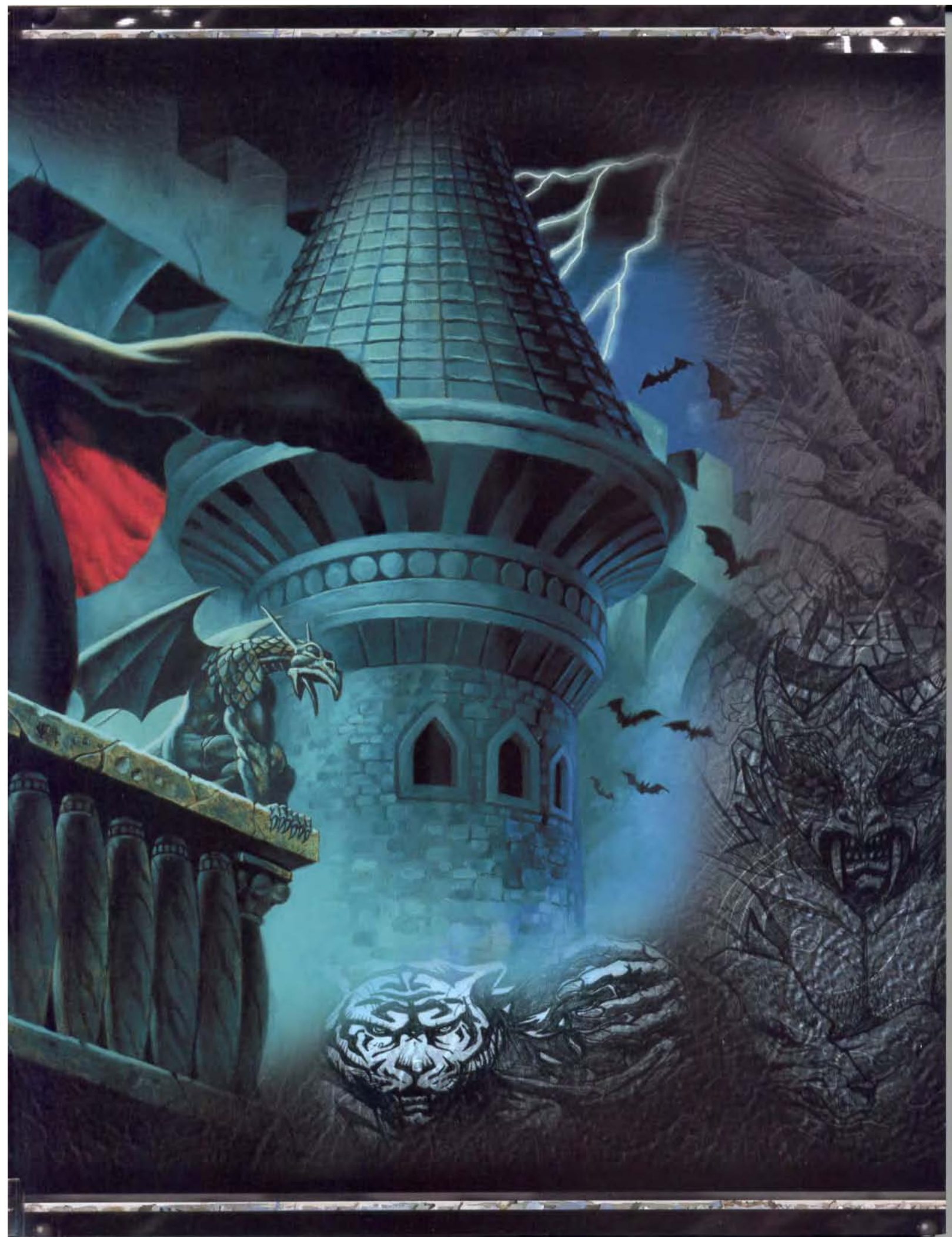
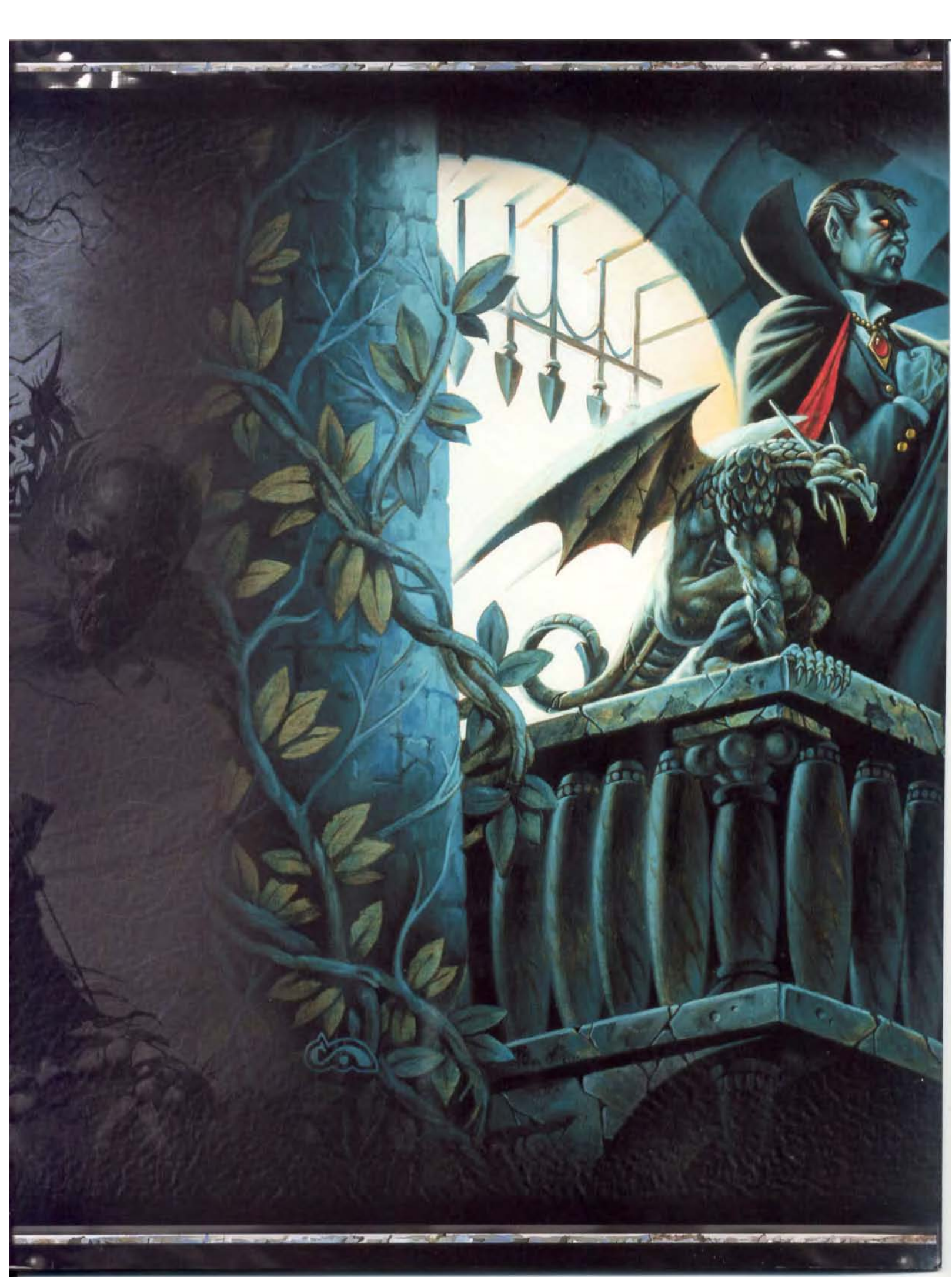


Ravenloft



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				
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 lie that is obvious
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 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 secret message
Intimidate CHA	failure	intimidate a child	intimidate a common foe	intimidate a noble
Intuit Direction WIS	failure	failure	determine where north lies	find a 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 quickly
<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	identify a poisonous plant

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
discern 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
locate 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 a ledge	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
pick a lock 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.
notice the presence 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
fall 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 nomadic 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