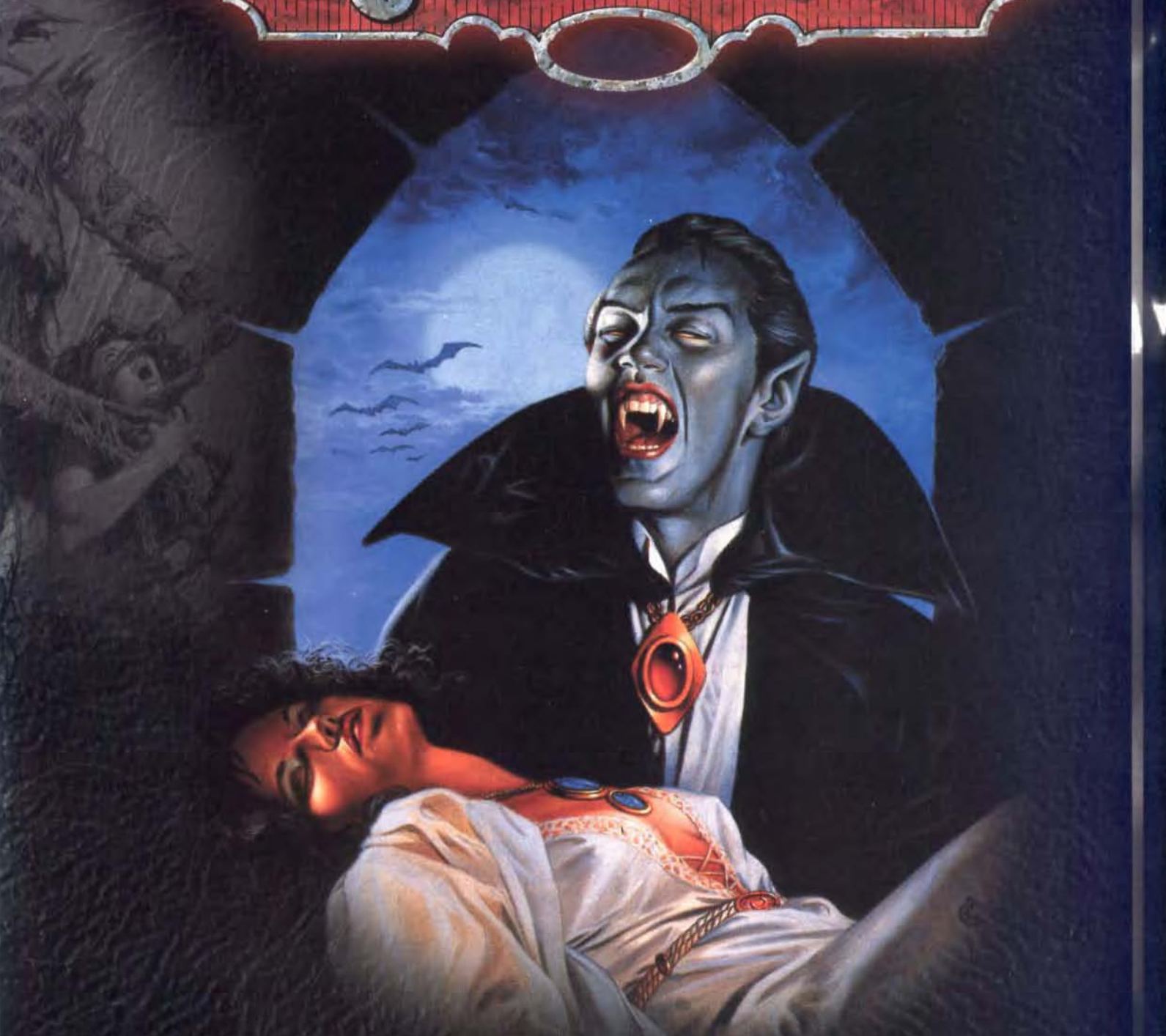
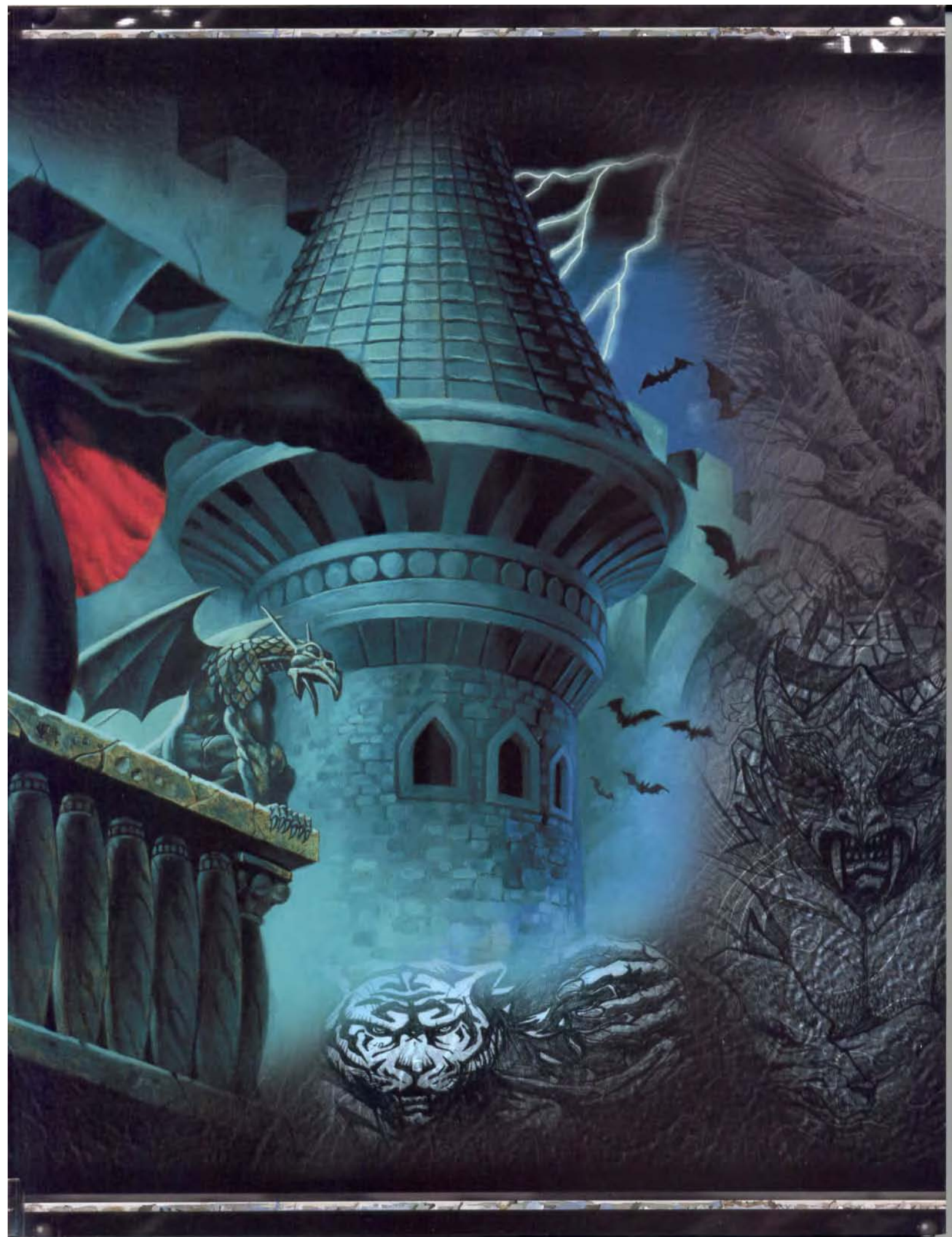
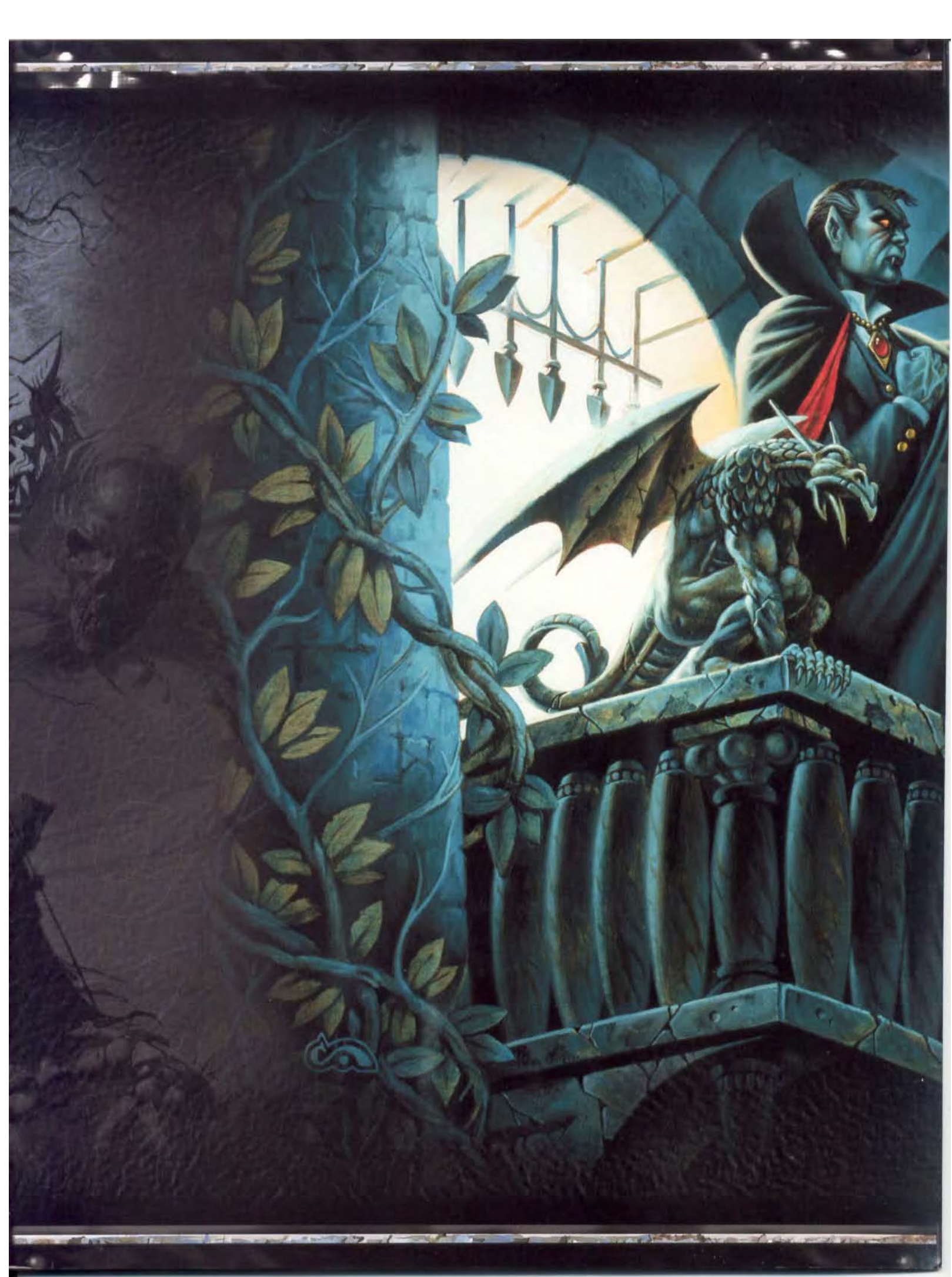


Ravenloft



Ravenloft Gamemaster Screen







Fear, Madness and Horror Checks

Horror Save Modifiers

| Modifier | Condition |
|----------|--|
| +4 | A loved one is clearly endangered by the threat. |
| +4 | The victim of the threat is a despised foe. |
| +2 | A friend or ally is clearly endangered by the threat. |
| +2 | The victim of the threat is a foe. |
| +1 | An Innocent is clearly endangered by the threat. |
| -1 | An Innocent is participating in the scene (but not threatened). |
| -2 | A friend or ally is participating in the scene (but not threatened). |
| -4 | A loved one is participating in the scene (but not threatened). |
| -4 | Character is inadvertently responsible for the scene. |
| -1 | Character is of good alignment. |
| +1 | Character is of evil alignment. |
| -1 | Character is in close quarters (no place to run). |
| +1 | Character is in an open area (room to run away). |
| +2 | Character has been warned about what she's about to witness. |
| +1 | Character has overcome or endured a similar event in the past. |
| -2 | Character has failed a Horror save prompted by a similar scene within the past 24 hours. |
| -1 | Character has failed a Horror save for a similar scene in the past (but not within the past 24 hours). |
| -1 | Character is alone. |
| -1 | Character has lost more than half of his or her maximum hit points. |

Fear Save Modifiers

| Modifier | Condition |
|----------|--|
| +4 | Character or ally possesses a weapon, form of magic, or bit of lore that has <i>proven</i> to be useful against the threat. |
| +2 | Character or ally possesses a weapon, form of magic, or bit of lore that is <i>believed</i> to be useful against the threat. |
| +4 | A loved one is endangered. |
| +2 | A friend or ally is endangered. |
| +1 | An Innocent is endangered. |
| +1 | Character has defeated a similar threat in the past. |
| +1 | Character is in close quarters (no place to run). |
| -2 | Character has faced and been defeated by a similar threat within the past 24 hours. |
| -1 | Character has faced and been defeated by a similar threat in the past (but not within the past day). |
| -1 | Character is alone. |
| -1 | Character has lost more than half of his or her maximum hit points. |

Powers Checks

| Crimes or Acts of Violence | Evil NPCs or Monsters | Neutral NPCs or Strangers | Good NPCs or Friends | PCs, Family, or Innocents | |
|---------------------------------------|---|---------------------------|----------------------|---------------------------|--------|
| Assault, Unprovoked | * | 1% | 2% | 3% | |
| Assault, Grievous | 1% | 2% | 4% | 6% | |
| Betrayal, Major | 1% | 3% | 6% | 9% | |
| Betrayal, Minor | * | 1% | 3% | 6% | |
| Extortion | * | 2% | 5% | 8% | |
| Lying | * | * | * | 1% | |
| Murder, Brutal | 3% | 6% | 10% | ** | |
| Murder, Premeditated or Nonbrutal | 2% | 3% | 6% | 10% | |
| Theft, Grave Robbing | * | 1% | 5% | 7% | |
| Theft, Major | * | 1% | 4% | 7% | |
| Theft, Minor | * | * | 3% | 6% | |
| Threats of Violence | * | * | 1% | 2% | |
| Torture, Routine | 4% | 7% | ** | ** | |
| Torture, Sadistic | 10% | ** | ** | ** | |
| Unholy Acts | Evil Faith | Neutral Faith | Good Faith | Own Faith | |
| Breaking a Tenet | * | 1% | 2% | 5% | |
| Breaking an Oath | * | 2% | 5% | 10% | |
| Breaking a Vow | * | 5% | 10% | ** | |
| Defilement | * | 4% | 8% | ** | |
| Desecration | * | 8% | ** | ** | |
| Supernatural Evil | Embarrassing | Frustrating | Troublesome | Dangerous | Lethal |
| Laying a Curse | 1% | 2% | 4% | 8% | 16% |
| Casting an Evil or Necromantic Spell | 1% per effective spell level | | | | |
| Casting an Evil and Necromantic Spell | 2% per effective spell level as casting equivalent spell | | | | |
| Using an Evil Magic Item | as casting equivalent spell | | | | |
| Bearing an Evil Magic Item | as using item's most powerful ability | | | | |
| Crafting an Evil Magic Item | total percentage chance of prerequisite spells, plus 10% of XP cost | | | | |

* This act does not warrant a powers check.

** Act of Ultimate Darkness. The offender automatically fails the powers check.

Horror Save Triggers

| DC | Horrific Scene |
|----|--|
| 5 | Signs of violence (a drying pool of blood, a splintered door, etc.). |
| 8 | A decaying body. |
| 10 | A scene of pain or suffering (a beggar ravaged by disease). |
| 12 | A freshly slain corpse. |
| 15 | A scene of terrible agony (torture, involuntary transformation). |
| 20 | A scene of evil, cruelty, and madness. |
| 25 | Malign paradigm shift. |

Failure of Will Save for Fear, Madness or Horror

| Failure Margin | Effect |
|----------------|-------------------------------|
| 1-5 points | Minor |
| 6-10 points | Moderate |
| 11-15 points | Major |
| 16+ points | Major, plus additional effect |

Skill Check Chart by

| Skill | DC 5 | DC 10 | DC 15 | DC 20 |
|---|--|---|--|---|
| Alchemy INT | determine state | determine characteristic | create acid | identify a substance |
| Animal Empathy CHA | pet a sleeping piglet | nuzzle a strange dog | stroke a wary cat | talk to a wild animal |
| Appraise INT | it's a rock | it's valuable | estimate rare item's value within 10% | estimate value within 5% |
| Balance DEX | keep your footing on a ship in calm water | walk a surface 7-12 inches wide | walk a surface 2-6 inches wide | walk a surface 1-2 inches wide |
| Bluff CHA | you're not fooling anyone | a neutral, white lie | a complicated tale | a tall tale |
| Climb DEX | climb a rope with a wall for support | a rough wall; a ship's rigging | unknotted rope; a pitted rock wall | smooth wall; a rope |
| Concentration CON | Use of this skill is complicated by spell levels and environmental effects; see the <i>Player's Handbook</i> , p. 65 | | | |
| Craft INT | fashion a wooden spoon | create an iron pot | craft a high-quality or complex item | craft a simple item |
| Decipher Script INT | failure | failure | failure | identify a script |
| Diplomacy CHA | convince a surly wench to sell you mead | convince a guard to let you see a prisoner | negotiate peace between feuding neighbors | convince a noble to ally with you |
| Disable Device INT (DM check) | wedge a door | jam a lock | sabotage a wagon wheel | disable a trap |
| Disguise CHA | a false mustache | a general impression | a specific individual at a distance | an individual up close |
| Escape Artist DEX | failure | failure | untangle the sheets in bed | escape from a simple trap |
| Forgery INT | nice try | will sustain a casual inspection | will sustain a poor inspection/passing familiarity | will sustain a good inspection |
| Gather Information CHA | failure | general impression | some specifics; obtain a map | obtain a specific piece of information |
| Handle Animal CHA | sleeping dogs stay | handle a domestic animal | teach an animal a task | train an animal |
| Heal | failure | pull a splinter | administer first aid | heal a wound |
| Hide DEX | Hide is opposed by a Spot check, regardless of whether or not the actual attempt was successful | | | |
| Innuendo WIS | failure | communicate a basic message | communicate a complex message | communicate a subtle message |
| Intimidate CHA | failure | intimidate a child | intimidate a common foe | intimidate a noble |
| Intuit Direction WIS | failure | failure | determine where north lies | determine direction |
| Jump STR (standing/running) | 1 ft/3 ft | 3 ft/5 ft | 12.5 ft/15 ft | 15 ft/20 ft |
| Knowledge INT | failure | answer a very easy question | answer a basic question | answer a difficult question |
| Listen WIS | a person walking in medium armor at a slow pace | unarmored person walking at a slow pace | a 1 st level rogue moving quietly | a 1 st level rogue moving loudly |
| <Listen can be an opposed check> | | | | |
| Move Silently DEX | move across a floor above a loud tavern | sneak up on most sleeping drunks | sneak through a thicket | sneak through a forest |
| <Move Silently is almost always an opposed check> | | | | |
| Open Lock DEX | failure | failure | failure | pick a lock |
| Perform CHA | poor performance, you are booed and egged | routine performance (earn 1d10 cp/day) | enjoyable performance (earn 1d10 sp/day) | professional performance (earn 1d10 gp/day) |
| Pick Pocket DEX | failure | palm a coin-sized object | palm cards and other hand-sized objects | palm a small object |
| <Pick Pockets is opposed by a Spot check, regardless of whether or not the actual attempt was successful> | | | | |
| Profession WIS | failed attempt | poor job, object is of questionable worth | average work | good work |
| Read Lips WIS (DM check) | incorrect conclusion | failed attempt | you understand basics of a conversation | you understand a conversation |
| Ride DEX | guide horse with knees/stay in the saddle | fight with a warhorse | make mount leap | ride a horse |
| Scry INT (With scrying device/spell) | failure | operate the spell/ device | observe larger details of your subject | observe smaller details of your subject |
| Search INT | failure | ransack a chest to find a certain item | search a room for a concealed item | search a large area for a concealed item |
| Sense Motive WIS | misinterpret someone's motives | glean a general sense of someone's mood | tell when someone's mood is changing | tell when someone's mood is about to change |
| Speak Language INT | No skill checks are made for this, instead every skill point equals another language the subject understands. | | | |
| Spellcraft INT (see <i>Player's Handbook</i> p. 74) | failure | failure | identify 0-level spells as they're being cast | identify 1-level spells as they're being cast |
| Spot WIS | notice your friend waving at you | notice wizard in the corner of the tavern | notice a group of robbers waiting in ambush | notice a single robber waiting in ambush |
| <Spot is almost always an opposed check> | | | | |
| Swim STR | keep yourself afloat in calm water | swim in calm water | swim in rough water | swim in very rough water |
| Tumble DEX | ouch, maybe you weren't meant for this | you can do simple rolls to impress children | reduce fall damage 10'/tumble move 20' | reduce fall damage 20'/tumble move 40' |
| Use Magic Device CHA | failure, mishap | failure, mishap | failure | use a magic device |
| Use Rope DEX | failure | tie a firm knot | tie a special knot/splice 2 ropes together | tie a rope |
| <Use Rope is often contested against Escape Artist for the purposes of binding someone> | | | | |
| Wilderness Lore WIS | avoid common poisonous plants | live off the land, no food or water needed | +2 saves vs. severe weather/avoid getting lost | live off the land, no food or water needed |

Difficulty Class

| DC 20 | DC 25 | DC 30 |
|--|--|---|
| identify poison (after casting <i>detect poison</i>) | identify potion | define foreign substance |
| charm an angry beast | calm a frenzied beast | soothe a rabid beast |
| estimate exotic item's value within 10% | estimate legendary item's value within 10% | estimate unique or unheard-of item's value within 10% |
| walk a surface 1 inch wide | walk a tightrope | keep your footing on a ship with an uneven deck in a gale |
| recall a dubious tale | a tale fraught with inconsistencies | oceanfront property in Verbrek |
| climb a ledge or ruin wall; uneven hand- and footholds | an overhang or ceiling with handholds but no footholds | an overhang with mere cracks for fingerholds |
| create an intricate item (a lock) | create a very complicated item (a clock) | create a mechanical wonder (clockwork automaton) |
| decipher simple message | decipher standard text | decipher exotic, intricate or high-forgotten writing |
| convince a chamberlain to let you speak with the lord | calm warring tribesmen | convince a vampire to let you go |
| disarm or set a trap | disarm or set a complex trap | confound a clockwork device |
| imitate an individual's appearance | an individual's appearance and mannerisms | you're a doppelganger |
| escape a poorly tied rope | escape a skillfully tied rope | escape manacles or a tight space |
| withstand familiar scrutiny | will fool all but the sharpest | an almost flawless copy |
| recall minor details | minute information; a detailed map | encyclopedic knowledge (assuming the information is known) |
| teach an animal an unusual task | rear a wild animal | rear a feral beast |
| diagnose a potent poison/disease | treat a virulent poison/disease | treat a high-fatal poison/disease |
| communicate a complex message of new information | communicate a convoluted message | impart extensive knowledge with but a shrug of the shoulders |
| intimidate a formidable foe | intimidate a fierce foe | intimidate a dragon |
| reach success | success | success |
| climb 10 ft/20 ft | 17.5 ft/25 ft | 20ft/30 ft |
| answer an uncommon question | answer a hard question | answer questions on obscure/precise matters |
| disperse on the other side of a heavy door | a cat stalking | an owl gliding through the air |
| sneak past most alert guards | sneak across a creaky wooden floor | walk on eggshells |
| open a very simple lock | open an average lock | open a complex lock |
| match great performance (earn 3d10 sp/day) | memorable performance (earn 1d6 gp/day) | extraordinary performance (earn 3d6 gp/day) |
| remove a small object from a person | remove a pouch-sized object from a person | remove and replace an object on a person |
| perform good/quality work | excellent job/work | superior/masterwork |
| you understand technical descriptions | you recognize specific names/foreign words as such | you grasp inflections and innuendoes |
| control untrained mount in battle/fast mount | mount/dismount on the run/from second story | remarkable feats, such as standing in saddle |
| observe general details such as subject's health | observe specific details like items worn by subject | observe hidden/concealed details of the subject |
| notice a typical secret door or trap | find an expert or magical trap | notice a well-hidden secret door/panel |
| detect a feeling/hunch of a social situation (spot impostor) | sense mood-altering enchantments or conditions | assess buried motives that subject may not be aware of |
| identify 5 th -level spells as they're being cast | identify mid-level written magic without a <i>read magic</i> spell | understand a strange or unique magical effect. |
| become aware of an invisible creature nearby | spot most well-trained thieves in the shadows | notice that you're being scryed upon |
| swim in stormy water | swim upstream away from a raging waterfall | swim in "wrath of god" nautical storms |
| falling from chandeliers, land on balconies | tumble 20' over/around enemies suffering no AOOs | do backflips, draw weapons, bounce off walls |
| emulate spell ability or class feature | emulate ability score or race | emulate alignment |
| untie a very strong knot | bind most halflings | tie most knots one handed and blindfolded |
| lead a stable group of 5 to live off the land | sense difference between natural and magical weather | live in harmony with nature/feed and shelter a group of 10 people |

Equipment and Weapons

Weapons

| Weapon | CL | Cost | Damage | Critical | Range Incr. | Weight | Type |
|----------------------|----|--------|----------|--------------|-------------|---------|----------|
| <i>Tiny</i> | | | | | | | |
| Bayonet | 3+ | 1 gp | 1d4 | x2 | — | 1/2 lb. | Piercing |
| Straight razor | 5 | 2 gp | 1d4 | x3 | — | 1/2 lb. | Slashing |
| <i>Small</i> | | | | | | | |
| Pistol | 9 | 250 gp | 1d10 | x3 | 50 ft. | 3 lb. | Piercing |
| Bullets, pistol (10) | 3+ | 3 gp | — | — | — | 2 lb. | — |
| <i>Medium-size</i> | | | | | | | |
| Musket | 8+ | 500 gp | 1d12 | x3 | 150 ft. | 10 lb. | Piercing |
| Bullets, rifle (10) | 3+ | 3 gp | — | — | — | 2 lb. | — |
| Rapier, Parthian | 9 | 300 gp | 1d6/1d10 | 18–20/x2 1/3 | —/50 ft. | 5 lb. | Piercing |

Grenadelike Gunpowder Weapons

| Weapon | CL | Cost | Damage | Blast Radius* | Range Incr. | Weight |
|-----------|----|--------|--------|---------------|-------------|--------|
| Bomb | 8 | 150 gp | 2d6 | 5 ft. | 10 ft. | 1 lb. |
| Smokebomb | 8 | 70 gp | smoke | ** | 10 ft. | 1 lb. |

*A miss requires a roll for deviation as for regular grenadelike weapons, but rather than dealing splash damage to all creatures within 5 feet, the weapon deals the same damage to all creatures within the blast radius of where it actually lands.

** See *Ravenloft Campaign Setting*, p. 58

Adventuring Gear

| Item | CL | Cost | Weight |
|-----------------------|-----------|-------------|---------------|
| Book, blank | 5 | 3 gp | 1 lb. |
| Book, printed | 9 | 10 gp | 1 lb. |
| Herbs | — | 2 sp | 1 lb. |
| Clockworks | CL | Cost | Weight |
| Automaton, fine | 9 | 500 gp | 1 lb. |
| Automaton, diminutive | 9 | 1,000 gp | 5 lb. |
| Automaton, tiny | 9 | 2,000 gp | 10 lb. |
| Automaton, small | 9 | 4,000 gp | 10 lb. |
| Grandfather clock | 7+ | 400 gp | 80 lb. |
| Mantle clock | 8+ | 500 gp | 5 lb. |
| Pocket watch | 9 | 1,000 gp | • |

• No weight worth noting.

Special Substances and Items

| Item | CL | Cost | Weight |
|------------------|----|--------|--------|
| Gunpowder, keg | 8+ | 250 gp | 20 lb. |
| Gunpowder, horn | 8+ | 35 gp | 2 lb. |
| Silvered weapons | 4+ | x5 | — |

Clerics' Turning

| Turning Check Result | Most Powerful Undead Affected (Hit Dice) |
|----------------------|--|
| Up to 0 | Cleric's level – 4 |
| 1–3 | Cleric's level – 3 |
| 4–6 | Cleric's level – 2 |
| 7–9 | Cleric's level – 1 |
| 10–12 | Cleric's level |
| 13–15 | Cleric's level + 1 |
| 16–18 | Cleric's level + 2 |
| 19–21 | Cleric's level + 3 |
| 22+ | Cleric's level + 4 |

Ravenloft Deities

| Deity/Faith | Alignment | Domains | Worship Centers |
|--------------------|----------------|--|---------------------------|
| Belenus | Neutral good | Fire, Good, Sun | Shadowlands, Tepest |
| Eternal Order, The | Neutral evil | Death, Evil, Knowledge, Repose | Darkon |
| Ezra | Lawful neutral | Destruction, Healing, Law, Mists, Protection | Northern and western Core |
| Hala | Neutral | Healing, Magic, Plant | Southern Core |
| Kali | Chaotic evil | Destruction, Evil, Healing, Trickery | Sri Raji |
| Lawgiver, The | Lawful evil | Death, Evil, Law, War | Southeastern Core |
| Morninglord, The | Chaotic good | Good, Luck, Protection, Sun | Barovia |
| Osiris | Neutral good | Good, Protection, Repose, Water | Amber Wastes |
| Ra | Lawful good | Air, Good, Law, Sun | Amber Wastes |
| Set | Lawful evil | Death, Evil, Trickery | Amber Wastes |
| Tvashtri | Chaotic good | Chaos, Knowledge, Magic, Plant | Sri Raji |
| Wolf God, The | Chaotic evil | Animal, Strength, Trickery | Verbrek |
| Zhakata | Lawful evil | Destruction, Earth, Fire, Protection | G'Henna |