye even on those agents who are posted in distant locales. Indeed, the Lamplighters are now spreading beyond the towns of Mordent and into other domains, where Lamplighters receive permanent duty watching larger settlements. In so doing, they grow their order's reputation while gathering information on the various occult threats that have threatened those under their protection.

Still, Sir Samuel keeps the order's numbers small, ensuring that he employs only the most gifted investigators, and rejecting those who show any inclination to abuse their authority. Regardless of social, gender, or race, all are permitted to attempt the rigorous test of mental and physical prowess required to apply, as long as they have at least two years service in the Mordentshire watch or a similar group. Candidates from law enforcement organizations that show any sign of corruption or absence of accountability are rejected.

Those who pass such test and vetting and then complete their training successfully must be inducted by Sir Samuel or another ranking member. They are expected to abide by all laws of Mordent and other communities they serve, ensure unsolved crimes that reach their attention are investigated, deescalate any tense situations, and use violence only as a last resort. Any Lamplighter who fails to live up to these obligations, disobeys lawful orders from a superior (including local leaders), accepts bribes, fails to help those in need, or commits a crime is forced to leave the service.

Today, respect for the Lamplighters is nearly universal—no small feat in the often reserved and suspicious Domains of Dread.





# THE MONK

In the Domains of Dread, monastic traditions grow across many different cultures, not merely among those with philosophies based around ki or the martial arts. Realms as varied as Barovia, Rokushima Taiyoo, Nova Vaasa, or Kalidnay boast monasteries of their own, usually hidden. Sri Raji's monks test their inner strength by punishing their own bodies, such as by piercing their flesh with iron skewers and hooks. Sithican elves gather in hidden caves, where they silently practice the disciplined teachings of a contemplative deity symbolized by roses and insects.

Tales also exist of lone monks who wander other domains. Rather than joining monasteries, these monks study under a single master, in turn passing on their teachings to a single apprentice. By this means, complex traditions have been preserved across generations, unnoticed by tyrannical rulers who would seek to suppress them.



## NEW MONASTIC TRADITION:

### WAY OF THE BOUNDLESS MIND

A small and esoteric monastic tradition, these monks learn to channel their ki through the unlocked psychic capabilities of an awakened consciousness. They teach that the boundaries that isolate individuals are illusory, and that all mortal minds are linked, both to each other and to the divine. Through focused meditation, telepathic instruction, and a combination of physical deprivation and exercise, they unite their minds and bodies while learn to link their own thoughts with those of others around them.

#### CONTEMPLATIVE FOCUS

Starting when you choose this tradition at 3rd level, you have mastered the rudiments of your tradition's psychic training. You can communicate telepathically to any creature you can see within 120 feet of you. You don't need to share a language with the creature for it to understand your telepathic messages, but the creature must be able to understand at least one language or be telepathic itself.

You also learn the *mage hand* and *minor illusion* cantrips. When you cast *mage hand*, the spectral hand is made of invisible force and cannot be seen. When you cast the *minor illusion* cantrip, you can use both options (sound and image) if you wish, rather than just one.

#### PSYCHIC SPELLS

At 3rd level, you can manipulate your mental ki to cast certain spells. Choose three 1st-level spells from the list in the Psychic Spells sidebar at the end of this archetype description. You can cast those spells by spending ki points, paying the cost listed with those spells.

You learn an additional spell of your choice from the Psychic Spells list at each odd numbered level thereafter, but the number and



level of spells you can learn and cast is limited by your monk level, as shown in the following Unbound Mind Spell table.

Additionally, when you gain a level in this class, you can choose one of the spells you know from the list in the Psychic Spells sidebar and replace it with another spell from the same list, which also must be of a level you can learn.

Once you reach 5th level in this class, you can spend additional ki points to increase the level of a psychic spell that you cast, provided that the spell has an enhanced effect at a higher level, as *dissonant whispers* does. The spell's level increases by 1 for each additional ki point you spend. For example, if you are a 5th-level monk and you cast *dissonant whispers*, you can spend 3 ki points to cast it as a 2nd-level spell (the spell's base cost of 2 ki points plus 1).

The maximum number of ki points you can spend to cast a spell in this way (including its base ki point cost and any additional ki points you spend to increase its level) is determined by your monk level, as shown in the table below.

UNBOUND MIND SPELL TABLE

Monk Level	Max. Spell Level	Spells Known	Max. Ki Points for a Spell
3rd	1st	3	2
5th	2nd	4	3
7th	2nd	5	3
9th	3rd	6	4
11th	3rd	7	4
13th	4th	8	5
15th	4th	9	5
17th	5th	10	6
19th	5th	11	6

## PSYCHIC FIST

At 6th level, you can spend 2 ki points as a bonus action to empower your blows with powerful psychic energy. The next time you hit with a unarmed strike or an attack with a monk weapon before the end of your next turn, the attack deals an extra 2d6 force damage to the target, plus an extra 1d6 force damage for each additional ki point you spend. A Large or smaller creature that takes this force damage must succeed on a Strength saving throw or you

can push it up to 15 feet away from you and knock it prone.

The maximum number of ki points you can spend on a use of this feature is equal to your proficiency bonus.

In addition, as a reaction when you would take psychic damage, you can spend 1 ki point to give yourself resistance to psychic damage until the end of your next turn.

## UNASSAILABLE MIND

Starting at 11th level, you are immune to the charmed condition, you have advantage on Intelligence and Charisma saving throws, and your thoughts can't be read by telepathy or other means unless you allow it.

## REACTIVE SPIRIT

At 17th level, whenever a creature deals psychic damage to you or hits you with a melee attack, you can spend 1 ki point as a reaction to force that creature to make an Intelligence saving throw. If the creature fails, it takes psychic damage equal to 2d10 + your Wisdom modifier, and until the end of your next turn its speed is reduced by half and it cannot take reactions. If the creature succeeds, it takes half as much psychic damage but suffers no other effects.

## PSYCHIC SPELLS

This spells you can learn and cast for this monastic tradition are listed here, alphabetically by level. Your spellcasting ability for all these spells is Wisdom, and the saving throw DC for these spells is the same as your other ki features. See Chapter 10 of the *Player's Handbook* for rules on spellcasting. To cast one of these spells, you use the casting time and other rules, but you don't need to provide material components for it.

**1st-level (Cost 2 Ki Points to Cast):** *alarm, animal friendship, beast bond\*\*, catapult\*\*, cause fear\*\*, charm person, command, comprehend languages, disguise self, dissonant whispers, feather fall, heroism, identify, jump, longstrider, magic missile, sanctuary, shield, silent image, sleep, Tasha's hideous laughter unseen servant*

**2nd-level (Cost 3 Ki Points to Cast):** *augury, beast sense, blindness/deafness, blur, calm emotions, crown of madness, detect thoughts, enthrall, hold*



person, invisibility, levitate, locate animals or plants, locate object, mind spike\*\*, mirror image, misty step, phantasmal force, rope trick, see invisibility, silence, spider climb, suggestion

**3rd-level (Cost 4 Ki Points to Cast):** blink, catnap\*\*, clairvoyance, enemies abound\*\*, fear, feign death, fly, haste, hypnotic pattern, major image, nondetection, protection from energy, sending, slow, tongues

**4th-level (Cost 5 Ki Points to Cast):** arcane eye, charm monster\*, compulsion, confusion, dimension door, dominate beast, freedom of movement, greater invisibility, hallucinatory terrain, locate creature, Otiluke's resilient sphere, phantasmal killer

**5th-level (Cost 6 Ki Points to Cast):** Bigby's hand, commune with nature, contact other plane, dominate person, dream, far step\*\*, geas, hold monster, legend lore, mislead, modify memory, Rary's telepathic bond, scrying, seeming, skill empowerment\*\*, synaptic static\*\*, telekinesis, teleportation circle, wall of force

## IN THE DOMAINS OF DREAD

Barovia is home to the largest group of these monks, who devote themselves to lawful good ways and call themselves the Order of Contemplative Power. They strive to perfect their minds in a hidden monastery outside Immol. Some believe Strahd is unaware of them, but in fact he has suffered the monks to live within the confines of Barovia so long as they do not challenge his authority. (Secretly, he is curious about their psychic powers as well.)

In the lonesome city of Paridon, practitioners of this tradition meld its practices with occult lodge traditions to create the "theological philosophy" called the Divinity of Mankind.

This is also one of many monastic traditions practiced in Rokushima Taiyoo, but like all the other orders of Rokushman monks, disciples of the Unbound Mind are frequently drawn into that domain's endless strife.





## THE PALADIN

They say a paladin is chosen, not made, and in no world is this truer than in Ravenloft. To be a paladin here is to set yourself against the overwhelming forces of darkness and doom that seem to govern every one of the Domains of Dread. This is not only a life of thankless struggle, but one which attracts the notice of the Dark Powers. Where one might perceive unmistakable divine guidance or inspiration in other worlds, here such voices are silent. Yet some greater force must compel a paladin to this path, for who would choose it of their own accord?

The forces that grant paladins their sacred gifts in the Land of Mists are as faceless as the Dark Powers themselves—in fact, some believe that in this realm, the Dark Powers are the source of a paladin's powers. The proof offered for this is how often and quickly paladins blinded by hubris become servants of the evil that rules these lands. Other scholars, however, point to evidence that paladins are an aberration in the grand tapestry the Dark Powers have woven for themselves. Larger forces seek to destroy those who swear a sacred oath, or provide them with fitting challenges to test, tempt, and corrupt them. It is the rare paladin indeed who dies of old age here; many become fatalistic, knowing that the examples they leave after their deaths will be as important as the actions they took in life.





## NEW SACRED OATH:

### OATH OF RAVENKIND

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Before Barovia was benighted by the fall of the devil Strahd, it was home to an order of virtuous champions—the knights of the Raven. Advised by righteous clerics like archpriest Ciril Romulich and united behind holy icons of Ravenkind, they swore to give their lives to relentless battle against the rising darkness prophets had foreseen.

Now, the knights are all but extinct. They prospered in the years before darkness descended on Barovia, but afterwards their fierce opposition to the undead drew them into more battles than could ever be won. Only a handful of knights linger in the land, some as ghosts, others as hidden agents in various domains, working day and night to defeat the darklords.

#### TENETS OF RAVENKIND

- ✧ *Battle without End.* To swear the oath of Ravenkind is to commit your body and soul to endless struggle against evil. There may one day be a final victory, but it is unlikely you will live to see it.
- ✧ *Mentorship.* Only a knight can make another knight. Be on the lookout for new candidates to train and initiate as Knights of the Raven, lest your dwindling order die out forever.
- ✧ *Unity.* Knights of the Raven are called upon to set aside differences of politics and religion to ally with other foes of evil.
- ✧ *The Vigil.* For your initiation into this order, you are called upon to stay up all night praying in a sacred chapel or church, before an icon or symbol of true holiness. When you initiate a new Knight of the Raven, you must do the same, standing watch with the recruit. Likely, the initiation is but the first of many sleepless nights in your war against the darkness in the land.

## OATH SPELLS

You gain oath spells at the paladin levels listed.

#### OATH OF RAVENKIND SPELLS

Paladin Level	Spells
3rd	<i>guiding bolt, speak with animals</i>
5th	<i>lesser restoration, moonbeam</i>
9th	<i>aegis of assault*, daylight</i>
11th	<i>dominate beast, guardian of faith</i>
17th	<i>flame strike, scrying</i>

#### CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

***Radiance of the Dawn.*** You can use your Channel Divinity to harness sunlight, banishing darkness and dealing radiant damage to your foes. As an action, you present your holy symbol, and any magical darkness within 30 feet of you is dispelled. Additionally, each hostile creature within 30 feet of you must make a Constitution saving throw. A creature takes radiant damage equal to 2d10 + your paladin level on a failed saving throw, and half as much damage on a successful one. A creature that has total cover from you is not affected.

***Summon Raven Harrier.*** You can expend one use of your Channel Divinity to cast the *find familiar* spell as a paladin spell without using a spell slot. When you cast the spell in this way, instead of choosing one of the normal familiar forms, your familiar is a raven harrier.

#### AURA OF LIVING LIGHT

Creatures within 10 feet of you have resistance to necrotic damage and advantage on death saving throws. At the end of each of your turns, you can choose one creature within this aura and empower it with magical radiance. To do so, you must spend 10 points from the pool of healing granted by your Lay Hands feature. When you do so, that creature gains 10 temporary hit points, and until the end of its next turn, when that creature uses a spell slot of 1st level or higher to cast a spell, it can change



the spell's casting time to 1 bonus action for that casting, provided the spell's casting time is normally 1 action.

At 18th level, the range of this aura increases to 30 feet.

### RADIANT MARK

At 15th level, if you deal radiant damage to one or more creatures on your turn, at the end of your turn you can choose one of those creatures and mark it until the end of your next turn.

While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you. When a creature marked by you makes an opportunity attack, it takes radiant damage equal to your proficiency bonus.

### HOLY NIMBUS

At 20th level, as an action, you can emanate an aura of sunlight. For 1 minute, bright light shines from you in a 30-foot radius, and dim light shines 30 feet beyond that.

Whenever an enemy creature starts its turn in the bright light, the creature takes 10 radiant damage. In addition, for the duration, you have advantage on saving throws against spells cast by fiends or undead.

Once you use this feature, you can't use it again until you finish a long rest.

### IN THE DOMAINS OF DREAD

As champions against evil and the undead, the Knights of the Raven have a clear role in Ravenloft—especially in Barovia, their traditional homeland. In most domains, a darklord will have countless spies and agents, likely jockeying for power amongst themselves even as they serve their dread monster. These paladins will fight tirelessly against such minions, just as they will to destroy a darklord or any other oppressive ruler. Yet even if they manage to destroy a powerful being like Strahd, their work is not yet done. After all, a darklord's lieutenants likely remain. Long years of cruel domination can scar both the land and its people, and Knights of the Raven will be invested in helping a domain recover and rebuild.

## RAVEN HARRIER

*Tiny celestial, lawful good*

**Armor Class** 14

**Hit Points** equal the raven harrier's Constitution modifier + your Charisma modifier + five times your level in this class

**Speed** 10 ft., fly 50 ft.

STR	DEX	CON	STR	DEX	CON
6 (-2)	14 (+2)	14 (+2)	8 (-1)	14 (+2)	6 (-2)

**Saving Throws** Dex +4, Wis +4

**Skills** Perception +4, Stealth +4

**Damage Resistances** Necrotic, poison

**Damage Immunities** Radiant

**Condition Immunities** Charmed, frightened

**Senses** Darkvision 60 ft., passive Perception 14

**Languages** Celestial, Common, and any languages you know, but can't speak

**Celestial Bond.** The following numbers increase by 1 when your proficiency bonus increases by 1: the raven harrier's skill and saving throw bonuses (above), the bonuses to hit and damage of its talons attack, and the number of hit points restored by its *Mystical Recovery* action (below).

**Flyby.** The raven harrier doesn't provoke opportunity attacks when it flies out of an enemy's reach.

**Harrier.** When the raven hits a creature with a melee attack, it can force that target to make a saving throw against your paladin spell save DC. On a failure, it can't take reactions until the end of your next turn, and the next attack roll you make against this target before the end of your next turn has advantage.

**Mimicry.** The raven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

### ACTIONS (REQUIRES YOUR BONUS ACTION)

**Talons.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target you can see. *Hit:* 1d4 piercing damage + 1d4 radiant damage.

**Mystical Recovery (3/Day).** The raven harrier either restores 2d6 + 2 hit points to itself or to one creature within 5 feet of it that has 0 hit points.



## NEW SPELL: AEGIS OF ASSAULT

*3rd-level conjuration*

**Casting Time:** 1 reaction, which you take when a creature within range succeeds on a melee attack roll that would hit one of your allies

**Range:** 30 feet

**Components:** V, M (a weapon)

**Duration:** 1 round

With a flash of light, you bring instant vengeance to the attacking enemy. As part of the reaction used to cast this spell, you choose to do either one or both of the following:

✧ Teleport to an unoccupied space, as long as that space is not farther away than you are now from the creature that made the triggering attack.

✧ Make one melee weapon attack against the attacker if it is within reach. You can use your spellcasting ability instead of Strength for the attack and damage rolls of this attack if you choose. If that attack hits, it deals an extra 1d4 radiant damage.

If you are unable to do either one, the spell ends. Otherwise, after the triggering attack is resolved, you mark the creature who made that attack until the end of your next turn. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you. This spell ends early if you are incapacitated or you die, or if someone else marks the creature.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the range increases to 60 feet, and the extra radiant damage inflicted with the melee weapon attack increases by 1d4 for each slot level above 3rd.





# THE RANGER

Like druids, rangers strive to maintain an uneasy balance between nature and civilization. Druids must often protect nature from the intrusions of mankind, while rangers usually guard civilized peoples from nature's savagery.

Rangers in settled lands are frequently employed as game wardens for noble estates. In Sithicus, elven rangers patrol the deep forests astride monstrous stag beetles, hunting evil creatures and discouraging foreign visitors. In untamed lands like Vorostokov, they may hunt game to provide for their clans or scout out new territory. Most settled folk see rangers as outsiders, but their skills are generally respected. Some patrol the wilds to protect or provide for their homelands. Others—particularly the lycanthrope rangers who infest many domains—prey on the innocent, becoming more dangerous than any beast.



## NEW RANGER CONCLAVE:

### GHOSTWALKER

The mysterious figure becomes visible at the edge of town. Children cease their play and scurry to seek a hidden place to watch this newcomer in silence. Behind shuttered windows and closed doors, parents and shopkeepers end their conversations, their eyes following the stranger's slow, deliberate steps. The din of the blacksmith dies, and the sudden whinny of a horse is blasphemously loud.

This stranger is you. No one saw you coming before you appeared like a phantom out of the mists. But now that you're here, local folk know their lives will never be the same. You are just as real and tangible as any other living mortal, but you've seen the other side. You died, saw the dark expanse beyond, and came back.

### GHOSTWALKER MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in the Ghostwalker Spells table. The spell counts as a ranger spell for you, and it doesn't count against the number of ranger spells you know.

#### GHOSTWALKER SPELLS

Ranger Level	Spells
3rd	<i>compelled duel</i>
5th	<i>enthrall</i>
9th	<i>feign death</i>
11th	<i>phantasmal killer</i>
17th	<i>hold monster</i>

### PAINFUL RECKONING

Starting at 3rd level, when a creature that has dealt damage to you within the last 24 hours hits or misses you with an attack, it provokes an opportunity attack from you if you are not wielding a weapon that has the two-handed or heavy properties.

In addition, whenever you hit a creature with an opportunity attack, you deal an extra 1d8 psychic damage to it if you have ever seen it reduce another creature to 0 hit points.



Finally, if your Dungeon Master uses the rules on firearms in chapter 9 of the *Dungeon Master's Guide*, you are proficient with firearms.

### STRANGER'S GAZE

At 3rd level, whenever you make Charisma (Intimidate) checks against creatures who don't know your name, you are considered proficient in the Intimidate skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

### OUTER PLANES DRIFTER

At 7th level, you can call on your obscured past memories of the afterlife for mystical power. As a bonus action on your turn, you can use this feature to either cast the *etherealness* spell or cast one of your Ghostwalker Magic spells that has a casting time of 1 action. The casting time is changed to one bonus action for this casting. If you use this feature to cast *etherealness*, the spell ends at the end of the current turn.

Once you use this feature, you cannot use it again until you finish a short or long rest.

### DEADEYE

Starting at 11th level, once on each of your turns when you miss with an attack, you can make another attack.

### INTO THE SUNSET

At 11th level, as an action, you can enter the Border Ethereal and use it as a quick means of travel. You can only use this feature when in an area of dim light or darkness. When you do so, you and up to 15 willing creatures you choose within 30 feet of you who are also in dim light or darkness effectively teleport via the Border Ethereal. This is not instantaneous travel, however; you move a number of miles per hour equal to your proficiency bonus times 10. You can travel this way for up to 3 hours.

Because of the blurring of reality between planes, you can't make out details of the terrain or areas you pass over during transit, nor can you predict perfectly where your travel will end.

It's impossible to judge distances accurately, making this feature virtually useless for scouting or spying. Furthermore, at the end of your travel, you are shunted 1d10 × 500 feet in a random horizontal direction from your desired endpoint. If this would place you within a solid object, you (and any creatures with you) take 1 level of exhaustion and are shunted to the nearest empty space available.

You can use this feature once, regaining the ability to do so at the next sunset.

### UNFINISHED BUSINESS

When you reach 15th level, physical harm does little to deter you from your calling. If you take damage that reduces you to 0 hit points, you can immediately use your reaction to enter a state indistinguishable from death, during which time you are recovering your strength and cannot truly die. After you take this action, you fall unconscious, and you are stable at 0 hit points until the end of your next turn. At the end of your next turn, you regain hit points equal to your ranger level × 5, but you remain unconscious. At the start of your next turn after regaining these hit points, you awaken to full consciousness and can act normally.

While you are unconscious due to this feature, you are immune to all damage, but you cannot regain consciousness even if you receive healing or other aid. When you use this feature, for 1 minute you gain immunity to poison and disease, and to being frightened or charmed.

Once you use this feature, you cannot use it again until you finish a long rest.

### IN THE DOMAINS OF DREAD

For whatever reason, some higher power hands down a rare and strange judgment upon a ghostwalker: that they must return to the world, to accomplish some purpose that their wanderings will reveal. Whether it was a deity, a darklord, or the Dark Powers themselves, you may never know. A ghostwalker usually returns from death outside a small, independent village or town, likely one beset by evil. Of course, there are many such places in the Domains of Dread.



# THE ROGUE

In domains ruled by powerful evils, solving problems through direct confrontation or supernatural powers often attracts destructive attention. Guile, stealth, and cunning are better strategies for survival in Ravenloft. Further, in most domains, the people distrust those with unusual abilities or ties to nature or mysticism. In stories told by the common folk, the heroes are almost never spellcasters, but overwhelmingly rogues or fighters. For a party of adventurers, while a rogue may be invaluable in defeating the traps and sealed vaults of an ancient dungeon, the group may need such a character even more when dealing with superstitious locals.

## NEW ROGUISH ARCHETYPE:

### SCHOLAR

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Most scholars prefer to remain safe in the metaphorical "Ivory Tower" of academia, never far from the library or lecture hall. However, certain well-educated experts with the hands-on skills of a rogue end up pursuing field work alongside adventurers, whether by choice or necessity. Adventuring scholars use their expert knowledge for the benefit of allies, contributing well-researched lore on anything from the weaknesses of magical creatures to the construction of ancient tombs. As a scholar, your dedication to research, truth, and knowledge can rival the higher calling of a cleric or paladin.

#### CLOSE OBSERVATION

At 3rd level, when a creature misses you with an attack roll, or when you succeed on a saving throw a creature forced you to make, you can use your reaction to force that creature to make a Charisma saving throw against a DC equal 8 + your proficiency bonus + your Intelligence modifier. On a failure, and you immediately learn whether the creature has any damage immunities, resistances, or vulnerabilities and what they are. Whether or not the saving throw fails, you gain advantage on the next attack roll you make against that creature before the end of your next turn.

#### SCHOLARLY PURSUIT

At 3rd level, you choose one Scholarly Pursuit from the options listed at the end of this class description, granting you the listed benefits of the option selected. You





gain one additional Scholarly Pursuit option at 9th level, 13th level, and 17th level.

In addition, you gain proficiency with your choice of either one tool or one of the following skills: Arcana, History, Investigation, Medicine, Nature, or Religion.

### FLASH OF GENIUS

Starting at 9th level, you gain the ability to come up with solutions under pressure. When you or another creature you can see within 30 feet of you makes an ability check or a saving throw, you can use your reaction to add your Intelligence modifier to the roll.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once). You regain all expended uses when you finish a long rest.

### USE MAGIC DEVICE

By 13th level, you have learned enough about the workings of magic that you can improvise the use of items even when they are not intended for you. You ignore all class, race, and level requirements on the use of magic items.

### PRACTICED ACUITY

Starting at 17th level, whenever you have advantage on an ability check or attack roll that uses Dexterity, Intelligence, or Wisdom, you can reroll one of the dice once, provided the roll also lets you add your proficiency bonus.

### SCHOLARLY PURSUITS

Options for the Scholarly Pursuits feature are listed here in alphabetical order. You can never take the same Scholarly Pursuit option more than once, no matter how many times you get to select one, even if that Scholarly Pursuit offers different choices.

**Academic Researcher.** You gain a +2 bonus to all Intelligence checks, and while you are in a good library or well-equipped laboratory, you have advantage on Intelligence and Wisdom checks that include your proficiency bonus.

**Crafter.** You gain proficiency with one tool of your choice, and you can grant temporary hit points to crafted objects. By spending 10 minutes using appropriate tools to work on an object or structure

you can touch, you can make a DC 10 ability check with those tools. On a success, you grant that object (or a section of it equivalent to a 5-foot cube if it is larger than that) temporary hit points equal to your proficiency bonus + your level. In addition, whenever an object has been repaired, damaged, created, or destroyed with some kind of tool, you have advantage on all Intelligence and Wisdom checks to discern information about that object.

**Diplomat.** You gain proficiency in your choice of one of the following skills: Deception, Insight, Intimidation, Performance, or Persuasion. When you make an ability check with the chosen skill to influence a creature that is indifferent or hostile towards you, you add double your proficiency bonus to the check, instead of your normal proficiency bonus.

**Explorer.** You gain proficiency in your choice of either the Nature skill or the Survival skill. You also gain the Natural Explorer feature of a ranger. This does not allow you to gain additional favored terrains for reaching higher levels.

**Expert.** Choose one skill or tool with which you are proficient. You gain expertise with the selected proficiency, which means your proficiency bonus is doubled for any ability check you make that uses it.

**Metaphysician.** You gain proficiency in your choice either the Arcana skill or the Religion skill, and you learn two cantrips, which must be chosen from the cleric or wizard spell lists. You can also cast the *comprehend languages* spell as a ritual. Intelligence is your spellcasting ability for all these spells.

**Physician.** You gain proficiency in your choice of alchemist's supplies, herbalist's kits, or the Medicine skill. As a bonus action, you can expend one use of a healer's kit to cause a creature you can touch to regain 1 hit point. If you continue tending to the creature's wounds for 1 minute while taking no other actions, you can make a DC 15 Wisdom (Medicine) check to allow the creature to spend Hit Dice to regain hit points, as if at the end of a short rest. The maximum number of Hit Dice a creature can spend in this way is equal to your proficiency bonus.

**Sleuth.** You gain proficiency with your choice of one of the following skills: Insight, Investigation, or Perception. When you would make an Intelligence (Investigation) or Wisdom (Insight) check to discern information about a creature during your turn, if that check would normally require an action, you can do so as a bonus action instead. Whenever you succeed on an Intelligence (Investigation) or



Wisdom (Insight) to discern information about a creature, you also uncover additional information about them by studying their mannerisms, tiny scuffs on their clothing, and so forth. At the DM's discretion, you deduce one of the following pieces of information about them: a recent location they've visited, an object they've handled, a person they've spoken with, or one of their personality traits (if any).

**Student of Warfare.** You have studied the arts of war and military strategy. You learn your choice of one Fighting Style from the fighter class. You can never learn the same Fighting Style more than once, no matter how many times you get to choose one.

**Toxicologist.** You are well educated in the science of poisons: their creation, their effects, and their handling. You are proficient with poisoner's kits, and have advantage on ability checks you make to identify particular types of poison. You can coat a weapon in poison as a bonus action, rather than an action, and your damage rolls ignore poison resistance. With one hour of work using a poisoner's kit and expending 50 gp worth of

materials, you can create a number of doses of potent poison equal to your proficiency bonus. Once applied, the poison retains potency for 1 minute, or until you hit with the weapon. When a weapon coated in this poison deals damage to a creature, that creature must succeed on a Constitution saving throw (DC equals 8 + your proficiency bonus + your Intelligence modifier). On a failure, the creature takes poison damage equal to half your rogue level + your Intelligence modifier (minimum 1) and is poisoned for 1 minute.

### IN THE DOMAINS OF DREAD

The most renowned scholars often start their careers in domains where learning, study, and research are valued, such as Borca, Darkon, Dementlieu, Dominia, Paridon, Richemulot, and Rokushima Taiyoo. However, many rogues of this archetype grow up in small villages where their scholarship is not valued, and the need to escape such a repressive environment prompts many of them to careers as adventurers.





## THE SORCERER

Sorcerers gain their magic from neither pact nor study, but from their own natures. Depending on one's point of view, these inherent magical powers may be a fantastic gift or a wretched curse. As a rule, natives of the Domains of Dread are highly suspicious of any beings with inherent magical powers, viewing them as both more and less than human. Common folktales, however misguided, claim that sorcerers are changelings left by the fey, or reviled practitioners of witchcraft, or even that they gain their powers through trafficking with fiends—in short, that they are warlocks, who are mistrusted in almost all domains, and in some even hunted and killed. Even sorcerers not tainted by such superstitions are wise to reveal their magical gifts only to those they trust. As supernatural anomalies themselves, sorcerers are often fascinated by other strange phenomena.

Though the dark nights in the Lands of Mists hide dire threats, sorcerers frequently seek to explore distant domains and places spoken of only in tales, hoping to unravel the riddle of their own existence.





## NEW SORCEROUS ORIGIN:

### PALE MASTER

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Whether due to a near-death experience, a family history of studying dark magics, or simply being born in the Domains of Dread, you bear an unnatural gift for necromantic sorcery that hungers to be used. This has grown into an instinctive bond with undead creatures. Now one of these walking dead has come to you, unbidden, to act as your servant and protector, proving that the macabre power within you cannot be contained, only controlled.

#### PALE MAGIC

The arcane magic you command is born of your connection to death. When you make a Charisma check against undead creatures, you do so with advantage.

In addition, you learn the following spells, each at the listed sorcerer level. These become sorcerer spells for you, but do not count against the number of sorcerer spells you know.

Sorcerer Level	Spells
1st	<i>false life</i>
3rd	<i>gentle repose</i>
5th	<i>animate dead</i>
7th	<i>death ward</i>
9th	<i>danse macabre</i> <sup>XGE</sup>

#### DEATHLY GUARDIAN

At 1st level, your arcane magic draws a trusted and loyal undead servant to your side. Choose an undead creature with a challenge rating of 1/4 or lower that doesn't have a flying or swimming speed. It must be of Medium size or smaller and have 15 or fewer hit points (though your Undying Bond feature may improve the base creature beyond these limitations). Typically, this is either a skeleton or a zombie, though your DM may have more options for you.

This undead creature gains all the benefits of your Undying Bond feature. You can have only one Deathly Guardian at a time.

If your Deathly Guardian is ever slain, the

magical bond you share allows you to recall it the next time you finish a long rest. It may come to you in a different body than it had before, but you sense the same spectral sentience within it, bonding its existence to yours. It returns to you with full hit points and in fresh condition, just as when it first appeared.

#### UNDYING BOND

Your Deathly Guardian gains a variety of benefits while it is linked to you. The Guardian obeys your commands as best it can. It acts on its own turn in the initiative, immediately after the end of your turn, and you determine its actions. If you are incapacitated or absent, your Guardian acts on its own, but its only goals are to defend itself, defend you, obey your prior commands, and to serve any simple goals it could sense in your mind before you lost contact.

- ✧ Your Deathly Guardian has abilities and game statistics determined in part by your level. Your Guardian uses your proficiency bonus rather than its own. In addition to the areas where it normally uses its proficiency bonus, a Deathly Guardian also adds its proficiency bonus to its damage rolls.
- ✧ If your Deathly Guardian's Intelligence is 5 or lower, its Intelligence is increased to 6.
- ✧ While your Deathly Guardian is within 100 feet of you, you can communicate to it telepathically. It cannot communicate back to you or share its senses with you, though your bond always gives you a rudimentary sense of whether or not your Deathly Guardian is wounded or in danger.
- ✧ For each sorcerer level you gain after 1st, your Deathly Guardian gains an additional Hit Die and increases its hit points accordingly.
- ✧ Your Deathly Guardian becomes proficient with Strength and Constitution saving throws, simple and martial weapons, light,



medium, and heavy armor, and shields, and with two skills of your choice.

- ✧ Whenever you gain the Ability Score Improvement class feature, your Deathly Guardian's abilities also improve. Your Deathly Guardian can increase one ability score of your choice by 2, or it can increase two ability scores of your choice by 1. (Your DM may allow it to gain a feat instead.) As normal, your Deathly Guardian can't increase an ability score above 20 using this feature unless its description specifies otherwise.
- ✧ The Deathly Guardian loses its Multiattack action, if it has one.
- ✧ The Deathly Guardian has little in the way of personality, though that can change over time. It has no Ideals, one Flaw you determine, and the Bond "I must protect the sorcerer I am bound to serve at all costs."

### NECROMANTIC CONTROL

Starting at 6th level, you can spend 5 sorcery points as an action to target one undead creature you can see within 30 feet. The target must make a Wisdom saving throw against your sorcerer spell save DC. On a failed save, the target must obey your commands for the next 24 hours. An undead whose challenge rating is equal to or greater than your level is immune to this effect.

### AGGRESSIVE GUARDIAN

Starting at 6th level, if your Deathly Guardian is within 90 feet of you when you use your action to cast a spell of 1st-level or higher, it can use its reaction to make a weapon attack.

Whenever your Deathly Guardian uses its reaction with this feature, it can move up to half its speed as part of the same reaction.

### GRAVEN SURGE

Starting at 14th level, when you use your Graven Surge feature, if the spell that triggered your use of that feature has a range of touch or of 5 feet or greater, you choose to have your

Deathly Guardian use its reaction to deliver the spell instead of making a weapon attack, as if it had been the one to cast it. If the spell requires an attack roll, you use your attack modifier for the roll.

### JOURNEY OF THE DAMNED

At 18th level, your Deathly Guardian's connection to you is at its apex, granting each of you traits derived from the other. You gain immunity to necrotic damage, and whenever you cast a spell that deals necrotic damage, you also gain resistance to nonmagical bludgeoning, piercing, and slashing damage for 1 hour. You no longer need to eat, drink, or breathe.

In addition, your Deathly Guardian grows much more powerful, as follows:

- ✧ Its Wisdom score becomes equal to your Charisma, unless it is higher.
- ✧ Any other ability scores it has that are 12 or lower are increased to 13, except Charisma.
- ✧ It gains one Fighting Style option from those listed for the Fighter class.
- ✧ Your Deathly Guardian gains one 1st-level spell slot, one 2nd-level spell slot, and one 3rd-level spell slot. It can use these slots to cast spells from the list of sorcerer spells you know, and regains its expended slots whenever you finish a long rest. It casts spells as a sorcerer, but does not require verbal or somatic components, and Wisdom is its spellcasting ability score instead of Charisma. When it casts these spells, it casts them using your proficiency bonus.
- ✧ It can attack twice, instead of once, whenever it takes the Attack action on your turn.
- ✧ When a creature makes an attack roll against you, if it is within reach of your Deathly Guardian's weapon, it provokes an opportunity attack from your Deathly Guardian.



## IN THE DOMAINS OF DREAD

Necromancers are most common in domains where arcane magic is taught in an organized way, such as Darkon, Hazlan, and (less publicly) Richemulot. They also congregate in lands with particularly large infestations of undead, such as Barovia, Darkon, Necropolis, and Souragne.

## NEW SPELL: FELL STRIKE

*Necromancy cantrip*

**Casting Time:** 1 action

**Range:** 5 feet

**Components:** V, M (a weapon)

**Duration:** Instantaneous

As part of the action used to cast this spell, you must make a melee attack with a weapon against

one creature within the spell's range, otherwise, the spell fails. On a hit, the target suffers the attack's normal effects, and the towering fury you display commands your foe to kneel. You can use your bonus action this turn to force the target you hit to roll a Wisdom saving throw. On a failure, the target takes 1d6 psychic damage, and if it is Large or smaller, it falls prone.

This spell's damage increases as you gain levels. At 5th level, the melee attack deals an extra 1d6 force damage to the target, and the psychic damage the target takes on a failed save increases to 2d6. Both damage rolls increase by 1d6 at 11th level and 17th level.





# THE WARLOCK

Of all the classes, none is more feared or despised in the Domains of Dread than the warlock. Populations that live under the mercy of dark forces have good reason to distrust those who draw power from such things. Those bargaining for power in the Mists risk more than just their soul, as their pacts might twist their body and mind as well. In these benighted realms, warlocks are sometimes uncertain of the name or nature of their patron, simply knowing it as a voice in the wind, a figure in a vision, a smiling shadow in the corner of the eye, or a spirit of nature. Some warlocks believe their patron is benevolent, such as a nature spirit or animistic being, but most sages name this as a lie. Wiser warlocks know their pact-holders by name, but this is often little advantage and even less comfort. In realms such as Tepet and Nidala, inquisitors exist to actively hunt warlocks and the sorts of beings associated with them. Folk wisdom tends to attribute a warlock's power to fey, fiends, and other dark powers, even the Mists themselves—illustrating that folk wisdom is not always mere mythology. Depending on the particular Domain of Dread in which they find themselves, warlocks often seek to disguise their spells as the powers of a class less likely to be seen as anathema by the locals. Of course, in some regions, all spellcasters are tarred with same brush, and warlocks become adept at hiding their true natures entirely.

## NEW OTHERWORLDLY PATRON:

### THE DROWNED ONE

In ancient times, the undersea progenitors of the half-human hybrids passed both lineage and lore to the mortals with whom they had dealings. They taugth of ancient, god-like beings, perhaps their ancestors, who lay dead yet dreaming beneath the sea. Those so chosen, or so cursed, shared in these dreams. Sages

today disagree on the nature of these legends: is there only one being called the Drowned One, or two, or many? Does the name refer to a powerful aberration like a kraken or aboleth, a primordial god, or something older, perhaps an alien presence from the Far Realm?

Having either experienced such visions yourself or learned the rites by oral tradition, you are marked by the power of the Drowned One. Whether by accident or as part of a rite, you drowned and nearly died. While unconscious, you made your pact. Since then, you are most comfortable close to the ocean and have an affinity for things in their primal, unrefined forms. Most who make such a pact find that afterwards they prefer iron over steel, foraged food over fine cuisine, and instinctive cunning over civilized ways.

Eschewing the finery some spellcasters enjoy, warlocks of the Drowned One are of a humble appearance, marked by mottled sealskin clothes, wild hair braided with seaweed, and driftwood cudgels. They favor colors of the sea, and are said to be touched by both madness and prophecy.

## EXPANDED SPELL LIST

The Drowned One allows you to choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

### THE DROWNED ONE EXPANDED SPELLS

Level	Spells
1st	<i>absorb elements, create or destroy water</i>
2nd	<i>alter self, augury</i>
3rd	<i>revivify, storm shield*</i>
4th	<i>lesser water to poison*, watery sphere**</i>
5th	<i>greater water to poison*, raise dead</i>

## GIFT OF THE SALTY DEPTHS

At 1st level, you gain a swim speed equal to your walking speed, and you treat your Constitution score as if it were 5 higher to determine how long you can hold your breath or survive without breathing. Also, you add your proficiency bonus to death saving throws. If



applying this bonus to a death saving throw increases the total to 20 or higher, you gain the benefits of rolling a 20.

### DRIFTWOOD CUDGEL

Starting at 1st level, while you have a wooden staff or club in hand that has been immersed in saltwater, you gain the following benefits:

- ✧ You can cast the *shillelagh* cantrip as a warlock spell without using components. When you cast it in this way, the duration of your *shillelagh* spell is increased to 1 hour.
- ✧ You can spend 1 Hit Die as a bonus action to cast the *hex* spell as a 1st-level spell without using a spell slot. You do not regain any hit points from spending a Hit Die in this way.
- ✧ When you hit with a weapon attack roll using a wooden staff or club against a target that is cursed by either your *hex* spell or a warlock feature of yours that curses (such as the warlock invocation Sign of Ill Omen), the target cannot regain hit points or take reactions until the end of its next turn.

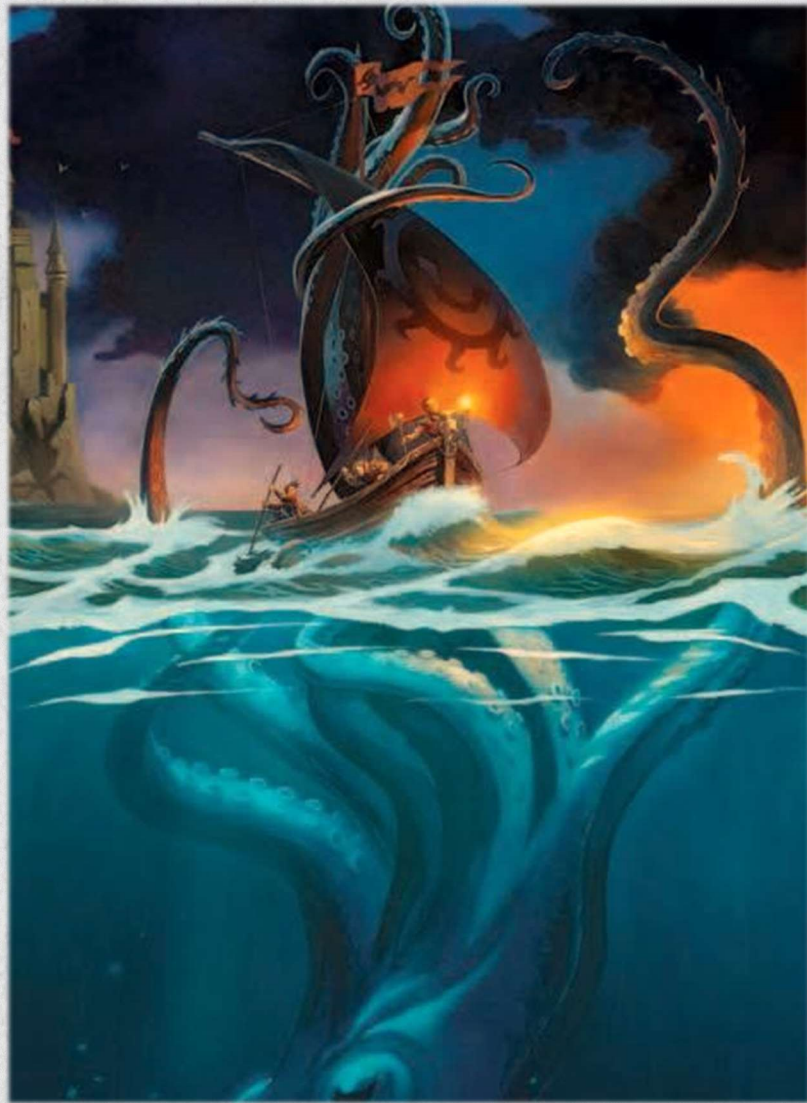
### WHAT IS DEAD MAY RISE

Starting at 6th level, when you are reduced to 0 hit points, you can use your reaction to instead be reduced to 1 hit point. When you use your reaction on this feature, each hostile creature within 10 feet of you takes psychic damage equal to half your warlock level + your Charisma modifier. If a creature that takes this damage is cursed by either your *hex* spell or a warlock feature of yours that curses, it takes an additional 1d10 psychic damage.

Once you use this feature, you can't use it again until you finish a long rest.

### BY SEAWATER REBORN

Starting at 10th level, when you finish a long rest, you can perform a 1-minute ritual, anointing yourself with seawater. When you do so, you choose one of the following damage types: acid, cold, necrotic, poison, or psychic. You gain resistance to that damage type until



the next time you finish a long rest.

Once per turn, when you deal damage of the type you chose during the ritual, you can select one target of that damage. That target takes an amount of extra damage of the chosen type equal to half your warlock level.

### FORESEEN VENGEANCE

Starting at 14th level, prophetic dreams allow you to prepare eldritch reciprocity for enemies who would harm you. When you take damage from a creature that is within 5 feet of you, you can use your reaction to cast a spell at the creature. The spell must have a casting time of 1 action and must target only that creature. The casting time changes to 1 reaction for this casting. If a spell you cast in this way requires a ranged attack roll, being within 5 feet of a hostile creature doesn't impose disadvantage on the attack.



## IN THE DOMAINS OF DREAD

Given their patron's nature, it is no surprise that most warlocks of the Drowned One obtain their gifts near the shores of Ravenloft's two great oceans. The Sea of Sorrows stretches out to the west of the Core, and mariners from Lamordia, Darkon, Dementlieu, and Mordent often brave its dangerous waters. It is mirrored by the Nocturnal Sea to the east, a frigid body of water stretching along Nova Vaasa and Darkon.

Both seas seem to defy navigation, and sudden storms have bested many good ships, but those willing to brave these waters can make a tidy fortune supplying the small, rugged settlements on the islands that dot both seas. Chapter 2 includes a summary of these islands, which may also be home to many of the Drowned One's warlocks.

### NEW SPELL: GREATER WATER TO POISON

*5th-level transmutation*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a serpent's tooth)

**Duration:** Concentration, up to 1 minute

You transform any large quantity of water within a 10-foot cube centered on a point you choose into a deadly poison. This spell only affects bodies of water of at least 10 gallons or more within the affected area, not separate smaller quantities of water. It can also be liquid that is mostly water (such as blood, sewage, or wine), but a living creature's vital fluids cannot be affected. Any creature with its head or one of its breathing

passages (such as a humanoid's nose or mouth) currently submerged into water you have transformed with this spell must make a Constitution saving throw at the beginning of

any turn in which they are so submerged.

On a failure, the creature is poisoned for the duration, and they take 4d8 poison damage. If the creature fails the saving throw by 5 or more, its Constitution score is reduced by 1d4. On a success, the creature can choose to spit the water out and take no damage, or continue to swallow it and take half damage. If the creature failed its save, at the start of each of the creature's turns before the spell ends, it must succeed on a Constitution saving throw or take 3d10 poison damage. On a successful save, the spell ends.

Creatures who do not need to save against the spell but who are within 5 feet of the transformed water can use an action to apply poison to one weapon, piece of ammunition, or portion of food or drink. Once applied, the poison retains potency for the duration of the spell or until someone must save against it. If a creature is struck with the poisoned weapon or ammunition, or if it ingests the poisoned food or drink, it must make a Constitution save or be poisoned for the duration and take 1d8 poison damage, or 2d8 if the poison is ingested. If the creature fails the saving throw by 5 or more, its Constitution score is reduced by 1d4. Creatures that succeed on their save take half damage, but suffer no other effects.

**At Higher Levels.** When you cast this spell using a spell slot of 6th level or higher, you can affect one additional creature who is drinking at the same time, and the damage increases by 1d8 for each slot level above 5th.

### NEW SPELL: STORM SHIELD

*3rd-level abjuration*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Concentration, up to 1 minute

You conjure a small area of whirling air that occupies a 5-foot radius sphere centered on a point you choose within range. The swirling air forms a shield that blocks acid, cold, fire, lightning, and thunder damage. The shield attracts all elemental discharges and neutralizes them, granting all creatures within a 30-foot radius from its center immunity to the listed damage types. However, the shield's immunity is limited. If the shield reduces damage a creature would take to 0, the spell ends if it is not the first time that the shield has reduced damage that particular creature would have taken to 0 since this spell was cast.





# THE WIZARD

Able to call on an astonishing variety of arcane spells to bend reality to their will, wizards in the Domains of Dread face myriad temptations, not least from the Dark Powers themselves. Endless years of research and practice, combined with their need for forethought, often result in wizards developing at least mildly obsessive and controlling personalities—a trait shared by many of the darklords. Some wizards grow drunk on their own power or are corrupted by the evil forces inherent in their spells, believing they are the sole arbiters of their fate.

Respected or even admired in some domains, such as Darkon and Hazlan, wizards often conceal their arcane powers in less accepting lands, and they can be found across the Core and beyond. Often, they lurk in remote towers or secretly using magic to further their goals in other arenas.

## NEW ARCANE TRADITION

### SCHOOL OF REANIMATION

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You research how to reawaken dead flesh, not by animating it with necrotic power, but by reinfusing the fallen with vital energies like those of the living. Unlike necromancers, who tend to become death's allies or servants, you seek to conquer death forever through rigorous experimentation. Students of this arcane tradition are experts in anatomy, alchemy, and chirurgery, approaching their work with a more scholarly and scientific approach than most wizards employ.

Most reanimators are soon ousted by any academic institution or arcane order once they begin their macabre projects in this area. However, such a lack of vision on the part of their alleged peers is seldom enough to dissuade a reanimator. You know that one day your discoveries could grant eternal life to all mortal beings, and those who called you mad

will be exposed for the fools they are.

## STUDENT OF THE BODY

At 2nd level when you choose this arcane tradition, you have made an academic study of the energies that sustain living creatures around you. You learn the spare the dying cantrip, and you add the false life and find familiar spells to your spellbook. When you cast find familiar, your familiar's creature type changes to construct, instead of one of the normal types for that spell.

You also gain proficiency with alchemist's supplies and the Medicine skill if you don't already have it. Your proficiency bonus is doubled for any ability check you make related to beasts, constructs, humanoids, or undead that uses this proficiency.

## ALCHEMICAL VITALISM

At 2nd level, you can create a quick elixir that accelerates a body's healing powers. In order to use this benefit, you must have alchemist's supplies with you, and you must have at least one vial's worth of water. By spending 10 minutes performing an alchemical ritual, you can expend a spell slot to change one or two vials of water into the same number of curative admixtures. Unlike a potion, the admixture does not need to be imbibed, merely inhaled or applied to the body, using either an action or a bonus action.

When a curative admixture is used, the creature who uses it can heal either itself or another creature within 5 feet of it, for a number of hit points equal to twice the level of the spell slot used to create the admixture. When a creature is healed in this way, as a reaction, it can also spend one of its own Hit Dice to regain additional hit points.

Only two curative admixtures created using this feature can retain their effectiveness at any one time. If a third admixture is created, the oldest of the existing, active admixtures is immediately transformed back into water. Any



curative admixture you create loses its curative powers 8 hours after being created.

## REANIMATED SERVANT

At 6th level, your research and mastery of medical lore allows you to craft a servant from dead tissue. The servant is a construct, much like a flesh golem, that obeys your commands without hesitation and functions in combat to protect you. Though magic fuels its creation, the servant itself is not magical. You are assumed to have been working on the servant for quite some time, finally finishing it during a long rest after you reach 6th level.

At the end of a long rest, select a humanoid or beast of Small, Medium, or Large size, with a challenge rating of 2 or less (referred to below as the base creature). The reanimated servant uses the base creature's game statistics, but it can assume an appearance of your choosing, as long as its form is appropriate for its statistics. It has the following modifications:

- ✧ The creature's type changes to construct.
  - ✧ Its hit point maximum equals either the base creature's original hit points or its Constitution modifier + your Intelligence modifier + five times your wizard level, whichever is higher.
  - ✧ It is immune to lightning and poison damage, and to the charmed condition.
  - ✧ It understands the languages you can speak when you create it, but it cannot speak.
  - ✧ It cannot cast spells.
  - ✧ If you are the target of a melee attack and the servant is within 5 feet of the attacker, you can use your reaction to command the servant to respond, using its own reaction to make a melee attack against the attacker.
  - ✧ It adds your proficiency bonus to all its attack rolls, Charisma (Intimidation) checks, Strength and Constitution checks, and Strength and Constitution saving throws.
- ✧ Its carrying capacity (including maximum load and maximum lift) is doubled.
  - ✧ It has disadvantage on Charisma (Persuasion) and Charisma (Deception) checks against humanoids and beasts.
  - ✧ If it takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.
  - ✧ Its weapon attacks are magical for the purposes of overcoming damage immunities and resistances.

In combat, the reanimated servant shares your initiative count, but it takes its turn immediately after yours. It can move and use its reaction on its own, but unless commanded otherwise by you, the only action it can take on its turn is the Dodge action. If you use your bonus action to command it, your reanimated servant can take one of the following actions: Dash, Disengage, Help, Hide, Search, or Use an Object.

If the servant is killed, you can return it to life by magical means, such as with the *revivify* spell. In addition, over the course of a long rest, you can repair a slain servant if you have access to its body and your alchemist's supplies, and you expend a spell slot of 1st level or higher. If you do so, at the end of the long rest, the reanimated servant returns to life with all its hit points restored.

At the end of a long rest, you can create a new reanimated servant if you have your alchemist's supplies with you. You can only have one reanimated servant at any given time using this feature. If you already have a reanimated servant and create a new one, the original reanimated servant is immediately destroyed.

Additionally, when you gain this feature, you add the *animate dead* and *revivify* spells to your spellbook.

## ENERGIES OF LIFE

Beginning at 10th level, performing the ritual for your Alchemical Vitalism feature can change



up to three vials of water into curative admixtures, and you can have up to three curative admixtures active at once instead of two. Additionally, a creature that regains hit points by using one of your curative admixtures also gains temporary hit points equal to your Intelligence modifier (minimum of 1)

While a creature still has temporary hit points gained from this feature, it gains a bonus to melee weapon damage rolls equal to the number of temporary hit points it has remaining.

Additionally, when you gain this feature, you add the modify memory and reincarnate spells to your spellbook.



## IMPROVED SERVANT

At 14th level, as a ritual, you can spend 8 hours and expend one spell slot of 6th level or higher to transform your reanimated servant into a powerful construct akin to a flesh golem. The reanimated servant is transformed in the following ways:

- ✧ Its Strength score becomes 19 if it was lower.
- ✧ Its Constitution score becomes 18 if it was lower.
- ✧ It becomes immune to any spell or effect that would alter its form.
- ✧ It gains advantage on all saving throws against spells and other magical effects.
- ✧ It becomes immune to the following conditions; charmed, exhaustion, frightened, paralyzed, petrified, and poisoned.
- ✧ It becomes immune to lightning and poison damage, and to bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't adamantine.
- ✧ Whenever it is subjected to lightning damage, but takes no damage due to its immunity, it can use its reaction to regain a number of temporary hit points equal to half of the lightning damage dealt.

### IN THE DOMAINS OF DREAD

Macabre rumors whisper of experiments in reanimation being performed in Darkon, Dominia, Nova Vaasa, Paridon, and Richemulot. However, the undeniable center for research of this kind is the realm of Lamordia, where an anonymous journal detailing observations from successful research in reviving dead flesh circulates widely among fascinated scholars.



# THE BLOOD HUNTER

This section includes a new subclass for Matt Mercer's blood hunter class, which can be downloaded from the DMs Guild for a Pay-What-You-Want price at this link:

<https://www.dmsguild.com/product/301641/Blood-Hunter-Class-for-DD-5e-2020>

Called to hunt down the likes of undead, werewolves, and users of evil magic, blood hunters seem uniquely suited to Ravenloft's dangers. The magic of hemocraft fuels their power, and all blood hunters have cursed themselves with alchemical poison to gain these so-called "gifts." Having inextricably connected themselves to the dark forces they seek to destroy, blood hunters often feel conflicted about their own powers. By learning more of eldritch matters, they can better foresee how their prey will exploit their own supernatural gifts. This makes them acutely aware of the benefits and temptations of darker powers.



## NEW ORDERS:

### ORDER OF THE VENOMBLOODED

While the alchemical poison known as Hunter's Bane transforms all blood hunters, you have become living poison. You taint your own essence using meditation, toxic herbs, and corrupt monkish teachings on the balancing of ki. You often employ covert spying, sabotage, and even assassination to hunt your prey.

The poison in your veins gives a purplish or night blue cast to your features. This effect manifests differently for each individual, but always becomes more noticeable over time. Hair, lips, nails, eyes, teeth, and even horns or scales (for races who have them) may all darken with this taint of toxic ichor.

#### ENVENOMED KI

When you join this order at 3rd level, you have mastered martial arts like those of a monk and studied ki, the mysterious elemental energy that suffuses living things. You have a number of ki points equal to half your blood hunter level (rounded up). These ki points are regained whenever you finish a short or long rest.

You can spend 1 ki point to take the Dash action. When you do so, you gain a climbing speed equal to your walking speed, and you have advantage on Strength (Athletics) and Dexterity (Stealth) checks until the end of the turn.

In addition, while you are not wearing medium or heavy armor, you can use your Dexterity instead of Strength for the attack and damage rolls of your unarmed strikes, and on a hit, you can roll a d4 in place of the normal damage.

#### POISON TASTER

Starting at 3rd level, whenever you take poison damage, you reduce the amount of poison damage you take by an amount equal to your



blood hunter level. In addition, you gain proficiency with poisoner's kits, and you have advantage on ability checks to identify poisons.

## RITE OF THE FANG

At 3rd level, you learn the Rite of the Fang primal rite (detailed below).

**Rite of the Fang.** Your rite damage is poison damage.

While this rite is active, you gain the following benefits:

- ✧ You can deal your crimson rite damage with your unarmed strikes
- ✧ Whenever you deal poison damage to a creature, you treat immunity to poison damage as if it were only resistance to poison damage
- ✧ Poison damage that your attacks would deal is automatically converted to acid damage if doing so would increase the amount of damage the creature takes.

## BRAND OF LIVING VENOM

Starting at 7th level, your very blood, sweat, and tears are infused with poison, and you exude toxins from your very flesh. You are immune to poison damage and the poisoned condition, and you can poison creatures that touch you.

In response to the end of any turn, you can spend 1 ki point as a reaction to choose one creature that grappled you, hit you with a melee attack, or willingly touched you during that turn. You deal poison damage to the chosen creature equal to a roll of your hemocraft die. As part of the same reaction, you can use your Brand of Castigation feature to brand the target, just as if you had dealt your Crimson Rite damage to it.

## CAUSTIC SPELLS

Starting at 11th level, your ki can duplicate the effects of certain spells. As an action, you can spend 2 of your ki points to cast *create poison\**, *detect poison and disease*, *lesser restoration*, or *protection from poison*. You use your choice of

Intelligence or Wisdom as your spellcasting ability for these spells.

You gain more of these spell-like abilities as you gain levels. At 11th level, you can spend 5 ki points to cast *greater invisibility*, *lesser water to poison\**, or *vampiric touch*. At 17th level, you can spend 6 ki points to cast *greater water to poison\** or *contagion*. You can spend additional ki points to increase the level of a spell you cast with this feature. The spell's level increases by 1 for each additional ki point you spend. The maximum number of ki points you can spend to cast a spell in this way (including its base ki point cost and any additional ki points you spend to increase its level) equals your proficiency bonus.

## MURDEROUS SKIN

Starting at 11th level, any creature that willingly makes skin-to-skin contact with you lasting more than a minute must make a Constitution saving throw against your hemocraft save DC the next time it finishes a long rest. This effect takes place whether or not you want it to. On a failure, its Constitution score is reduced by 1d4, and it must repeat the saving throw the next time it finishes a long rest. A successful saving throw ends this effect immediately, though reduced Constitution must be regained normally. The *greater restoration* spell also ends this effect, and restores all lost Constitution.

Once a creature has failed its Constitution saving throw against this feature, if it once again makes skin-to-skin contact with you for 1 minute or longer, you can choose to allow that creature to automatically succeed on its next saving throw.

## BLOOD CURSE OF CORROSION

Starting at 15th level, your blood curse can wrack a creature's body with terrible toxins. You gain the Blood Curse of Corrosion for your Blood Maledict feature, ignoring its



prerequisites. This does not count against your number of blood curses known.

### KI REVERSAL

At 18<sup>th</sup> level, you can disrupt your own ki to reverse the flow of ki in another's body entirely. If you have at least 5 ki points, you can touch one creature within 5 feet of you and spend all of your remaining ki points. The creature makes a Wisdom saving throw against your hemocraft save DC. On a failed save, a target takes 10d6 + 50 necrotic damage and is stunned. On a successful save, a target takes half as much damage and isn't stunned. If a target is killed by this damage, X. A stunned target can make a Wisdom saving throw against your hemocraft save DC at the end of each of its turns. On a successful save, the stunning effect ends.

When you damage a creature with this feature, you also roll your hemocraft die. Your current hit points and hit point maximum are both reduced by the result. This reduction can't be lessened in any way, and the reduction to your hit point maximum lasts until you finish a long rest.

Until this reduction to your hit point maximum ends, you only regain half your ki points when you finish a short rest, and whenever you spend Hit Dice at the end of a short rest, you only regain half the normal number of hit points.

Once you use this feature, you cannot do so again until the next time you finish a long rest.

### IN THE DOMAINS OF DREAD

It is said that Ravenloft's first blood hunters of this order came from the cursed creatures known as the *ermordenung*, whose venomous natures alienate them from other mortals. Fleeing their home domain of Borca, they founded secret schools in Rokushima Taiyoo and Tepet, where they taught disciples to emulate their poison in their own flesh.

Hunters of this order are known for having various ways for common people who seek reciprocity to petition them, whether via direct contact or detailed written messages. If it such a please suits their criteria, one or more blood hunters will make such a cause their own, and woe to the target who receives their vengeance.





## CHAPTER 2: A SUMMARY OF THE DOMAINS OF DREAD

Ravenloft is the name of a castle in Barovia, but to sages, it also lends its name to the entire world in which it stands—a world unlike any other, composed of many Domains of Dread.

Taken together, these domains form a terrifying realm all their own. This world is a construct, woven from the hidden fears of innumerable worlds, from Eberron to the Forgotten Realms of Abeir-Toril, shaping their realm's reality to reflect their own sinister sensibilities. Barovia was the first Domain of Dread, but there are dozens or more lands much like it—all once part of another world, now drawn into the Mists by the unknowable Dark Powers to become places of relentless horror. Darklords like Strahd von Zarovich rule each one of them, cursed for their dark deeds to reign over a domain that reflects their particular sins but which they can never leave.

Barovia and many other domains share a single landmass, a continent with a mostly temperate climate dominated by rugged, forested geography. This accursed land, of which Barovia is but one part, is simply called **the Core**.

### THE CORE

The domains of the Core are each briefly described here, appearing in rough alphabetical order:

*Curse of Strahd* details the accursed land of **Barovia**, which has grown

even larger since the years covered in that volume.

Aristocratic poisoners led by the scheming Boritsi family rule **Borca**, a beautiful nation of ruthless merchants, oppressed peasants, and political intrigue.

The largest Domain of Dread, this sprawling and diverse yet orderly feudal kingdom of **Darkon** is largely defined by the rising and falling dictatorship of the archmage Azalin Rex, whose rule is abetted by secret police known as the Kargat.

Ruled over by the aging Lord-Governor Marcel Guignol and his influential advisors, the Council of Brilliance, the temperate and prosperous land **Dementlieu** is the center of art and culture for the entire continent.

**Falkovnia**, is a military police state ruled by a bloodthirsty and truly sadistic mercenary lord.

This tiny domain of **Forlorn** surrounds an accursed castle, and its dwindling population lives in hiding to fight off the land's main inhabitants, the devouring monsters known as goblins.

A microcosm of the hellish Forgotten Realms nation of Thay, **Hazlan** is ruled by the vengeful and tyrannical Red Wizard Hazlik.

**Invidia** is embroiled in a long civil war, as a vicious despot obsessed by a genocidal loathing overtakes more and more formerly independent villages, and his racist hatred inflames more and more Invidians.

The bards of **Kartakass** are renowned as the best performers in the world, and musicians brave wolf-infested forests to study under the *meistersingers*





in the backwoods towns of Skald and Harmonia.

**Keening** consists of the ten-mile radius around Mt. Lament. It contains no living inhabitants, only an abandoned trade road, a powerful banshee, and the City of the Dead, bustling with walking corpses who continue the careers and pursuits they knew in life.

The cold and bleak coastal realm of **Lamordia** is a civilized barony inhabited by practical folk with a scientific worldview.

The landed gentry who ruled the coastal countryside of **Mordent** vanished long ago, leaving only the benevolent Weathermay Family of Heather House to govern. They are assisted by each settlement's sheriff and mayor, alongside a special order of detectives known as the Lamplighters (described under the Fighter section). (Mordent was the setting of the first sequel to the original Ravenloft, the classic AD&D module *110: Ravenloft II: The House on Gryphon Hill*.)

Once the greatest city in the much larger domain of Darkon which surrounds it, **Necropolis** is now protected by an invisible shroud that kills any living being who dares to enter. It is said Death himself rules over the city's undead inhabitants.

The **Nocturnal Sea**, a body of water too wracked with storms and clouds to be safely navigated, is full of populated islands, many of which are unmapped and have little contact with outsiders.

#### ISLANDS IN THE NOCTURNAL SEA

Certain islands in the Nocturnal Sea have proven either interesting or profitable enough to spur both the adventuresome and greedy to visit them, and to keep seeking new lands across the sea and Mists. The most noteworthy of the islands are:

- ✧ **Vechor**, a place of wild magic and madness that is the easternmost and largest island in the Nocturnal Sea;
- ✧ **Graben Island**, 75 miles off the coast of Nova Vaasa, the second largest island in the Nocturnal Sea, home to four insular villages and

ruled by a wealthy merchant family of nobles who share the isle's name;

- ✧ The **Isle of Ravens**, inhabited by many birds and one sorceress, who may have turned treacherous sailors into the titular ravens;
- ✧ **Knammen**, immediately west of Graben, containing the small fishing village of Meerdorf;
- ✧ **L'ile de la Tempete**, a ten-mile long kidney shaped island surrounded by the world's most treacherous shoals and dominated by a deceiving lighthouse;
- ✧ **Liffe**, a large and well-inhabited island of rustic farmers and musicians, with a deepwater port and shipyards, ruled by the highborn bard Baron Evensong;
- ✧ **Todstein**, 60 miles east of Graben and forever surrounded by icy storms, an island where no one is known to have ever safely landed;
- ✧ And an unnamed, fog-bound archipelago in the far north, somewhere between Todstein and Vechor, home to a mysterious race of draconic seafarers occasionally glimpsed at sea.

Rumors say that somewhere within the Nocturnal Sea is a place known as **the Nightmare Lands**. This island reportedly is a point where dreams and reality intersect. So far, no mariner has been able to navigate to it, although Captain Onid Rhelarian once claimed to have sailed the famed scholar Rudolph van Richten and Dr. Gregorian Illhousen there.

Named for the nation of Vaasa in the Moonsea region of the Forgotten Realms, from which the population and the uncaring feudal lords who rule them descend, **Nova Vaasa** is a grassy plateau is known for its stark class divisions, crushing urban poverty, and the wealth of its five noble families.

**Richemulot** includes three urban communities divided by vast forests. This seemingly egalitarian realm claims to value intelligence, guile, knowledge, and professionalism over material wealth, but corruption festers in labyrinthine sewers and behind the closed doors of the elite.

The **Sea of Sorrows**, a darkly cold and fog-bound sea, is vast and sparsely inhabited.

#### ISLANDS OF THE SEA OF SORROWS

Though the Sea of Sorrows is vast and mostly



devoid of residents, some of the scattered islands in the ocean are inhabited. The most prominent of those are:

- ✧ **Blaustein**, a small island and village ruled by the charismatic noble Bluebeard;
- ✧ **Demise**, one of two sizable islands in the Lamordian island chain called the Finger, dominated by a seemingly impassable labyrinth made from white stone;
- ✧ **Dominia**, a tiny island, home to an asylum run by the world's leading expert on mental disorders;
- ✧ **Ghastria**, home to the village of East Riding, which merchants say is inhabited by roughly six-hundred subjects ruled by a benevolent marquis;
- ✧ And **Markovia**, the largest known island of the Sea of Sorrows, a lush and seemingly uninhabited place which some scholars say was once part of the Core. Years ago, an attempt was made by Lamordians to settle Markovia, but the colonists vanished mysteriously.

**The Shadow Rift** is the mother of all chasms. It begins where its adjacent domains end in sheer cliffs, as if crumbling into nothingness. Black fog swirling hundreds of feet below the Rift's edge hides whether there is any bottom to the abyss.

**Sithicus**, a kingdom of unfriendly and fractious elves, was once ruled by the infamous death knight Lord Soth. Now, a cruel dwarven dictator has taken power in the land.

The stormy forestlands of **Tepest** can't seem to shake off the hysteria of a witch-hunting Inquisition, even as darker threats loom in the windswept mountains.

**Valachan**, is the rugged home of the self-sufficient Valachani people, who are bedeviled by the supernatural baron who rules them and the White Fever that drains their life and blood.

Towering forests, misty hollows, overgrown wetlands, and unnatural predators make the wild domain of **Verberek** a treacherous backwater, where the wolf is master and humans huddle in their isolated settlements like cowering prey.

## THE ISLANDS OF TERROR

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Beyond the Core, there are other independent Domains of Dread, divided from the Core by the impenetrable Mists. Tiny worlds unto themselves, scholars refer to these isolated realms as their own Islands of Terror. Each is surrounded by the Mists, rather than sharing stable borders with any neighboring domains. They are among the most secluded of all the Domains of Dread, though solitary wanderers always seem to find their way to such remote places. Known Islands of Terror include:

The unearthly wasteland known as **Bluetspur**, where the surface is razed by scorching storms and the underground is ruled by alien intelligences who enslave humanoids for their eldritch experiments and conspire against the stars.

**G'Henna** is an arid land consumed by religious zealotry. This theocracy was torn from the Core during the cataclysmic events of the Grand Conjunction, and now its residents spiral into despair. The starving populace slowly succumbs to a creeping fear that its bestial god will never appear to relieve its suffering.

The small domain of **I'Cath** consists of the shadowy woods surrounding a haunted castle, its four attending shrines and groves, and a single tower. Its only inhabitants are the foul sorceress Tsien Chiang and her cursed daughters. Tsien originally came from the kingdom of Shou Lung in the Forgotten Realms, and her descendants have become an important trading consortium in both Faerun and Kara-tur.

**Kalidnay** is a city-state surrounded by barren desert—once part of the apocalyptic world of Athas—where the sorcerer-king Kalid-ma rules oppressed subjects from a ziggurat palace, aided by the Templars, an aristocratic secret police granted spellcasting powers by his very existence.

The anarchic and overcrowded metropolis of **Nosos** squats amid deforested wasteland,



covered in garbage, poison, and the smoke of a thousand chimneys. While the affluent elite debauch themselves in endless masquerade balls, the pale and plague-ridden commoners scrounge greedily among smog-spewing refineries and burning coal mines.

The small city of *Odiare* was taken from a region called Italy in the mysterious plane some have called Gothic Earth. Here, growing children struggle to support themselves without the aid of adults, offering prayers against the day when the terrifying construct that massacred their parents returns.

*Rokushima Taiyoo* is a beautiful archipelago where ancient codes of honor, delicate philosophies, and artistic spirituality are being

crushed by a relentless civil war between samurai lords.

In the hot and humid river delta of *Souragne*, residents of Port d'Elhour and Marais d'Tarascon offer praise to the spirits of the swampland. They pray that when they die, the Lord of the Dead will not come to force their bodies to toil in the fields until the flesh drops from their bones

*Vorostokov* is a vast and primitive realm of endless winter stolen from the continent of Cerilia in the world of Aebrynis, where the desperate inhabitants of a dozen villages struggle to survive despite scant food stores, the spirits of those who have frozen to death in the woods, and packs of ravenous wolves. They subsist on the bounty of the *boyarsky* hunters who roam the icy planes and frozen coniferous forests, ruling with an iron fist.

## “THE CLUSTERS”

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“Cluster” is an inelegant term created by scholars of the Fraternity of Shadows to describe places where multiple Islands of Terror combine into one connected territory. Four clusters are known to exist:

**The Amber Wastes** comprise a desert landmass of ruins, cities, springs, and nomads which includes three domains, *Pharazia*, *Har'Akir*, and *Sebua*, each ruled by its own terrifying immortal.

**The Shadowlands** include the dark medieval realms of *Nidala* and *Avonleigh*, and a single accursed house, *Shadowborn Manor*, that is a domain all its own.

**The Verduous Lands** are a moonless realm combining the seaweed-filled seascape of *Saragoss*, a primal domain ruled by talking animals known as *the Wildlands*, and *Sri Raji*, a land ruled by a dark maharaja and terrorized by the murderous cultists of Kali.

**Zherisia** consists of two domains: above ground, the lonely city of *Paridon*, and below, in its sewers, the horrors of *Timor*.





## POINTS OF DARKNESS: NEWLY UNCOVERED DOMAINS

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Recently, a group of adventurers brought by the Mists from an outlander realm have found their way to Darkon, seeking lore of the new world in which they find themselves. One of their number has joined the Fraternity of Shadows, and impressed them by bringing much new knowledge—including legends of regions of their homeworld that, judging by a number of well-documented details, seem to have been annexed by the Mists as their own Domains of Dread.

**Darani** was one of the oldest cities in a human empire, ruled by an evil emperor known as Magroth the Mad, until he was killed by the hero Krondor... then Krondor was murdered in turn by his own brother Kalaban. The Mists claimed the city and returned it to the rulership of the undead Magroth the Mad.

In a place called the Nentir Vale, **Death of Innocence** was the last temple of Nerull, the deity of the dead, until Nerul's rival, the Raven Queen, sealed it away from the outside world.

**Histaven** (also called the Withered Lands) is ruled over by the self-deluded tyrant Count Artius and plagued by the constant assaults of a wretched avenger known as the Rag Man.

During the war between two empires (a tiefling empire called

Bael Turath and the draconic Arkhosia), the silver dragons Arantor and Imrissa attacked a tiefling outpost called **Monadhan**, only to discover they were wiping out a camp of refugees. When the two dragons fell into fighting, Arantor killed Imrissa, only to find himself claimed by the Mists as Monadhan's undead darklord.

Another Nerathi city, **Graefmotte** fell in the last battle before the empire's fall, and became a Domain of Dread after its lord killed his own son rather than see him destroyed with the city.

**Sunderheart**, the pleasure garden of the empire of Bael Turath, and ancestral home of the tiefling noble houses Dreygu, Zannifer, and Khanebor, was once called the City of Carousing, but now this ruin is known as the City of Curses.





# CHAPTER 3:

## NEW FEATS

For campaigns that use the optional Feat rules, this chapter presents additional choices.

### ALCHEMIST TRAINING

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The secrets of alchemy are crucial to the survival of many adventurers, requiring professionally trained experts such as yourself. Alchemists can be found in any major city, though they are most common in places where the ways of mages and artificers are taught formally. This feat grants you the following benefits:

- ✧ Increase your Intelligence score by 1, to a maximum of 20.
- ✧ You gain proficiency with alchemist's supplies, and with the Arcana skill.
- ✧ You gain expertise with alchemist's supplies, which means your proficiency bonus is doubled for any ability check you make with them.
- ✧ As an action, you can choose one potion you can see within 5 feet of you. You identify that potion as if you had tasted it.
- ✧ When you finish a short rest, if you have alchemist's supplies, you can improve the potency of certain kinds of healing potions. Choose one potion you have had access to for the past hour, which must be one of the following potion types: *potion of healing*, *potion of greater healing*, *potion of superior healing*, or *potion of supreme healing*. If that potion is drunk within 1 hour of the end of the short rest, when the creature drinking the potion rolls to determine the amount of healing they receive, they add your proficiency bonus to the final total, and they can reroll a number of the dice up to your

Intelligence modifier (minimum of one). They must use the new rolls.

### BLOOD BOUND

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*Prerequisites: Proficient with the Deception and Stealth skills*

You have partaken of a mysterious secret that grants you long life, and which may one day grant you immortality. You do not know the true nature of the ritual that gave you your gifts, only that it involved drinking blood. In exchange for this unmatched generosity, you serve the master who granted it to you with unswerving loyalty. You know that they still have much to teach, including the secret of immortality, but you cannot perform this ritual on your own. Because you do not know the final stages, you would perform it incorrectly and curse yourself, becoming a vampire or worse rather than attaining true immortality.

This feat confers the following benefits. Benefits marked with an asterisk "\*" are lost whenever the character goes longer than one year without renewing the ritual with their immortal master, but are regained instantly when the ritual is performed again:

- ✧ Increase your Strength, Dexterity, or Constitution score by 1, to a maximum of 20.
- ✧ You add your Constitution modifier (minimum of 1) to all Strength checks and Strength saving throws, and your carrying capacity (including maximum load and maximum lift) is increased by half.\*
- ✧ You have advantage on all saving throws against effects that would age you.\*
- ✧ Your aging is slowed, and you only age only three months for every year that passes.\*
- ✧ You gain the following Bond: *"I know vampires exist, but my master could not be one. My master is a true immortal, not undead, and will share their secret with me*



*if I earn it, so only they deserve my undying trust and loyalty.”*

- ✦ If you drink any amount of vampire blood within 6 months of either performing your ritual of longevity with your master or having previously drunk any vampire blood, you must roll a DC 21 Charisma saving throw. If you fail, you are afflicted with short-term madness. If you fail by 10 or more, you are still afflicted with short-term madness, and are also afflicted by indefinite madness as soon as the short-term madness ends.

## COMPETITOR

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You are an expert in games, tournaments, jousts, and other competitions. You gain the following advantages:

- ✦ Increase one of your ability scores by 1, to a maximum of 20.
- ✦ You gain proficiency with one type of gaming set or vehicle.
- ✦ You always know the current gambling odds on any public game, competition, or sport.
- ✦ You have 3 *competition points*. Whenever you make an ability check that is directly

related to a game, sporting event, or competition, or that is contested by another creature's ability check, you can spend a competition point to gain advantage on that roll. You regain your expended competition points when you finish a long rest.

## EXPERT MOUNTAINEER

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*Prerequisite: Constitution 13 or higher*

You are a skilled climber of mountains and other great heights. You gain the following benefits:

- ✦ You gain advantage on Strength (Athletics) checks related to climbing, and on Dexterity (Acrobatics) checks related to keeping your balance.
- ✦ You have advantage on all saving throws against being pushed, pulled, or knocked prone.
- ✦ You are acclimated to high altitude, including elevations above 20,000 feet.
- ✦ Climbing does not cost you extra movement.

## FOLK OF THE FROZEN FRONTIER

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Your kinfolk dwell in the harshness of the furthest and coldest wilds. This feat grants you the following benefits:

- ✦ Choose one of the following ability scores: Strength, Constitution, or Wisdom. Increase the chosen score by 1, to a maximum of 20.
- ✦ You are naturally adapted to cold climates. Also, when you would take cold damage, you can use your reaction to roll 2d4 and reduce the damage by that total.
- ✦ You are proficient with herbalism kits, and you know the *druidcraft* cantrip. When you reach 3rd level, you can cast the *detect poison and disease* spell once with this benefit. When you reach 5th level, if you have an herbalism kit on your person, you





can cast the *lesser restoration* spell once with this benefit. You regain the ability to cast these spells when you finish a long rest. Wisdom is your spellcasting ability for these spells.

- ✧ You gain advantage on all Intelligence and Wisdom checks related to recalling information about your homeland and its inhabitants, and to surviving in your homeland or similar climates
- ✧ You gain advantage on Strength (Athletics) checks related to climbing, and on Dexterity (Acrobatics) checks related to keeping your balance.

## GIFTED SEER

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You have a preternatural bond with nature that grants you special insights, including the ability to foresee future events. This grants you the following benefits:

- ✧ You can take an action to detect the presence of aberration, beast, dragon, fey, giant, and undead creatures within 300 feet until the end of your next turn. You can identify the type of creature, but cannot determine the creature's exact location, only the general direction if they are within 300 feet.
- ✧ You learn one of the following cantrips of your choice: *druidcraft*, *guidance*, *mending*, *resistance*, *shillelagh*, or *true strike*.
- ✧ You learn certain spells and gain the ability to innately cast them. You can cast each spell at its lowest level without using a spell slot. Once you cast a spell in this way, you must finish a long rest before you can cast that spell with this benefit again. You choose the first spell you learn and cast in this way, which can be a 1st-level divination spell from any class's spell list. At 5th level, you also learn and cast the *augury* spell with this feat. At 9th level, you also learn and cast the *commune with nature* and *scrying* spells.

- ✧ Your spellcasting ability for all spells and cantrips gained from this feat is Wisdom. You cast these spells and cantrips innately without verbal or somatic components, though you must still expend any material components.
- ✧ At 9th level, choose a particular type of inanimate plant (oak trees, rosebushes, mistletoe, etc.). When touching a plant of that type, you can use it as a scrying focus for the *scrying* spell, without having to pay a cost in gold to make it a focus. If the subject of a *scrying* spell you cast is within sight of that plant or another plant of that same type, its saving throw is modified as if you have familiar knowledge of it.
- ✧ You can take reactions during a surprise round, even when you are surprised. When you take damage from an attack during a surprise round, you can use a reaction to take the Dash, Disengage, or Hide action.

## HOUSE OF GOLD

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You are part of a noble house known for extravagant wealth, ruthless cunning, and a victorious history. Masters of both intrigue and warfare have arisen from your family over the years. They are famous for handsomely rewarding loyal support, and for brutally punishing those who offer harm. This feat grants you the following benefits:

- ✧ Choose either Intelligence or Charisma. Increase the chosen score by 1, to a maximum of 20.
- ✧ You gain proficiency in your choice of one of the following skills: Deception, Insight, Intimidation, Performance, or Persuasion. When you make an ability check with the chosen skill to influence a creature that is indifferent or hostile towards you, you add double your proficiency bonus to the check, instead of your normal proficiency bonus.



- ✧ Your jaded attitude is so deeply ingrained that it grants you resistance to psychic damage and advantage on saving throws against being charmed.
- ✧ You can influence others with your family's reputation for always paying its debts—whether that means rewarding aid or punishing defiance. As an action, you can choose one humanoid creature that can hear you. For 1 minute, you have advantage on all Charisma checks directed at that creature. After this effect ends, you must finish a long or short rest before you can use this trait on that particular creature again. If a creature previously influenced with this effect is confronted with proof that the promise of repayment cannot or will not be

fulfilled, it becomes hostile towards you, and may seek retribution later or even immediately attack.

## HYPNOTIST

**Prerequisite:** 3rd level or higher, proficiency in *Insight*

You have learned to influence others' minds with the power of suggestion. You automatically succeed on ability checks to counsel a character afflicted with madness, and if you speak to a creature for 10 minutes while you have its undivided attention, you can make an Intelligence (Medicine) or Wisdom (Insight) check. The creature must then make a Wisdom saving throw against a DC equal to your ability check result. If the saving throw fails, the creature is affected as if you had cast the *suggestion* spell on it (though this is not a magical effect). While a creature is under these effects, it has disadvantage on all Wisdom saving throws you force it to make.

Once a creature has failed a Wisdom saving throw against this effect, it will always have at least a small vulnerability to this effect. If such a creature can hear or see you, you can use an action to grant the creature confidence, as if it has benefitted from a *guidance* spell cast by you.

While such a creature can hear you and is within 30 feet of you, if you can see it, you can also give it a one-word command, and the creature must make a Wisdom saving throw (DC = 8 + your proficiency bonus + your Intelligence or Wisdom modifier (your choice)). On a failure, it must obey the command, as if it had failed a saving throw against a *command* spell cast by you.

None of the spell-like abilities granted by this feat are actual magical effects, and they are not affected by the casting of spells like *counterspell* or *dispel magic*.





## MASTER OF THE DESERT

Your ancestors fought relentlessly to hold a homeland dominated by arid sands and oppressive heat. This feat grants you the following benefits:

- ✧ You have advantage on saving throws against becoming exhausted, and you are naturally adapted to hot climates.
- ✧ Choose any one martial weapon. You gain proficiency with that weapon, and when you roll damage for a critical hit with that weapon, you can re-roll any damage die that rolls a 1. You must use the new roll.
- ✧ You gain proficiency in your choice of one of the following skills: Deception, Insight, Intimidation, Performance, or Persuasion. When you make an ability check with the chosen skill to influence a creature that is indifferent or hostile towards you, you add double your proficiency bonus to the check, instead of your normal proficiency bonus.
- ✧ You have a great affinity for poisons. You are proficient with poisoner's kits, and have advantage on ability checks to identify particular types of poison. When you would make a saving throw against poison or take poison damage, you can use your reaction to roll 2d4. You add the total to your saving throw result or, if you would take poison damage, you reduce the damage by that total.

## SEA RAIDER HERITAGE

You come from a culture known for using ships to engage in piracy or raid mainland



settlements. This feat grants you the following benefits:

- ✧ Choose one of the following ability scores: Strength, Dexterity, or Constitution. Increase the chosen score by 1, to a maximum of 20.
- ✧ You have advantage on all saving throws and ability checks related to swimming and to staying on-board any water vehicle.
- ✧ You gain proficiency with your choice of land vehicles, water vehicles, or one of the following skills: Animal Handling, Athletics, Intimidate, Nature, Stealth, or Survival. You also gain expertise with the chosen proficiency, meaning you double your proficiency bonus for all ability checks with it.
- ✧ You learn the Menacing Attack maneuver from the Battle Master archetype in the fighter class. The saving throw DC for this maneuver equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice). If you already have superiority dice, you gain one more; otherwise, you have one superiority die, which is a d6. This die is used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you



finish a short or long rest. In addition, if you have no superiority dice, you regain one expended superiority die when you inflict damage on a hostile creature that is frightened of you.

## SUPERNATURAL BLOODLINE

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In ancient times, your ancestors attained supernatural power that now abides in you. Whether you descend from the masters of a long-dead empire, warlocks tainted by pacts with otherworldly powers, coastal folk who bred with hybrids from beneath the sea, or dragonlords who conquered astride powerful wyrms, your birthright is one of both power and instability. This feat grants you the following benefits:

- ✧ Choose one of the following ability scores: Constitution, Intelligence, or Charisma. Increase the chosen score by 1, to a maximum of 20.
- ✧ Choose one of the following damage types: acid, fire, lightning, necrotic, or radiant. You gain resistance to that damage type. In addition, choose one of the following creature types: aberration, beast, dragon, fey, fiend, giant, or undead. You have advantage on Charisma checks to interact with creatures of the chosen type that have immunity or resistance to the same damage type you chose for this benefit.
- ✧ You gain proficiency in your choice of one of the following skills: Deception, Insight, Intimidation, Performance, or Persuasion. When you make an ability check with the chosen skill to influence a creature that is indifferent or hostile towards you, you add double your proficiency bonus to the check, instead of your normal proficiency bonus.
- ✧ You know the *guidance* cantrip. When you reach 3rd level, you can cast the *heroism* spell as a 2nd-level spell once with this

benefit, and when you reach 5th level, you can cast the *alter self* spell once with this benefit. You regain the ability to cast both spells when you finish a long rest. Choose Charisma or Intelligence as your spellcasting ability for these spells.

- ✧ You have advantage on saving throws against becoming charmed or frightened, but disadvantage on saving throws against both madness and psychic damage.

## SWAMP DWELLER

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You are well-accustomed to life in swamps, marshlands, or bogs. Having few resources, your neighbors could survive by foraging, fishing, and hunting, all while navigating treacherous terrain and avoid deadly wildlife. This feat grants you the following benefits:

- ✧ Choose one of the following ability scores: Dexterity, Constitution, or Wisdom. Increase the chosen score by 1, to a maximum of 20.
- ✧ You are proficient with herbalism kits, and you know the *druidcraft* cantrip. When you reach 3rd level, you can cast the *detect poison and disease* spell once with this benefit. When you reach 5th level, if you have an herbalism kit on your person, you can cast the *lesser restoration* spell once with this benefit. You regain the ability to cast these spells when you finish a long rest. Wisdom is your spellcasting ability for these spells.
- ✧ You gain advantage on all Intelligence and Wisdom checks related to recalling information about your homeland and its inhabitants, and to surviving in your homeland or similar climates.
- ✧ You have a great affinity for poisons, and you are proficient with poisoner's kits. When you would make a saving throw against poison or take poison damage, you can use your reaction to roll 2d4. You add



the total to your saving throw result or, if you would take poison damage, you reduce the damage by that total.

- ✧ You can move across difficult terrain made of earth, foliage, snow, ice, or water-logged material of any kind without expending extra movement.

## TELEPATH

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You possess the psionic ability to touch other minds with your own, granting you the following benefits:

- ✧ You learn the *message* cantrip, and can cast it without any components.
- ✧ You learn certain spells and gain the ability to innately cast them. You can cast each spell at its lowest level without using a spell slot. Once you cast a spell in this way, you must finish a long rest before you can cast it with this benefit again. The first spell you learn and cast in this way is *charm person*. At 5th level, you also learn and cast the *detect thoughts* spell with this feat. At 9th level, you also learn and cast the *sending* spell.
- ✧ If you are 3rd level or higher, you can telepathically speak to any creature you can see within 30 feet of you. You must share a language with the creature for it to understand your telepathic utterances. You can speak telepathically in this way to one creature at a time.
- ✧ You add a bonus equal to your Intelligence modifier (minimum of 1) to all Wisdom (Insight) checks.





Your spellcasting ability for all spells and cantrips gained from this feat is Intelligence. You cast these spells and cantrips innately without verbal or somatic components, though you must still expend any material components.

## THOUSAND FACES

You are able to quickly change your appearance or that of an ally, allowing you to disguise your appearance at a moment's notice or to create a false cover identity. This grants you the following benefits:

- ✧ Increase your Charisma score by 1, to a maximum of 20.
  - ✧ You gain proficiency with disguise kits.
  - ✧ You gain expertise with disguise kits, which means your proficiency bonus is doubled for any ability check you make with them.
- ✧ You have a number of pre-made disguises or specialty outfits, known as looks, equal to 1 + your proficiency bonus. Due to hours of practice, when you put on one of these looks, you may do so as a bonus action. You can also give someone else one of your prepared looks, though doing so takes 1 minute instead of just 1 bonus action. Putting on a prepared look can give you the fabulous air of a noble at a ball, the extravagant beauty of a celebrated stage performer, or the humble anonymity of a workaday commoner. A look that functions as a disguise is nearly perfect if properly applied. Such disguises are generally not based on an individual, but are invented identities based on a general type (a local lord, a helmed member of the Town Watch, a wealthy merchant bearing expensive pigments from distant lands, etc.). If you wish to create a look that is a specialty disguise based on a specific person, you must observe that person for 8 hours.
  - ✧ When your proficiency bonus increases, you automatically gain a new look. However, if you wish to replace one of your existing looks, doing so takes 8 hours.
  - ✧ You can establish a reputation or unique social status for the identity you take on in one of your specialty disguises by spending downtime to Sow Rumors (as per the downtime activity described in the *Dungeon Master's Guide*).

