



Ravenloft™

**Children of the
Night: the Lords
of Ravenloft**

Ryan Naylor

☪ Domains of Dread ☪

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Introduction

Darklords by CR

CR	Darklord	Domain
8	Althea Frantisek Markov Lemot Sedium Juste Malus Sceleris	Demise Markovia Scaena Nosos
9	Chardath Spulzeer The Lady of the Lake Maligno Serenissa d'Aubliet	Aggarath Castle Island Odaire Romagna
10	Alain Monette Alfred Timothy Bluebeard Jack Karn Ke Nghia Thanh	L'Ile de la Tempete Verbrek Blaustein Farelle Dat Cua Nhen
11	Dominic d'Honaire Gregor Zolnik Haki Shinpi Ladislav Mircea Malken Sodo	Dementlieu Vorostokov Rokushima Taiyoo Sanguinia Nova Vaasa Paridon
12	Crocodile Death Draga Saltbiter Elena Faithhold Eli van Hassen Gabrielle Aderre Hernando Mouriros Inza Magdova Kulchevich Mordenheim's Monster (Adam) Leederik (The Phantom Lover) Stezen d'Polarno The Three Hags Torrence Bleysmith	The Wildlands Necropolis Saragoss Nidala The Endless Road Invidia Mictlan Sithicus Lamordia Leedrick's Tower Ghastria Tepest Staunton Bluffs
13	The Headless Horseman The Hive Queen Ilsabet Obour Ivan Dilisnya Ivana Boritsi Harkon Lukas	The Winding Road Timor Kislova Borca Borca Kartakass
14	Daclaud Heinfroth Jacqueline Renier Lyron Evensong Thakok-An Yagno Petrovna	Dominia Richemulot Liffe Kalidnay G'Henna
15	Hazlik The Spirit of the House Wilifred Godefroy Urik von Kharkov	Hazlan The House of Lament Mordent Valachan

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16	Easan the Mad Gwydion (The Sorcerer-Fiend) (trapped) Morgoroth Tristen ApBlanc Tristessa	Vechor The Shadow Rift Avonleigh Forlorn Keening
17	The Ebonbane Tiyet Vlad Drakov Yuhaehan	Shadowborn Manor Sebua Falkovnia The Poison Sea
18	The Lady Malbus	The Isle of Ravens Al-Kathos
19	Diamabel Pieter van Riese	Pharazia The Sea of Sorrows
20	Ankhtepot Anton Misroi Arijani The God Brain Tsien Chang	Har' Akir Souragne Sri Raji Bluetspur I' Cath
21	The Nightmare Man Virundus	The Nightmare Lands The Drowning Deep
22	Meredoth	The Nocturnal Sea
23	Azalin Rex	Darkon
24	Strahd von Zarovich	Barovia

Darklords by Alignment

LE	NE	CE	
Alain Monette	Alfred Timothy	Ankhtepot	Jack Karn
Althea	Death	Arijani	Jacqueline Renier
Anton Misroi	Dominic d'Honaire	Chardath Spulzeer	Ladislav Mircea
Azalin	Eli van Hassen	Crocodile	The Lady of the Lake
Bluebeard	Gabrielle Aderre	Daclaud Heinfroth	Lemot Sedium Juste
Elena Faithhold	Harkon Lukas	Diamabel	Maligno
Frantisek Markov	Inza Magdova Kulchevich	Draga Saltbiter	Malken
The God Brain	The Lady of Ravens	Easan the Mad	Meredoth
Haki Shinpi	Lyron Evensong	The Ebonbane	Mordenheim's
Hernando Mouriros	Malbus	Gregor Zolnik	Monster (Adam)
Ilsabet Obour	Malus Sceleris	Gwydion	Morgoroth
Ke Le Thanh	Pieter van Riese	Hazlik	Serenissa d'Aubliet
Leederik	The Spirit of the House	The Headless	Sodo
The Nightmare Man	<i>Stezen d'Polarno</i>	Horseman	<i>The Three Hags</i>
Strahd von Zarovich	<i>The Three Hags</i>	The Hive Queen	Tristessa
Thankok-An	Tiyet	Ivan Dilisnya	<i>Stezen d'Polarno</i>
Torrence Bleysmith	Tristen ApBlanc	Ivana Boritsi	Wilifred Godefroy
Urik von Kharkov	Tsien Chang		
Yagno Petrovna	Virundus		
	Vlad Drakov		
	Yuhaehan		

Darklords by Type

Type	Darklord	Type	Darklord
Aberration	The God Brain The Hive Queen Virundus	Construct	Mordenheim's Monster (Adam) Maligno
Dragon	Yuhaehan	Fey	The Lady of the Lake
Magical Beast	Crocodile Harkon Lukas Jack Karn	Monstrous Humanoid	Althea Diamabel Sodo The Three Hags <i>Tristen ApBlanc</i>
Humanoid <i>Human</i>	Chardath Spulzeer Dominic d'Honaire Elena Faithhold Eli van Hassen Frantisek Markov Hazlik Hernando Mouriros Ilsabet Obour Ivan Dilisnya Ivana Boritsi Ke Le Thanh The Lady of Ravens Lemot Sedium Juste Lyron Evensong Malken Malus Sceleris Meredoth Morgoroth Stezen d'Polarno Tsien Chang Vlad Drakov Yagno Petrovna	Undead <i>Ancient Dead</i> <i>Ghost</i> <i>Lich</i> <i>Vampire</i>	Anton Misroi Ankhtepot Tiyet Haki Shinpi The Headless Horseman Leederik (the Phantom Lover) Pieter van Riese Serenissa d'Aubliet <i>The Spirit of the House</i> Torrence Bleysmith <i>Tristen ApBlanc</i> Tristessa Wilifred Godefroy Azalin Daclaud Heinfroth Ladislav Mircea Strahd von Zarovich Urik von Kharkov
<i>Caliban</i>	Bluebeard	Humanoid <i>Werebeasts</i>	Alain Monette Alfred Timothy Draga Saltbiter Gregor Zolnik Jacqueline Renier
<i>Elf</i>	Easan the Mad		
<i>Giormorgo</i>	Gabrielle Aderre	Outsider	Arijani Death The Ebonbane Gwydion (The Sorcerer-Fiend) Malbus The Nightmare Man
<i>Half-elf</i>	Thakok-An		
<i>Vistani</i>	Inza Magdova Kulchevich		

Darklords by Character Class

Class	Darklord	Class	Darklord
Alchemist	Daclaud Heinfroth Frantisek Markov Ilsabet Obour Ladislav Mircea Malus Sceleris	Bard	Dominic d'Honaire Harkon Lukas The Lady of the Lake Lyron Evensong <i>Tristen ApBlanc</i>
Barbarian	Jack Karn Mordenheim's Monster (Adam)	Cavalier	Haki Shinpi The Headless Horseman Hernando Mouriros
Cleric	Alfred Timothy Ankhtepot <i>Arijani</i> Tristessa Yagno Petrovna	Fighter	Bluebeard Pieter van Riese Stezen d'Polarno <i>Tristen ApBlanc</i> Torrence Bleysmith Urik von Kharkov Vlad Drakov Wilifred Godefroy
Druid			
Gunslinger	Alain Monette		
Inquisitor	Diamabel Draga Saltbiter Thakok-An		
Oracle	Anton Misroi		
Rogue	Eli van Hassen Ivan Dilisnya Ivana Boritsi Jacqueline Renier <i>Ke Le Thanh</i> Maligno Malken Serenissa d'Aubliet Sodo Tiyet	Magus	Chardath Spulzeer
		Monk	
		Ranger	Gregor Zolnik
		Paladin	Elena Faithhold
		Sorcerer	Gabrielle Aderre <i>Arijani</i> Lemot Sedium Juste
		Summoner	The Lady of Ravens
		Witch	The Three Hags Inza Magdova Kulchevich
Wizard	Azalin Easan the Mad Hazlik <i>Ke Le Thanh</i> Tsien Chang	<i>Necromancer</i>	Meredoth Morgoroth Strahd von Zarovich

Potential Advanced Class Guide Revisions

Darklord	Current class	Revised class
Bluebeard	Fighter	Brawler
Daclaud Heinfroth	Alchemist	Investigator
Malken	Rogue	Slayer
Meredoth	Wizard (Necromancer)	Arcanist
Stezen d'Polarno	Fighter	Swashbuckler

If there are suitable archetypes:

Alfred Timothy	Cleric	War priest (with no armour)
Ilsabet Obour	Alchemist	Investigator (with posion use)





**Chapter One:
The Lords of the Core**

Alfred Timothy (Verbrek)

Timeline

709 BC	Alfred Timothy born in Arkandale.
713 BC	Priscilla Timothy (Alfred's mother) drowns herself.
725 BC	Alfred runs rampant through Arkandale, trying to learn the secrets of the Wolf God. He eventually leaves Arkandale to wander the Core.
729 BC	Alfred attacks Gabrielle Aderre and her mother.
730 BC	Alfred becomes lord of Verbrek. Becomes cleric.
740 BC	Verbrek absorbs Arkandale. Werewolves slaughter most of the humans.
760 BC	Present day.

Powers Checks

Caress (Blasphemy: development of an evil god: 32%; 725 BC): Wolf form becomes stronger.

Enticement (Violence: torturous murder: 32%; 726 BC): Wolf form gains the advanced template.

Invitation (Violence: sadistic murder: 16%; 727 BC): Spell resistance.

Embrace (Betrayal and Violence: wholesale slaughter: 8%; 728 BC): Shadow walk; shadowless.

Creature (Betrayal and Violence: attacking and murdering Isabella Aderre: 8%; 730 BC): Becomes a cleric and darklord of Verbrek.

Base stats

S 10 D 13 C 13 I 12 W 15 Ch 14 (high fantasy)

Racial: Str +2 (human)

Werewolf: Wis +2, Cha -2

Levelling: Wis +1

Favoured class: hp

CR 10 (7 [levels] + 1 [template] + 1 [PC-level treasure] +1 [darklord abilities])

760 BC (Current day stats)

CR 10 XP 9,600

Male Human Natural Werewolf Cleric 7

NE Medium Humanoid (human, shapechanger) [human form]

Init: +1 (Dex) Senses: Low light vision, scent; Perception +9 Aura: Evil, predator's grace (+15 ft) (8/day)

Defense

AC 13 Touch 13 Flat-footed 11 (+1 Dex, +1 dodge, +1 deflection)

hp 49 (8 +6d8+7 +7)

Fort +7, Ref +4, Will +14 (reroll 1/day)

SR 16

Offense

Spd 30 ft.

Melee Quarterstaff +5 (1d6)

Unarmed strike +7 (1d3+2d6+2) against humans

Special Attacks Ferocious Strike (+3) (7/day)

Space/Reach: 5'/5'

S 10 D 13 C 13 I 12 W 18 (20) Ch 14

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BAB +5 CMB +5 CMD 18 (15)

NE Medium Humanoid (human, shapeshifter) [hybrid and wolf form]

Init: +4 (Dex) Senses: Low light vision, scent; Perception +9 Aura: Evil, predator's grace (+15 ft) (7/day)

Defense

AC 22 Touch 16 Flat-footed 17 (+4 Dex, +1 dodge, +6 natural, +1 deflection)
hp 77 (7d8+35)

Fort +11, Ref +7, Will +14 (reroll 1/day)

SR 16

DR 10/silver

Offense

Spd 30 ft. (50 ft as wolf)

Melee Bite +9 (1d6+4 unholy plus trip and curse of lycanthropy) and 2 claws +4 (1d4+4 and curse of lycanthropy)

Bite +11 (3d6+6 unholy plus trip and curse of lycanthropy) and 2 claws +6 (1d4+2d6+6 and curse of lycanthropy) against humans

Special Attacks Ferocious Strike (+3) (7/day)

Space/Reach: 5'/5'

S 19 D 19 C 21 I 12 W 18 (20) Ch 14

BAB +5 CMB +9 CMD 25 (29 vs trip in wolf form) (20)

Feats

Alertness, Combat Casting, Dodge, Improved Iron Will, Iron Will

Skills

Bluff +5 (3), Intimidate +6 (4), Knowledge (nature) +7 (3), Knowledge (religion) +7 (3), Perception +10 (5), Sense Motive +11 (6), Spellcraft +8 (4), Stealth +5 (+8 in wolf or hybrid form) (4), Survival +8 (3)

Languages

Mordentish*, Balok (can't speak in wolf form)

Treasure

(17500 gp/23500 gp)

Amulet of mighty fists (human bane), headband of wisdom +2, ring of protection +2, gloves of arrow snaring, cloak of resistance +1, wand of cure moderate wounds

Special

Totemic summons (summon wolves as standard action, not full round)

Murder variant channelling: Creatures gain bleed 2 (5/day) (DC 15)

Ferocious strike (+3 damage) (8/day)

Predator's grace (+10 speed, low light vision 1 rd, 8/day)

Spontaneous casting (inflict spells)

Spells (not in wolf form); Animal (Fur) and Strength (Ferocity) domains

Bloodlust

Change shape (human, hybrid, advanced wolf; *polymorph*)

Curse of lycanthropy (non-human form, DC 17)

Chemical bane (wolfsbane)

Lycanthropic empathy

Sinkhole of evil

Mastery +2

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Shadow walk (dimension door)

Trigger

Shadowless

Typical Spells

DC 15 + spell level

0 - *read magic, detect magic, guidance, virtue*

1 - *summon monster I, cure light wounds, cause fear, command, doom, enlarge person, murderous command,*

2 - *summon monster II, death knell, darkness, disfiguring touch, bull's strength*

3 - *rage, summon monster III, dispel magic, deadly juggernaut*

4 - *spell immunity, summon nature's ally IV, divine power*

Azalin Rex (Firan Zal'honan) (Darkon)

Timeline

382 BC	Firan born in Oerth.
397 BC	Accidentally causes torturous death of his brother Irik (fails first Powers check). Becomes apprenticed to Quantarius.
426 BC	Completes his apprenticeship. Middle aged.
434 BC	Becomes Earl. Peasants start calling him Azal'Lan. Old aged
441 BC	Marries Olessa and has her true love killed to ensure her loyalty (fails second Powers check).
450 BC	Venerable. Develops <i>steal vitality</i> to prevent physical decline; physically old aged which he treats with a permanent <i>age resistance</i> .
459 BC	Firan's son Irik born; Olessa dies in childbirth, cursing Firan's name.
478 BC	Publically beheads Irik for treason (fails third Powers check). Discovers the secrets of lichdom.
480 BC	Becomes a lich and officially changes his title to Azal'Lan.
493 BC	Begins wars of conquest, expanding earldom (fails fourth Powers check).
542 BC	Firan driven from castle and flees into the Mists. Meets Strahd.
547 BC	Forlorn appears.
575 BC	Arak created. Azalin goes to investigate the new land. Strahd copies his spellbook without his knowledge.
579 BC	Strahd and Azalin accidentally create Mordent (fails fifth Powers check). Convinced he's on the edge of a great discovery, Azalin enters the Mists and creates Darkon. Founds Kargat almost immediately.
605 BC	Urik von Kharkov becomes a vampire in service to the Kargat.
650 BC	Kargat vampire Tavelia founds the Cult of the Overseer.
689 BC	Vlad Drakov appears in Darkon and starts slaughtering villages. Falkovnia forms.
697 BC	Azalin captures Hyskosa.
740 BC	The Grand Conjunction/Great Upheaval
750 BC	The Requiem
755 BC	Azalin returns, bound to the remains of his son. Commissions the Doomsday Gazetteers.
760 BC	Present day.

Powers Checks

Caress (Black Magic; attempting to summon fiend when Irik dies; 16%): +4
Knowledge (arcana)
Enticement (Violence; marrying Odessa and having her true love killed; 16%): Bonus feat
Invitation (Betrayal + Violence; executing Irik; 16%): Bonus feat, secrets of lichdom
Embrace (Black Magic + Violence; tyranny as ruler/drawn into Ravenloft; 4%): Undead dominion
Creature (Black Magic; magical experiments leading to creation of Mordent; 100%): Darklord, magical resources destroyed in the Requiem; changed to Modify Memory when reborn.

Base stats

S 10 D 12 C 12 I 15 W 12 Ch 15 (high fantasy)
 Racial: Int +2 (human)
 Levelling: Int +4
 Age: Venerable (+ magic) (mental +3)
 Template: Modifiers from being lich
 Favoured class: skills
 CR 23 (17 [levels] + 2 [template] + 1 [PC-level treasure] +3 [Powers checks/darklord abilities])

760 BC (Current day stats)

CR 23 XP 820,000
 Male Venerable Human Lich Wizard 18
 LE Medium Undead (augmented humanoid)
 Init: +0 Senses: Darkvision 60 ft, fiery eyes, *see invisibility*, Perception +34
 Aura: fear (60 ft radius, DC 26)

Defense

AC 25 Touch 15 Flat 24 (+1 Dex, +5 armour, +5 natural, +4 deflection)
 Hp 210 (6 + 17d6 +144 + 18), DR 15/bludgeoning and magic
 Fort +10 Ref +11 Will +21
 SR 18
 Channel resistance +10
 DR 15/bludgeoning and magic
 Immune: undead traits, electricity, cold
 Fiery eyes
 Resist fire 10, acid 10

Offense

Spd 30'
 Melee Touch +9 (1d8+9 plus paralyzing touch)
 Missile Ray +9
 Hand of the apprentice (*dagger +1 human bane*) +21/+23 [humans] (1d4+1 [+2d6+2 humans])
 Space/Reach: 5'/5'
 S 10 D 12 C — I 26 (32) W 16 (22) Ch 20 (26)
 BAB +9/+5 CMB +9 CMD 24 (19)

Feats

Craft Wand, Craft Wondrous Item, Craft Magical Arms and Armour, Craft Construct, Improved Familiar, Forge Ring, Combat Casting, Scribe Scroll, Still Spell, Silent Spell, Extend Spell, Dazing Spell, Sickening Spell, Toppling Spell, Quicken Spell, Persistent Spell

Skills

Bluff +19 (11), Craft (alchemy) +32 (7; 18 from headband), Diplomacy +19 (11), Escape Artist +18 (17), Fly +12 (8), Intimidate +25 (17), Knowledge (arcana) +36 (18), Knowledge (dungeoneering) +15 (1), Knowledge (engineering) +15 (1), Knowledge (geography) +15 (1), Knowledge (history) +32 (7; 18 from headband), Knowledge (local) +32 (7; 18 from headband), Knowledge (nature) +21 (7), Knowledge (nobility) +15 (1), Knowledge (planes) +32 (18), Knowledge (religion) +32 (18), Linguistics (Balok, Mordentish, Vaasi) +17 (3), Perception +34 (17), Sense Motive +34 (17), Spellcraft +32 (18), Stealth +23 (11)

Languages

Darkonese*, Dwarven, Elven, Draconic, Infernal, Balok, Mordentish, Vaasi

Treasure

(398,000 gp/530,000 gp)

Headband of mental superiority +6, ring of wizardry I/III and II/IV, ring of protection +4/energy resistance (fire, acid 10), hand of glory, black robe of the archmagi, crystal ball of telepathy, metamagic rods (reach, intensified, focus), permanent *see invisibility*, dagger +1 human bane, pearls of power (4 x 1st, 4 x 2nd, 2 x 3rd).

19,000 gp worth of wands (mostly for Imp familiar to use): summon monster III, black tentacles, magic missile (CL 7; 4 missiles), headband of vast intellect +2

Lots of scrolls

Special

Arcane bond (improved familiar)

Hand of the apprentice (14/day, 30 ft)

Metamagic mastery (5/day)

Alertness when familiar in arm's reach (+2 Perception, Sense Motive)

Empathic link, scry on familiar 1/day

Fear aura

Rejuvenation

Paralysing touch (heal 1d8+9 hp as full round action)

Undead control

Fiery eyes

Undead dominion

Modify memory

Mastery +7

Sinkhole of evil

Squalimous (Imp Familiar)

Init +3; Senses darkvision 60 ft, *detect magic*, see in darkness; Perception +21

AC 26, touch 16, flat-footed 22 (+3 Dex, +1 dodge, +10 natural, +2 size)

Hp 81 (9d10), fast healing 2

Fort +6, Ref +9, Will +12

DR 5/good or silver; SR 23; Immune fire, poison; Resist acid 10, cold 10

Speed 20 ft, fly 50 ft (perfect)

Melee sting +14 (1d4 plus poison)

Space 2 ½ ft/0 ft

SLA (CL 6th): constant – *detect magic*; at will – *invisibility* (self only); 1/day – *augury*, *suggestion* (DC 15); 1/week – *commune* (6 questions, CL 12th)

S 10 D 17 C 10 I 14 (16) W 12 Ch 14

BAB +9 CMB +1 CMD 15

Dodge, Weapon Finesse; Acrobatics +9 (3), Bluff +16 (11), Craft (alchemy) +10 (7), Diplomacy +13 (11), Escape Artist +20 (17), Fly +26 (8), Intimidate +20/+12 to Medium creatures (17), Knowledge (arcana) +24 (18), Knowledge (dungeoneering) +4 (1), Knowledge (engineering) +4 (1), Knowledge (geography) +4 (1), Knowledge (history) +10 (7), Knowledge (local) +10 (7), Knowledge (nature) +10 (7), Knowledge (planes) +24 (18), Knowledge (religion) +21 (18), Linguistics (Balok, Mordentish, Vaasi) +6 (3), Perception +21 (17), Sense Motive +18 (17), Spellcraft +24 (18), Stealth +25 (11), Use Magic Device +11 (3; 9 from headband)

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SQ Change shape (boar, giant spider, rat, raven; *beast shape I*)

Poison Sting—injury; Save Fort DC 13; 1/round for 6 rounds; 1d2 Dex; Cure 1 save.

Share spells, empathic link, deliver touch spells, speak with master

Equipment: wands: summon monster III, black tentacles, magic missile (CL 7; 4 missiles), headband of vast intellect +2

Spells

(4/11+4/11+4/11+2/10/6/6/5/4/3): Save DC = 21 + spell level; CL 20 for overcoming SR.

0 – *acid splash, arcane mark, bleed, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, haunted fey aspect, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, spark, touch of fatigue (all)*

1 – *alarm, animate rope, change self, charm person, comprehend languages, decompose corpse, enlarge person, floating disc, hold portal, identify, magic missile, message, obscuring mist, ray of enfeeblement, restore corpse, sculpt corpse, silent image, unseen servant*

2 – *alter self, arcane lock, darkness, daylight, false life, flaming sphere, hideous laughter, invisibility, knock, locate object, magic mouth, minor image, mirror image, see invisibility, shatter, spectral hand, steal voice, web*

3 – *arcane sight, clairaudience/clairvoyance, death sight, dispel magic, enter image, fireball, fly, gaseous form, haste, hold person, lightning bolt, magic circle against evil/good, nondetection, ray of exhaustion, sands of time, seek thoughts, suggestion, summon monster III, vision of hell, wind wall*

4 – *animate dead, arcane eye, bestow curse, black tentacles, charm monster, confusion, contagion, dimension door, enervation, familiar melding, fire trap, fleshworm infestation, ice storm, illusory wall, minor globe of invulnerability, overwhelming grief, phantasmal killer, scrying, shadow conjuration, stonewall, terrible remorse, wall of ice*

5 – *animal growth, bone seizure, dominate person, feeblemind, hold monster, lesser age resistance, magic jar, mind fog, passwall, permanency, polymorph, rapid repair, sending, shadow evocation, summon monster V, suffocation, telekinesis, wall of stone*

6 – *acid fog, age resistance, analyze dweomer, circle of death, create undead, contingency, disintegrate, enemy hammer, eyebite, flesh to stone, forceful hand, geas/quest, greater contagion, guards and wards, legend lore, mislead, permanent image, planar binding, project image, reanimate, steal vitality, stone to flesh, true seeing*

7 – *finger of death, forcecage, greater arcane sight, greater scrying, greater teleport, instant summons, limited wish, power word stun, spell turning, summon monster VII, temporary resurrection, vision*

8 – *binding, call construct, create greater undead, demand, incendiary cloud, maze, prismatic wall, shades, telekinetic sphere, trap the soul, weird*

9 – *crushing hand, energy drain, foresight, gate, mage's disjunction, temporal stasis, wish*

Death (Necropolis)

Timeline

c699 BC	Lowellyn Dachine born, result of Azalin's experiments with clones, perhaps started after he captured Hyskosa and learnt of the Grand Conjunction.
c720 BC	Dachine inducted into the Kargat, as a mole within the Eternal Order. Fails first Powers check for evil actions as a Kargat agent.
749 BC	Transformed into Death at height of Grim Harvest. Fails second Powers check.
750 BC	The Requiem. Il Aluk is Slain; Death is trapped in Necropolis. Azalin vanishes.
751 BC	Death orders the Grim Fastness rebuilt, and begins searching for the Black Vault hidden under its ruins.
751 BC	The Drowning Dreams begin. Death realises Azalin is not dead. Azalin turns back the Falkovnian invasion. Death begins wholesale murder through the Unholy Order of the Grave to consume Azalin. Fails third Powers check.
754 BC	Death creates the Horsemen to stop Azalin restoring himself. Fails fourth Powers check.
755 BC	Systematic, wholesale murder caused by Death and the Horsemen leads to Death being made darklord when Azalin is restored.
760 BC	Present day.

Powers Checks

Caress (Black magic, Violence and Betrayal: acts as Kargat officer; 8% c.740 BC): First seeds of insanity.

Enticement (Black Magic: association with evil, willing transformation into Death: 32%; 749 BC): Transformation into Death (CR +1). Gains most special abilities.

Invitation (Black Magic, Violence and Blasphemy: creation of Unholy Order of the Grave, wholesale murder: 32%; 751 BC): Gains corrupting essence, unlimited Hit Dice.

Embrace (Black Magic, Blasphemy and Violence: creation of the Horsemen: 32%; 754 BC): Semicorporeal

Creature (Betrayal and Violence: wholesale murder through minions: 100%; 760 BC): Becomes darklord of Necropolis. Horsemen destroyed; loses control of the Slain. DR.

Base stats

S 10 D 11 C 14 I 15 W 14 Ch 12 (high fantasy)

Racial: Wis +2 (human)

Levelling: Wis +1, Int +1

Age: Middle (physical -1, mental +1)

Template: Modifiers from transformation

Favoured class: None (cleric)

CR 12 [base]

760 BC (Current day stats)

CR 12 XP 19,200

Unique negative elemental

NE Medium Outsider (elemental, evil, incorporeal, native)

Init: +9 (Dex, feat) Senses: Darkvision 120 ft, life sight 30 ft (12 rds/day), Perception +16

Aura: Panic (4d4 rounds, DC 22), sight; Numbing aura, 15 ft (DC 19)

☞ Domains of Dread ☞

Defense

AC 20 Touch 20 Flat 15 (+5 deflection, +5 Dex)

Hp 109(10 + 10d10 + 44)

Fort +7 Ref +12 Will +11

DR 5/good

SR 22

Semicorporeal

Immune: elemental traits, undead traits, cold, electricity, positive energy

Weaknesses: life aversion

Offense

Spd Fly 20' (perfect)

Melee Touch +15 (energy drain 2d4; DC 20 for 1d4 negative levels)

Space/Reach: 5'/5'

S 18 D 20 C 18 I 17 W 18 Ch 20

BAB +11/+6/+1 CMB +15 CMD 35 (30)

Feats

Alertness, Blind-fight, Combat Reflexes, Flyby Attack, Improved Initiative, Skill Focus (Knowledge [local])

Skills

Bluff +17 (9), Intimidate +16 (8), Fly +12 (1), Linguistics +4 (1), Knowledge (arcana) +15 (9), Knowledge (local) +19 (10), Knowledge (planes) +15 (9), Knowledge (religion) +15 (9), Perception +16 (9), Sense Motive +16 (9), Stealth +14 (7), Spellcraft +15 (9), Use Magic Device +17 (9)

Languages

Darkonese*, Falkovnian, Vaasi, Abyssal, Infernal

Special

Aura of fear

Numbing aura (slowed)

Touch of the reaper (energy drain can affect undead; heal 5 hp per level drained; can permanently advance one HD when drains current HD in levels. CR +1/3 HD or so)

Corrupting essence (1d4 cold damage on touching Death's form)

Entropy (destroy weapons that touch it)

Bestow corruption (create undead with touch by sacrificing HD, or create Death's children)

Command undead 60 ft (unlimited, no save)

Life aversion

Undying soul (retains aura of fear, numbing aura, corrupting essence, entropy, command undead, life aversion, immunities, immune to further physical damage). Can only be destroyed by removing the Shroud.

Semicorporeal (as incorporeal, but can actually touch objects with its hands)

Sinkhole of evil

Mastery +5

Undead and elemental traits

Dominic d'Honaire (Dementlieu)

Timeline

700 BC	Dominic born in Mordent.
707 BC	Dominic causes his nurse to commit suicide. His family “decides” to sail to Darkon. Dementlieu forms.
709 BC	Falkovnia invades Dementlieu.
713 BC	The Living Brain arrives in Port-a-Lucine.
724 BC	Falkovnia invades again.
727 BC	Dominic succeeds Claude as Chief Advisor.
729 BC	Treaty of Four Towers signed.
760 BC	Present day. Middle aged.

Powers Checks

Caress (Betrayal: causing chaos, manipulating others for entertainment: 2%; c. 706 BC): Aristocrat level becomes a bard level.

Enticement (Violence and Betrayal: inciting violence: 4%; c. 706 BC): Gains another half a bard level.

Invitation (Betrayal: slander: 8%; c. 706 BC): Suggestion

Embrace (Betrayal: gaslighting: 16%; 707 BC): Dominate person

Creature (Violence: drive nurse to suicide: 32%; 707 BC): Obedients, immune to mind affecting magic, darklord of Dementlieu.

Base stats

S 10 D 11 C 11 I 16 W 11 Ch 15 (high fantasy)

Racial: Cha +2 (human)

Levelling: Int +1, Cha +1.

Age: Middle (physical -1, mental +1)

Favoured class: hp

CR 11 (9 [levels] + 1 [PC-level treasure] + 1 [darklord abilities])

760 BC (Current day stats)

CR 11 XP 12,800

Male middle aged Human Bard 6/Courtier 4

NE Medium Humanoid (human)

Init: +0 Senses: Perception +14

Defense

AC 17 Touch 12 Flat 17 (+2 natural, +3 armour, +2 deflection)

Hp 59 (8 + 9d8 + 10)

Fort +5 Ref +8 Will +10 (+2 vs sonic attacks)

Immune mind affecting effects

Offense

Spd 30 ft.

Melee +1 rapier +7/+2 (1d6/18+/x2)

Ranged +1 pistol +8/+3 (1d8+1/x4, range 20 ft, ignore armour, misfire 1; 2 with paper cartridges)

Space/Reach: 5'/5'

S 9 D 10 C 10 I 18 W 12 Ch 19 (23)

BAB +7/+2 CMB +6 CMD 18

☞ Domains of Dread ☞

Feats

Prodigy, Deceitful, Skill Focus (Perform (oratory, comedy)), Exotic Weapon Proficiency (firearms), Lingering Performance

Skills

Acrobatics +9 (6), Appraise +12 (5), Bluff +29 (6), Climb -1, Diplomacy +29 (0), Disable Device +0, Disguise +12 (1), Escape Artist +9 (6), Fly +0, Handle Animal +10 (4), Heal +1 (0), Intimidate +27 (0), Knowledge (arcana) +17 (5), Knowledge (geography) +13 (1), Knowledge (history) +13 (1), Knowledge (local) +22 (10), Knowledge (nobility) +22 (10), Knowledge (religion) +13 (1), Linguistics +10 (3), Perception +14 (10), Perform (comedy) +27 (10), Perform (oratory) +27 (10), Ride +5 (5), Sense Motive +29 (0), Sleight of Hand +0 (0), Spellcraft +10 (3), Stealth +13 (10), Swim -1 (0), Use Magic Device +12 (3)

Languages

Mordentish*, Lamordian, Draconic, Balok, Falkovnian, Darkonese, Ghastrian, Halfling

Treasure

(46,500 gp/62,000 gp)

+1 Pistol, +1 Rapier, Amulet of Natural Armour +2, Bracers of Armour, +3, Cloak of Resistance, +2, Headband of Alluring Charisma, +4, Ring of Protection, +2

Special

Bardic performance (standard action, 20 rds/day)

Countersong +6

Distraction +27

Inspire Competence +2

Inspire Courage +2

Bardic Knowledge +3

Lore Master, take 10 on all Knowledge checks, take 20 1/day

Well Versed (+2 vs sonic attacks)

Versatile Performance (oratory, comedy)

Friend to All +4

Rumourmonger

Discern lies 7/day, DC 18

Live to Fight Another Day (withdraw as standard action)

Glib lie (SR 19 to truth-detecting spells)

Sinkhole of evil

Suggestion at will with voice, DC 21

Dominate person at will with gaze, DC 21

Immune mind affecting effects

Obedients: If fail 3 saves against domination, permanently affected. Gain +1 Will saves against mind affecting effects per year (max +10), until leave Dementlieu or fails save to charm or compulsion from other source.

Gabrielle Aderre (Invidia)

Timeline

710 BC	Gabrielle Aderre born in Richemulot to Isabella Aderre (outcast giomorgo) and Vlad Drakov.
729 BC	Gabrielle allows Alfred Timothy to kill Isabella in Arkandale, then goes to Invidia and kills Bakholis. Becomes lord of Invidia. She also creates the Blood Coin around the period.
731 BC	Gabrielle destroys the parents of the Midnight Slasher.
740 BC	Brings about the downfall of the Haptburg family. Invidia gains part of Gundarak in the Grand Conjunction; Gabrielle finds his skeleton in Castle Hunadora.
747 BC	The Gentleman Caller seduces her. After Malocchio is born, he grows to adulthood rapidly, and breaks her, mentally and physically. Nursed back to health by Matton the wolfwere.
748 BC	Gabrielle starts organising a resistance to Malocchio. Sells Duke Gundar's bones to Professor Arcanus.
752 BC	Lucita born.
760 BC	Present day.

Powers Checks

Caress (Betrayal: destroying the happiness of others: 8%; 726 BC): Xenophobia.

Enticement (Betrayal: destroying the happiness of others: 8%; 727 BC): Sorcerer +1.

Invitation (Betrayal: destroying the happiness of others: 8%; 728 BC): Free of lunatio.

Embrace (Betrayal and Violence: Abandoning Isabella: 32%; 729 BC): Sorcerer +1,

Eva's deck

Creature (Betrayal and Violence: Torturous murder of Bakholis: 16%; 729 BC): Becomes darklord of Invidia. Gaze of the temptress, protected kin.

Base stats

S 8 D 14 C 10 I 14 W 14 Ch 15 (high fantasy)

Racial: Wis +2 (giomorgo)

Levelling: Cha +2

Favoured class: hp

CR 12 (10 [levels] + 1 [PC-level treasure] +1 [darklord abilities])

760 BC (Current day stats)

CR 12 XP 19,200

Female Giomorgo (Zarovan) Sorcerer (Maestro bloodline) 11

NE Medium Humanoid (human, crossbreed)

Init: +5 (Dex, racial) Senses: Perception +10

Defense

AC 16 Touch 16 Flat 12 (+3 Dex, +2 deflection, +1 dodge)

Hp 52 (6 + 10d6 + 11)

Fort +5 Ref +10 Will +12

Offense

Spd 30'

Melee Shapechanger bane +1 mithral dagger +5 (1d4; crit 19+ +2/+2d6+2 vs shapechangers)

Melee +4

☞ Domains of Dread ☞

Missile Masterwork light crossbow +9 (1d8, crit 19+, range 80')

Space/Reach: 5'/5'

S 8 D 14 (16) C 10 I 14 W 16 Ch 17 (19)

BAB +5 CMB +4 CMD 26 (22)

Feats

Defensive Combat Training, Dodge, Eschew Materials, Extend Spell, Greater Spell Focus (Enchantment), Lightning Reflexes, Spell Focus (Enchantment), Voice of Wrath

Skills

Bluff +10 (3), Diplomacy +8 (4), Disguise +14 (0), Escape Artist +7 (4), Knowledge (arcana) +8 (3), Knowledge (local) +6 (4), Knowledge (nature) +4 (2), Linguistics +3 (1), Perception +10 (7), Perform (sing) +8 (1), Sense Motive +10 (7), Spellcraft +8 (3), Stealth +11 (3), Survival +6 (1), Use Magic Device +8 (1)

Languages

Balok*, Patterna, Mordentish, Luktar

Treasure

(62,000 gp/82,000 gp)

+1 Shapechanger Bane Mithral Dagger, Masterwork light crossbow, Belt of Incredible Dexterity +2, Cloak of Elvenkind/Cloak of Resistance +2, Hat of Disguise, Headband of Alluring Charisma +2, Ring of Protection +2, Ring of Wizardry I, greater tarokka deck

Special

Evil eye (DC 14 + spell level)

Maestro bloodline

Beguiling Voice (Ex, 7/day): As *daze*, 1 creature

Fascinate (11 rounds) (2/day) (DC 19)

Perfect Voice (Understand and be understood by any creature with language)

Gaze of the temptress

Madame Eva's Tarokka Deck (headaches; cast *augury*, *divination*)

Free of lunatio

Sinkhole of evil

Protected Kin

Spells

DC = 14 + spell level; 16 + spell level for Enchantment

At will—*resistance*, *mage hand*, *read magic*, *message*, *light*, *prestidigitation*, *dancing lights*, *ghost sound*, *detect magic*

13/day—*disguise self*, *ventriloquism*, *charm person*, *anticipate peril*, *unprepared combatant*, *vanish*

7/day—*hideous laughter*, *blindness/deafness*, *scare*, *detect thoughts*, *touch of idiocy*, *unnatural lust*

7/day—*suggestion* (DC +1; Perfect Voice), *deep slumber*, *major image*, *dispel magic*, *hold person*

7/day—*charm monster*, *confusion*, *shout*, *terrible remorse*

4/day—*hold monster*, *dominate person*, *feblemind*

Gwydion (The Sorcerer-fiend, The Twilight) (The Shadow Rift)

Timeline

151 BC	Gwydion draws the ellefolk into the Plane of Shadow to serve him. After centuries of service, he rewards them by fusing them with the essence of shadow, transforming them into shadow fey. On the same day, Loht and Maeve born to Arak and Finngalla. Finngalla dies in childbirth.
201 BC	Tired of the Plane of Shadow, Gwydion orders Arak to begin construction of the Obsidian Gate to conquer new planes.
575 BC	The Obsidian Gate opens into Ravenloft. Gwydion's reality wrinkle is so large that Arak forms around him; the shadow fey flee into it (forming the Greenlands in a cavern far below the surface). Arak sacrifices himself to trap Gwydion in the Gate; only the very edge of his shadow touches Arak to stabilise the domain. The Obsidian Gate is probably at the very nadir of Arak. The temporal fugue gets stronger the closer you are to the Gate.
577 BC	Rumours begin to circulate the shadow fey are drow. Three real drow go to investigate and introduce the cult of the Spider Queen.
583 BC	The last of the drow are wiped out, but the cult continues under "Tristessa". Loht tries to suppress the cult, which balloons into a fully fledged power struggle.
588 BC	Loht breaks the Law of Arak and murders Tristessa. The Scourge scours Arak clean of all surface life.
740 BC	Gwydion tries to tear himself free during the Grand Conjunction, creating the Shadow Rift (and the Fractures). Within the Rift, the Stonedowns appear as a macabre reflection of the Greenlands. Although still trapped, Gwydion has weakened things enough that he can influence Loht in his dreams.
751 BC	Loht opens the Obsidian Gate and is crippled. Although he remains trapped, the tip of one tentacle remains outside the Gate, which grants Gwydion even more power. He begins slowly plotting to escape once more.
760 BC	Present day.

Powers Checks

Essentially none. Domain created just to contain him – more or less a reality wrinkle.

Trapped

760 BC (Current day stats)

CR 16 XP 76,800

Male Unique outsider

CE Outsider (chaotic, evil, extraplanar)

Init: +12 Senses: See in darkness, blindsight 120 ft, lowlight vision, true seeing, Perception +22

Defense

Immune all spells and effects except those that can reach other planes

Offense

Spd 0'

Space/Reach: 45' (The Obsidian Gate)/0'

S - D - C - I 31 W 29 Ch 30

Special

Demand Submission (Su) – *Dominate monster* (DC 24). Can't affect shadow fey. Anyone within 100 ft of the Gate.

Frightful Presence (Su) – Globe of darkness. DC 18.

Modify Memory (Su) – Shadow fey only. 1/month, as 17th level bard, except range is anywhere in Shadow Rift. DC 20. *Modify memory, dream, nightmare*. Complete control over content of dreams.

Omniscient Mind (Su)

Multiple Actions (Ex)

Shadowmaker (Su)

Undead Mastery (Ex)

Malevolence (Su)

Mastery +10

Sinkhole of evil

Spell-Like Abilities (CL 18th; concentration +28)

Withering Eye (Sp) – 1/week, CL 18, except the range is 100 ft from the Obsidian Gate. DC 15 + spell level

1 – *Charm person, identify*

2 – *Desecrate, shatter*

3 – *Dispel magic, malicious spite, bestow curse*

4 – *Divination, unholy blight*

6 – *Harm*

7 – *Blasphemy, destruction, insanity, spell turning*

9 – *Implosion*

Free

CR 30 XP 4,915,200

Male Unique outsider

CE Huge Outsider (chaotic, evil, extraplanar)

Init: +12 (Dex, feat) Senses: See in darkness, blindsight 120 ft, lowlight vision, true seeing, Perception +42

Defense

AC 46 Touch 16 Flat 38 (+8 Dex, +10 deflection, -2 size, +20 natural)

Hp 820 (10 + 31d10 + 640)

Fort +38 Ref +20 Will +27

Concealment (20%)

DR 20/epic

SR 35

Fast healing 10

Immune cold, energy drain, poison, disease, aging, death effects, mind affecting effects

Resist acid 30, fire 10, electricity 10

Offense

Spd 60', fly 90' (average)

Melee 2 talons +43 (1d8+11 plus poison)

2 gore +43 (2d6+11 plus 1d4 bleed)

1 hoof +38 (1d8+5 plus stunned 1d6 rds (Fort DC 37))

2 tentacles +38 (1d8+5 plus grab plus constrict)

3 wing buffets +38 (1d8+5 plus trip)

☞ Domains of Dread ☞

5 pincers +38 (2d6+5)
2 tail slaps +38 (2d6+5 plus poison)
1 crushing fist +43 (2d6+11; crit 19+)

Rend (2 pincers, 2d6+16)

Space/Reach: 15'/15'

S 33 D 27 C 50 I 31 W 29 Ch 30

BAB +32 CMB +45 CMD 73 (can't be tripped) (65)

Feats

Awesome Blow, Flyby Attack, Spell Penetration, Greater Spell Penetration, Improved Initiative, Lightning Reflexes, Critical Focus, Sickening Critical, Staggering Critical, Tiring Critical, Exhausting Critical, Quicken Spell-like Ability (unholy blight), Quicken Spell-like Ability (blasphemy), Quicken Spell-like Ability (insanity), Empower Spell-like Ability (cold ice strike), Ability Focus (Withering Eye)

Skills

Bluff +41 (28), Craft (alchemy) +41 (28), Diplomacy +34 (24), Fly +32 (28), Intimidate +45 (32), Knowledge (arcana) +45 (32), Knowledge (dungeoneering) +34 (24), Knowledge (history) +34 (24), Knowledge (local) +40 (30), Knowledge (nature) +40 (30), Knowledge (nobility) +34 (24), Knowledge (planes) +45 (32), Knowledge (religion) +43 (30), Perception +42 (30), Sense Motive +45 (32), Spellcraft +45 (32), Stealth +31 (28), Survival +33 (24)

Languages

Abyssal*, Arak, Balok, Darkonese, Celestial, Draconic, Falkovnian, Infernal, Mordentish, Sylvan, Tepestani.

Treasure

None

Special

Demand Submission (Su) – *Dominate monster* (DC 36), except the duration is 10d10 days. Can't affect shadow fey. Anyone within 300 ft.

Frightful Presence (Su) – 300 ft. DC 36.

Modify Memory (Su) – Shadow fey only. At will, CL 18, except range is anywhere in Shadow Rift. DC 36. *Modify memory, dream, nightmare, demand*. Complete control over content of dreams.

Omniscient Mind (Su): True seeing and detect thoughts anywhere in the Shadow Rift.

Multiple Actions (Ex): 2 move and 2 standard actions per turn. If don't move, can make a full attack, standard action, move action. One swift action only.

Shadowmaker (Su)

Undead Mastery (Ex)

Malevolence (Su)

Item Master (Ex)

Horrific Appearance (Ex): Normally cloaked in shadows, so thick even those with darkvision can't see in. Feebleminded and permanently blinded if view Gwydion with true seeing (DC 36).

Mastery +10

Sinkhole of evil

Spell-like Abilities

Concentration +28; CL 18.

Constant (Sp) – *true seeing, detect thoughts, deeper darkness, spell turning, tongues, overwhelming presence*

Withering Eye (Sp) – At will, CL 18, except the range is 100 ft. DC 21 + spell level

- 1 – *Charm person, identify*
- 2 – *Desecrate, shatter*
- 3 – *Dispel magic, malicious spite, bestow curse*
- 4 – *Divination, unholy blight*
- 6 – *Harm*
- 7 – *Blasphemy, destruction, insanity, spell turning*
- 9 – *Implosion*

Many-Fingered Hand (Sp) – At will, CL 20. DC 20 + spell level

- 2 – *Blindness/deafness, dust of twilight*
- 3 – *Haste, slow, magic circle against good/law, fireball*
- 4 – *Charm monster, enervation, ice storm, scry*
- 5 – *Phantasmal killer, baleful polymorph, polymorph*
- 6 – *Cold ice strike, greater dispel magic, chain lightning, eyebite*
- 7 – *Scouring winds, greater teleport, waves of exhaustion*
- 8 – *Create greater undead, greater planar binding, horrid wilting*
- 9 – *Polar midnight, shades, time stop, weird*

Harkon Lukas (Kartakass)

Timeline

582 BC	Born in Cormyr (Prime Material Toril)
610 BC	Drawn into Barovia.
613 BC	Strahd drives Lukas out of Barovia and into the Mists. Becomes darklord of Kartakass. Dargacht Keep burns, for which Lukas is responsible.
717 BC	Lukas seduces the wife of Zhone Clieous, Meistersinger of Harmonia
725 BC	Clieous kills his wife when he discovers Casimir is Lukas' son. Casimir goes to the Red Porch Poorhouse; Lukas searches for him but can't find him.
736 BC	Akriel conspires with Daclaud Heinfroth to usurp Lukas' control of Kartakass.
737 BC	Casimir becomes Meistersinger of Harmonia.
738 BC	Casimir dies after falling out with Thoris. Thoris commits suicide.
743 BC	Lukas becomes Meistersinger of Skald.
760 BC	Present day.

Powers Checks

Caress (Violence: murder: 16%; c604 BC): Shunned by other wolfweres. Cha +2
Enticement (Betrayal: hypocrisy; destroying others' happiness: 16%; c606 BC): Con +2.
Invitation (Violence and Betrayal: treacherous murder: 8%; c608 BC): Improved song of lethargy.
Embrace (Black Magic, Violence and Betrayal: the same, more inventively: 8%; c610 BC): Improved feral allies.
Creature (Betrayal and Violence: rampaging around Barovia: 16%; 612 BC): Becomes darklord of Kartakass. Magical sword, master of the forest, undying soul.

Base stats

S 21 D 19 C 17 I 16 W 10 Ch 16 (base greater wolfwere)

Levelling: Cha +2

Powers checks: Cha +2, Con +2

Favoured class: hp

CR 13 (3 [base - 5 non-key] + 8 [levels] +1 [darklord abilities] + 1 [PC treasure])

760 BC (Current day stats)

CR 13 XP 25,600

Male Greater Wolfwere Bard (Court Bard) 8

NE Large Magical Beast (shapechanger) [dire wolf and hybrid form]

Init: +8 (Dex, feat) Senses: Darkvision 60', low light vision, scent; Perception +25

Defense

AC 20 Touch 16 Flat 15 (+4 Dex, +4 natural, +1 dodge, -1 size, +2 deflection) [-2 if berserking]

Hp 132 (10 + 6d10 + 8d8 + 45 + 8) [+30 if berserking]

Fort +12 Ref +17 Will +10 (+4 vs. sonic effects etc) [+2 Will if berserking]

DR 10/cold iron

SR 16

Offense

Spd 50'

Melee Bite +17 (1d8+7 plus trip plus arcane strike +2; crit 19+)

☞ Domains of Dread ☞

+1 berserking longsword +19/+14/+9 (1d8+5; crit 19+) plus bite +12 (1d8+5 plus trip; crit 19+) plus claw +12 (1d6+5; crit 19+) plus arcane strike [hybrid only; berserking]
Space/Reach: 10'/10'
S 21 D 19 C 19 I 16 W 10 Ch 20 (22)
BAB +13/+8/+3 CMB +19 CMD 36 (+4 vs trip in wolf form) (31) [-2 if berserking]

Feats

Combat Reflexes, Improved Initiative, Skill Focus (Perform [sing]), Spell Focus (Enchantment), Weapon Focus (longsword), Skill Focus (Perception), Run, Arcane Strike

Skills

Acrobatics +15 (8), Bluff +25 (3), Climb +11 (3), Diplomacy +18 (1), Disguise +14 (5), Handle Animal +10 (4), Intimidate +21 (8), Knowledge (arcana) +9 (3), Knowledge (history) +13 (3), Knowledge (local) +13 (3), Knowledge (nature) +13 (3), Knowledge (nobility) +13 (3), Knowledge (religion) +7 (1), Perception +25 (14), Perform (sing) +25 (10), Perform (string instruments) +18 (9), Sense Motive +25 (3), Sleight of Hand +11 (4), Spellcraft +12 (6), Stealth +17 (12), Survival +7 (5), Swim +9 (1), Use Magic Device +14 (5)
[+2 Str based skills if berserking]

NE Medium Magical Beast (shapechanger) [human form]

Init: +9 (Dex, feat) Senses: Darkvision 60', low light vision, scent; Perception +25

Defense

AC 22 Touch 18 Flat 16 (+5 Dex, +4 natural, +1 dodge, +2 deflection) [-2 if berserking]

Hp 117 (10 + 6d10 + 8d8 + 30 + 8) [+30 if berserking]

Fort +11 Ref +18 Will +10 (+4 vs. sonic effects etc) [+2 Will if berserking]

DR 10/cold iron

SR 16

Offense

Spd 30'

Melee +1 berserking longsword +18/+13/+8 (1d8+4; crit 19+) [berserking]

Missile Composite shortbow (Str +3) +18/+13/+8 (1d6+3)

Space/Reach: 5'/5'

S 17 D 21 C 17 I 16 W 10 Ch 20 (22)

BAB +13/+8/+3 CMB +16 CMD 34 (28) [-2 if berserking]

Feats

Combat Reflexes, Improved Initiative, Skill Focus (Perform [sing]), Spell Focus (Enchantment), Weapon Focus (longsword), Skill Focus (Perception), Run, Arcane Strike

Skills

Acrobatics +16 (8), Bluff +25 (3), Climb +9 (3), Diplomacy +18 (1), Disguise +14 (5), Handle Animal +10 (4), Intimidate +17 (8), Knowledge (arcana) +9 (3), Knowledge (history) +13 (3), Knowledge (local) +13 (3), Knowledge (nature) +13 (3), Knowledge (nobility) +13 (3), Knowledge (religion) +7 (1), Perception +25 (14), Perform (sing) +25 (10), Perform (string instruments) +18 (9), Sense Motive +25 (3), Sleight of Hand +12 (4), Spellcraft +12 (6), Stealth +22 (12), Survival +7 (5), Swim +7 (1), Use Magic Device +14 (5)
[+2 Str based skills if berserking]

Languages

Vaasi*, Balok, Sithican, Sylvan

Treasure

(25000 gp/33000 gp)

Mithral longsword +1 of berserking, headband of charisma +2, amulet of might fists (keen)/amulet of natural armour +1, cloak of resistance +2, ring of protection +2

Special

Bardic Performance (move action) (24 rounds/day)

Countersong +25

Distraction +6

Fascinate (DC 20)

Suggestion (DC 20)

Glorious Epic (DC 20)

Mockery -3

Satire -2

Wide Audience (+0 targets / 30' radius / 60' cone)

Heraldic Expertise +4 (2/day)

Versatile Performance (sing, strings)

Well Versed

Change shape

Weapon intuition

DR 10/cold iron

SR 16

Song of lethargy (DC 21)

Feral allies

Master of the forest

Undying soul

Mastery +6

Sinkhole of evil

Spells

Save DC = 16 + spell level; 17 + spell level for Enchantment spells

At will—*detect magic, ghost sound, dancing lights, read magic, resistance, prestidigitation*

6/day—*adoration, expeditious retreat, charm person, silent image, hideous laughter*

6/day—*darkness, invisibility, hold person, reckless infatuation*

3/day—*charm monster, terrible remorse, wolfsong*

Hazlik (Hazlan)

Timeline

673 BC	Born in Thay (Prime Material Toril).
714 BC	Drawn into Ravenloft in the Nightmare Lands. After being driven into the Mists, he is trapped there fuming for some time until Hazlan forms. Middle aged.
740 BC	Hazlik returns to Thay in the Grand Conjunction and sees his foes have gained space on him.
741 BC	Hazlik founds the school for wizards at Ramulai.
746 BC	Hazlik takes Elena as his apprentice. Old age.
760 BC	Present day.
c766 BC	Hazlik's ritual to destroy all Mulan due to be complete; coincides with the Spellplague that almost destroys Thay in Toril?

Powers Checks

Caress (Betrayal: climb to power: 16%; c704 BC): Xenophobia – tattoos of femininity. Dex +2.

Enticement (Black Magic: creating aberrations and researching evil spells: 8%; c711 BC): Ignore prereqs for Craft Construct.

Invitation (Violence: murdering Ordiab: 32%; 714 BC): Dex +4.

Embrace (Violence: murdering Thantoysa: 32%; 714 BC): Learn a whole lot of new spells (1/2 years, not 1/4)

Creature (Violence and Blasphemy: plotting genocide while trapped in the Mists: 32%; 714 BC): Becomes darklord of Hazlan. Undying soul, spell sense.

Base stats

S 11 D 16 C 15 I 14 W 9 Ch 8 (high fantasy)

Racial: Int +2 (human)

Levelling: Int +3

Age: Old (physical -3, mental +2)

Power Checks: Dex +6

Favoured class: hp

CR 15 (13 [levels] + 1 [PC-level treasure] +1 [darklord abilities])

760 BC (Current day stats)

CR 15 XP 51,200

Male old Human Evoker (Admixture) 14

CE Humanoid (human)

Init: +4 (Dex) Senses: Perception +14

Defense

AC 18 Touch 14 Flat 14 (+4 Dex, +4 *mage armour*)

Hp 82 (6 + 13d6 + 14 + 14)

Fort +8 Ref +11 Will +12

Stoneskin or statue

Offense

Spd 30'

Melee Mithral masterwork dagger +7/+2 (1d4-1; crit 19+)

Melee +7

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Missile Ray +11

Space/Reach: 5'/5'

S 8 D 19 C 12 I 21 (25) W 11 Ch 10

BAB +7/+2 CMB +6 CMD 20

Feats

Spell Focus (evocation), Combat Casting, Scribe Scroll, Craft Wondrous Item, Empower Spell, Quicken Spell, Maximise Spell, Craft Wand, Craft Rod, Craft Construct, Dazing Spell.

Skills

Bluff +10 (10), Craft (alchemy) +14 (6), Escape Artist +13 (9), Fly +12 (5), Intimidate +10 (10), Knowledge (arcana) +22 (6; 14 from headband), Knowledge (dungeoneering) +18 (10), Knowledge (history) +12 (4), Knowledge (local) +14 (6), Knowledge (nature) +22 (4; 14 from headband), Knowledge (nobility) +10 (2), Knowledge (planes) +16 (8), Knowledge (religion) +12 (4), Perception +14 (14), Sense Motive +8 (8), Spellcraft +22 (6; 14 from headband)

Languages

Vaasi*, Draconic, Balok, Abyssal, Darkonese

Treasure

(139,000 gp/185,000 gp)

Headband of vast intellect +4, cloak of resistance +3, efficient quiver, normal metamagic rods of Empower, Maximise, Enlarge, Extend, Bouncing, Disruptive, Intensified, Persistent, and Sickening, minor rod of Quicken, orb of augmentation (CL 16)

Lots of scrolls, particularly metamagic scrolls (also in quiver)

Plus homunculus, shield guardian glass golem

Special

Versatile Evocation (10/day)

Elemental Manipulation (14 rds/day, 30 ft)

Familiar: alertness, scry on familiar

Undying soul

Spell sense

Sinkhole of evil

Lurzed (toad familiar)

CE magical beast

Toad form:

Diminutive; Init +1 (Dex); Senses lowlight vision, scent, Perception +25; AC 22, touch 22, flatfooted 21 (+1 Dex, +4 size, +7 natural); hp 41 (14d8); SR 19; Fort +2, Ref +5, Will +11; Spd 5', Space 1'/0'; S 1 D 12 C 6 I 12 W 15 Ch 4; BAB +7/+2 (no natural weapons), CMB -2, CMD 9 (11 vs trip); Skill Focus (Perception); Bluff +7 (10), Craft (alchemy) +7 (6), Escape Artist +10 (9), Fly +15 (5), Intimidate +3 (10), Knowledge (arcana) +7 (6), Knowledge (dungeoneering) +11 (10), Knowledge (history) +5 (4), Knowledge (local) +7 (6), Knowledge (nature) +5 (4), Knowledge (nobility) +3 (2), Knowledge (planes) +9 (8), Knowledge (religion) +5 (4), Perception +25 (14), Sense Motive +10 (8), Spellcraft +7 (6), Stealth +21 (1); Improved Evasion, share spells, empathic link, deliver touch spells, speak with master, speak with amphibians

Human form:

Medium; Init -1 (Dex); Senses lowlight vision, scent, Perception +25; AC 20, touch 16, flatfooted 20 (-1 Dex, +7 natural, +4 chain shirt); hp 41 (14d8); SR 19; Fort +2, Ref +3, Will +11; Spd 30', Space 5'/5'; S 9 D 8 C 6 I 12 W 15 Ch 8; BAB +7/+2, club +6/+1 (1d6-1), CMB +6, CMD 15; Skill Focus (Perception); Bluff +9 (10), Craft (alchemy) +7 (6), Escape Artist +8 (9), Fly +9 (5), Intimidate +9 (10), Knowledge (arcana) +7 (6), Knowledge (dungeoneering) +11 (10), Knowledge (history) +5 (4), Knowledge (local) +7 (6), Knowledge (nature) +5 (4), Knowledge (nobility) +3 (2), Knowledge (planes) +9 (8), Knowledge (religion) +5 (4), Perception +25 (14), Sense Motive +10 (8), Spellcraft +7 (6), Stealth +7 (1); Improved Evasion, share spells, empathic link, deliver touch spells, speak with master, speak with amphibians; *horn of evil/horn of gust of wind*

Hybrid form:

Small; Init -1 (Dex); Senses lowlight vision, scent, Perception +25; AC 20, touch 16, flatfooted 20 (-1 Dex, +7 natural, +4 chain shirt); hp 41 (14d8); SR 19; Fort +2, Ref +3, Will +11; Spd 20', Space 5'/5'; S 9 D 8 C 6 I 12 W 15 Ch 8; BAB +7/+2, club +7/+2 (1d4-1), sticky tongue +7, CMB +5, CMD 14; Skill Focus (Perception); Bluff +9 (10), Craft (alchemy) +7 (6), Escape Artist +8 (9), Fly +11 (5), Intimidate +9 (10), Knowledge (arcana) +7 (6), Knowledge (dungeoneering) +11 (10), Knowledge (history) +5 (4), Knowledge (local) +7 (6), Knowledge (nature) +5 (4), Knowledge (nobility) +3 (2), Knowledge (planes) +9 (8), Knowledge (religion) +5 (4), Perception +25 (14), Sense Motive +10 (8), Spellcraft +7 (6), Stealth +11 (1); Improved evasion, share spells, empathic link, deliver touch spells, speak with master, speak with amphibians; *horn of evil/horn of gust of wind*

Incubolos

CE Tiny construct; Init +2 (Dex); Senses darkvision 60 ft, lowlight vision, Perception +3; AC 14, touch 14, flatfooted 12 (+2 Dex, +2 size); hp 11 (2d10); Immune construct traits; Fort +0, Ref +4, Will +1; Spd 20', fly 50' (good); Melee bite +3 (1d4-1 plus poison); Space 2 1/2'/0'; S 8 D 15 C - I 10 W 12 Ch 7; BAB +2, CMB -1, CMD 11; Lightning Reflexes; Fly +10, Perception +3, Stealth +12; Vaasi* (cannot speak), telepathic link.
Several potions of invisibility.

Spells

(4/7/7/7/6/5/5/4): Opposition schools: Enchantment, Necromancy (~~strike~~).

Save DC = 17 + spell level; 18 for Evocation spells (underlined)

0 – *acid splash, arcane mark, ~~bleed~~, dancing lights, ~~daze~~, detect magic, detect poison, ~~disrupt undead~~, flare, ghost sound, haunted fey aspect, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, spark, ~~touch of fatigue~~ (all)*

1 – *alarm, burning hands, comprehend languages, detect secret doors, detect undead, enlarge person, floating disk, ~~gentle repose~~, grease, identify, magic aura, magic missile, mage armour, shield, unseen servant.*

2 – *alter self, arcane lock, continual flame, darkvision, flaming sphere, glitterdust, gust of wind, invisibility, knock, make whole, mirror image, pyrotechnics, resist energy, spontaneous immolation.*

3 – *dispel magic, fireball, force punch, gaseous form, halt undead, hostile levitation, phantom steed, sleet storm, slow, stinking cloud, tiny hut, wind wall.*

4 – *black tentacles, control shape, dimensional anchor, dimension door, ice storm, resilient sphere, stone shape, stoneskin, terrible remorse, phantasmal killer, wall of fire, wall of ice.*

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5 – baleful polymorph, cone of cold, hostile juxtaposition, mage's private sanctum, ~~magic jar~~, permanency, polymorph, telekinesis, unbreakable construct, wall of force, wall of stone

6 – analyse dweomer, chain lightning, cold ice strike, contagious flame, contingency, create faux henchman, forceful hand, greater dispel magic, sirocco, programmed image, true seeing.

7 - ethereal jaunt, forcecage, grasping hand, greater arcane sight, greater polymorph, greater teleport, neverending nightmare, scouring winds, spell turning, statue.

Inza Magdova Kulchevich (Sithicus)

Timeline

720 BC	Soth is drawn into Barovia. Murders all of Magda's tribe. Becomes darklord of Sithicus.
736 BC	Born in Gundarak on the night Duke Gundar is killed, in the middle of a raging storm. Inza's father recently killed by Gundar's thugs.
737 BC	Tindafalus creates the memory mirrors for Soth.
740 BC	The Bloody Cobbler appears.
744 BC	Soth loses himself in the memory mirrors and the domain nearly collapses.
747 BC	Thanks to Inza, Azrael captures the giant Nabon and puts him to work in the mine's wheelhouse. Soth protects the Wanderers from Malocchio Aderre's thugs in exchange for them never repeating his true history again.
752 BC	Magda killed in a trap set by Azreal and Inza. The Night of Skulls and Hour of Screaming Shadows. Nedragaard Castle is destroyed. Soth vanishes. Inza becomes darklord of Sithicus.
760 BC	Present day.

Powers Checks

Caress (Betrayal: trapping Nabon, other petty treachery: 8%; c746 BC): Cha +2.
Animals hate her.

Enticement (Betrayal and Violence: callousness, betrayals: 8%; 749 BC): Dex +2.
Animals really hate her.

Invitation (Blasphemy: allying with the shadows: 16%; 750 BC): Favoured class becomes witch; Witch +1, lowlight vision.

Embrace (Betrayal, Violence and Black Magic: murdering Magda and the Wanderers: 100%; 752 BC): Int +2. Innocence aversion. Darkvision

Creature (Betrayal, Violence and Black Magic: Hours of Screaming Shadows: 16%): Becomes darklord of Sithicus. Gains shadow form, guilt lash, daylight vulnerability, shadow immunity, earth glide.

Base stats

S 11 D 15 C 13 I 14 W 11 Ch 13 (high fantasy)

Racial: Wis +4, Cha +2 (Vistani)

Levelling: Int +1, Dex +1

Powers Checks: Cha +2, Dex +2, Int +2

Favoured class: hp

CR 12 (10 [levels] + 1 [treasure] + 1 [darklord abilities])

760 BC (Current day stats)

CR 12 XP 19,200

Female Vistani (Vatraska) Rogue 4/Witch 6

NE Medium Humanoid (human, Vistani)

Init: +4 (Dex) Senses: Darkvision 60 ft, lowlight vision; Perception +15

Defense

AC 18 Touch 14 Flat 14 (+4 Dex, +4 *mage armour*)

Hp 56 (8 + 3d8 + 6d6 + 10 +6)

Fort +4 Ref +10 Will +8

Evasion

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Uncanny dodge

Trap sense +1

Immune to shadow effects

Offense

Spd 30'

Melee Novgor (+4 wounding dagger) +10/+5 (1d4+4 plus bleed 1 (cumulative) plus sneak +2d6; crit 19+)

Melee +6/+1

Missile Composite shortbow +10/+5 (1d6, crit x3, range 60')

Space/Reach: 5'/5'

S 11 D 18 C 13 I 17 W 15 Ch 17

BAB +6/+1 CMB +6 CMD 20

Feats

Alertness, Brew Potion, Combat Casting, Craft Magic Arms and Armour, Hollow, Voice of Wrath

Skills

Acrobatics +8 (1), Appraise +7 (1), Bluff +10 (4), Craft (alchemy) +10 (2), Diplomacy +10 (4), Escape Artist +11 (4), Heal +8 (1), Intimidate +13 (7), Knowledge (arcana) +10 (4), Knowledge (nature) +10 (4), Knowledge (planes) +10 (4), Knowledge (religion) +10 (7), Linguistics +7 (1), Perception +15 (8), Sense Motive +12 (3), Spellcraft +10 (4), Stealth +15 (8), Survival +6 (2), Use Magic Device +11 (5)

Languages

Patterna*, Balok, Draconic, Luktar, Sithican

Treasure

(47,000 gp/62,000 gp)

+4 wounding dagger, composite shortbow, crystal ball of detect thoughts

Special

Sneak Attack +2d6

Evasion

Uncanny dodge

Trap sense +1

Trapfinding +2

Fast getaway

Fast stealth

Slumber hex (DC 16)

Disguise hex (6 hours/day)

Unnerve beasts hex (DC 16; 3 hours)

Ward hex (+2)

Guilt lash (DC 18): Will sv or stunned. If save, or used on Innocent, she is sickened and damaged.

Innocence aversion

Daylight vulnerability

Shadow immunity

Earth glide

Shadow form

Mastery +8

Sinkhole of evil

Shadow form

DR 10/magic, imm poison, sneak attack and crit hits, spd 10', climb 10', +4 Stealth

Sabak (Viper familiar)

Init +3; Senses lowlight vision, scent; Perception +16

AC 19, touch 15, flat-footed 16 (+3 Dex, +4 natural, +2 size)

Hp 29 (3d10)

Fort +2, Ref +9, Will +7

Speed 20 ft, climb 20 ft, swim 20 ft

Melee bite +11 (1d2-3 plus poison)

Space 2 ft.; Reach 0 ft.

S 4 D 17 C 8 I 8 W 13 Ch 2

BAB +6 CMB +7 CMD 14 (can't be tripped)

Weapon finesse; Acrobatics +7 (1), Appraise +0 (1), Bluff +0 (4), Climb +11 (0), Diplomacy +0 (4), Escape Artist +7 (4), Fly +7 (0), Heal +2 (1), Intimidate -1 (7), Linguistics +0 (1), Perception +16 (8), Sense Motive +4 (3) Spellcraft +3 (4), Stealth +26 (8), Survival +3 (2), Swim +11 (0), Use Magic Device +1 (5)

Poison: Bite—injury; Save Fort DC 9; 1/round for 6 rounds; 1d2 Con; Cure 1 save

Share spells, empathic link, deliver touch spells, speak with master, alertness

Spells

(4/4/4/3): Save DC = 13 + spell level

Shadow patron

0 – *bleed, dancing lights, daze, detect magic, detect poison, guidance, light, mending, message, putrefy food and drink, read magic, resistance, spark, stabilise, touch of fatigue* (all)

1 – *charm person, cause fear, chill touch, mage armour, obscuring mist, ray of enfeeblement, silent image*

2 – *augury, blindness/deafness, darkness, haunting mists, summon swarm, web*

3 – *deeper darkness, dispel magic, spit venom, suggestion, twilight knife, vision of hell*

Ivan Dīlisnya (Borca)

Timeline

689 BC	Ivan Dilisnya and Ivana Boritsi born on the same day in Borca.
695 BC	Ivan begins torturing small animals, sometimes to death. Fails first Powers check.
699 BC	Poisons a serving girl and laughs as she dies. Fails second Powers check.
701 BC	Poisons his mother and covers it up. Fails third Powers check.
712 BC	Marries Lucretia. Over the next 3 years bears 3 children, possibly all stillborn.
715 BC	Murders his sister Karina and her family; his own family chases him into the Mists. Becomes lord of Dorvinia.
716 BC	Poisons Lucretia.
740 BC	Seeks out Ivana in the Grand Conjunction. Becomes lord of Borca.
760 BC	Present day.

Powers Checks

Caress (Violence: torturing animals: 4%; 695 BC): Con +2
Enticement (Violence and Betrayal: poison servant: 16%; 699 BC): Con +4. Rogue level.
Invitation (Violence and Betrayal: murdering mother for no reason: 16%; 701 BC): Con +6
Embrace (Violence and Betrayal: murdering sister's family: 16%; 715 BC): Immune to poison, paralysis, disease
Creature (Betrayal and Violence: Murdering sister: 32%; 715 BC): Becomes darklord of Dorvinia (and later Borca). Envenom.

Base stats

S 11 D 13 C 12 I 14 W 15 Ch 12 (high fantasy)
Racial: Int +2 (human)
Levelling: Int +2
Age: Middle (physical -1, mental +1)
Powers checks: Con +10
Favoured class: skills
CR 13 (10 [levels] + 1 [PC-level treasure] +2 [darklord abilities])

760 BC (Current day stats)

CR 13 XP 25,600
Male middle aged Human Rogue (poisoner) 6/Courtier 5
CE Medium Humanoid (human)
Init: +2 (Dex) Senses: Perception +17

Defense

AC 19 Touch 14 Flat 17 (+3 armour, +2 Dex, +2 natural, +2 deflection)
Hp 119(8 + 10d8 + 66)
Fort +13 Ref +12 Will +11
Evasion
Uncanny dodge
Immune to poison, disease, paralysis

Offense

Spd 30'

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Melee +2 rapier +12/+7 (1d6+2; crit 18+, plus poison plus sneak +3d6)

Masterwork daggers +10/+5 (1d4; crit 19+, plus poison)

Melee +9/+4

Missile +1 pistol +10 (1d8+1, crit x 4, range 20', touch plus Point Blank Shot)

Space/Reach: 5'/5'

S 10 D 12 (14) C 22 I 19 W 16 Ch 13

BAB +7/+2 CMB +7 CMD 21 (19)

Feats

Ancestral Legacy (Dilisnya), Exotic Weapons Prof (firearms), Master Alchemist, Point Blank Shot, Quick Draw, Weapon Finesse, Weapon Focus (rapier)

Skills

Acrobatics +9 (4), Appraise +11 (4), Bluff +16 (11), Craft (alchemy) +23 (11), Diplomacy +13 (8), Disguise +13 (6), Heal +7 (1), Intimidate +18 (11), Knowledge (history) +12 (5), Knowledge (local) +15 (8), Knowledge (nature) +14 (7), Knowledge (nobility) +15 (8), Linguistics +10 (3), Perception +17 (11), Perform (act) +13 (6), Ride +7 (5), Sense Motive +12 (8), Sleight of Hand +16 (11), Stealth +13 (8), Swim +6 (3)

Languages

Mordentish*, Balok*, Falkovnian, Luktar, Vaasi, Darkonese, Halfling, Draconic, Tepestani

Treasure

(62,000 gp/82,000 gp)

+1 Pistol, +2 Rapier, Masterwork Dagger, Amulet of Natural Armour +2, Belt of Incredible Dexterity +2, Bracers of Armour +3, Circlet of Persuasion, Cloak of Resistance +3, Ring of Mind Shielding, Ring of Protection +2

Special

Poison use

Swift poison

Sneak attack +3d6

Evasion

Uncanny dodge

Surprise attacks (opponents flatfooted in surprise round)

Underhanded (1/day) (+4 Sleight of hand to conceal weapon; maximum sneak damage if hits opponent with weapon they were unaware of)

Lasting poison

Master poisoner

Altered delivery

Undetectable poison

Concentrate poison

Putrid distillation

Deadly alchemy

Envenom

Immune to poison, disease, paralysis

Sinkhole of evil

Ivana Boritsí (Borca)

Timeline

684 BC	Borca forms with Camille Dilisnya as lord.
689 BC	Ivan Dilisnya and Ivana Boritsi born on the same day in Borca.
707 BC	Ivana poisons herself in order to murder Pierre. Stops aging.
711 BC	Ivana turns Nostalia Romaine into the fist ermordenung and has her kill Camille. Becomes lord of Borca.
715 BC	Ivan becomes lord of Dorvinia. The cousins begin corresponding.
740 BC	Ivan seeks out Ivana in the Grand Conjunction. Becomes lord of Borca.
760 BC	Present day.

Powers Checks

- Caress (Violence and Blasphemy: creation of her venom: 4%; 707 BC): Con +2
- Enticement (Violence and Betrayal: murdering Pierre: 32%; 707 BC): Kiss of death made permanent.
- Invitation (Violence and Blasphemy: further experimentation leading to creation of ermordenung: 16%; 710 BC): Immune to poison.
- Embrace (Violence, Blasphemy and Betrayal: creation of ermordenung from best friend: 16%; 711 BC): Con +4, kiss of death becomes more dangerous.
- Creature (Betrayal and Violence: Murdering Camille: 16%; 711 BC): Becomes darklord of Borca. Detect poison, Con +11

Base stats

S 8 D 11 C 11 I 16 W 10 Ch 16 (high fantasy)
Racial: Cha +2 (human)
Levelling: Cha +2
Powers checks: Con +11
Favoured class: skills
CR 13 (10 [levels] + 1 [PC-level treasure] +2 [darklord abilities])

760 BC (Current day stats)

CR 13 XP 25,600
Female Human Rogue (spy) 6/Courtier 5
CE Medium Humanoid (human)
Init: +6 (Dex, feat) Senses: Perception +18

Defense

AC 18 Touch 14 Flat 16 (+2 armour, +2 Dex, +2 natural, +2 deflection)
Hp 119(8 + 10d8 + 66)
Fort +13 Ref +12 Will +8
Evasion
Uncanny dodge
Immune to poison
Detect poison

Offense

Spd 30'
Melee +1 dagger +7/+2 (1d4; crit 19+, plus poison plus sneak attack +3d6)
Missile +1 dagger +10/+5 (1d4+1; crit 19+ plus poison)
Pistol +9 (1d8; crit x4, range 20', touch attack)

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Space/Reach: 5'/5'

S 8 D 11 (15) C 22 I 16 W 10 Ch 20

BAB +7/+2 CMB +6 CMD 20 (18)

Feats

Ancestral Legacy (Boritsi), Exotic Weapons Prof (firearms), Master Alchemist, Alertness, Deceitful, Persuasive, Improved Initiative

Skills

Acrobatics +12 (7), Appraise +9 (3), Bluff +25 (9), Climb +3 (1), Craft (alchemy) +19 (11), Diplomacy +24 (11), Disguise +10 (0), Escape Artist +13 (8), Handle Animal +10 (2), Heal +7 (4), Intimidate +14 (1), Knowledge (history) +8 (2), Knowledge (local) +14 (8), Knowledge (nature) +9 (3), Knowledge (nobility) +14 (8), Knowledge (religion) +6 (3), Linguistics +7 (1), Perception +18 (11), Ride +10 (8), Sense Motive +16 (11), Sleight of Hand +12 (7), Stealth +11 (6), Swim +5 (3)

Languages

Mordentish*, Balok*, Falkovnian, Luktar, Vaasi, Draconic

Treasure

(62,000 gp/82,000 gp)

+1 Dagger x 2, Amulet of Natural Armour +2, Belt of Incredible Dexterity +4, Bracers of Armour +2, Circlet of Persuasion, Cloak of Resistance +3, Ring of Mind Shielding, Ring of Protection +2

Special

Sneak attack +3d6

Evasion

Uncanny dodge

Hard to Fool (take best of 2 Sense Motive checks, 2/day)

Skilled Liar +3

Poison use

Swift poison

Lasting poison

Catalytic poison

Putrid distillation

Undetectable poison

Immune to poison

Detect poison

Sinkhole of evil

Jacqueline Renier (Richemulot)

Timeline

688 BC	Jacqueline and Louise Audaire born on Prime Material Mordent.
691 BC	The Renier clan enter Ravenloft (in Falkovnia).
694 BC	Reniers driven from Falkovnia. Richemulot forms with Claude as lord.
710 BC	Marie Audaire murders her husband Simon, who is interred in Ste Ronges; gives herself and her daughters her maiden name.
725 BC	Jacques Renier born. Middle aged.
726 BC	Jacqueline murders Claude and becomes darklord of Richemulot.
727 BC	Second child born.
729 BC	Third child born.
732 BC	Fourth child born. Jacqueline murders her husband.
735 BC	Simon Audaire reanimated as ancient dead.
760 BC	Present day.

Powers Checks

Caress (Betrayal: led Simon to Marie, suspecting she would kill him: 8%; 710 BC): Dex +2	Enticement (Violence: acts as wererat: 4%; c715 BC): Con +2
Invitation (Violence and Betrayal: murdering family members: 8%; c.720 BC): Spider climb, gnaw, monophobia.	Embrace (Betrayal, Violence and Blasphemy: Destroying innocents, infecting them with lycanthropy – perhaps Henri DuBois: 16%): Increased curse of lycanthropy, trigger
Creature (Betrayal and Violence: Murdering Claude: 16%): Becomes darklord of Richemulot. Gaseous form, control rats, chemical bane.	

Base stats

S 12 D 15 C 14 I 14 W 7 Ch 14 (high fantasy)
Racial: Cha +2 (human)
Wererat: Wis +2, Cha -2
Levelling: Cha +2
Age: Middle (physical -1, mental +1)
Powers checks: Dex +2, Con +2
Favoured class: hp
CR 14 (10 [levels] + 1 [template] + 1 [PC-level treasure] +2 [darklord abilities])

760 BC (Current day stats)

CR 14 XP 38,400
Female middle aged Human Natural Wererat Rogue (charlatan) 6/Courtier 5
CE Medium Humanoid (human, shapechanger)
Init: +8 (Dex, feat) Senses: Lowlight vision, scent, Perception +12

Defense

AC 19 Touch 16 Flat 15 (+3 armour, +4 Dex, +2 deflection)
Hp 75 (8 + 10d8 + 22 + 11)
Fort +8 Ref +13 Will +7
Immune magic missiles (brooch of shielding)

Offense

Spd 30', climb 20'

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Melee Human bane +1 rapier +12 (1d6+1; crit 18+ +2/+2d6+2 vs humans and human wererats; invisible until drawn)

Melee +7

Missile Double barrelled +1 pistol +12 (1d8+1, crit x 4, range 20', touch)

Space/Reach: 5'/5'

S 11 D 16 (18) C 15 I 15 W 10 Ch 17 (19)

BAB +7/+2 CMB +7 CMD 23 (19)

Feats

Ancestral Legacy (Renier), Exotic Weapons Prof (firearms), Improved Initiative, Persuasive, Mobility, Spring Attack, Weapon Finesse

Skills

Acrobatics +13 (6), Appraise +11 (6), Bluff +14 (9), Climb +17 (6), Diplomacy +15 (6), Disable Device +13 (6), Disguise +11 (4), Escape Artist +13 (6), Intimidate +18 (9), Knowledge (dungeoneering) +11 (6), Knowledge (local) +13 (8), Knowledge (nobility) +9 (6), Perception +12 (9), Sense Motive +9 (6), Sleight of Hand +13 (6), Stealth +18 (6), Survival +6 (6)

Languages

Mordentish*, Falkovnian, Balok

Treasure

(62,000 gp/82,000 gp)

Human bane rapier +1, double barrelled pistol +1, bracers of armour +3, brooch of shielding, cloak of resistance +2/cloak of elvenkind, ring of mind shielding, ring of protection +2, elixir of love, headband of charisma +2, belt of dexterity +2, sheath of bladestealth, amulet of mighty fists +1

Special

Charmer

Coax information

Canny observer

Terse threats

Good name

Flee

Unwitting ally

Rumourmonger

Natural born liar

Sneak attack +3d6

Evasion

Uncanny dodge

Change shape (human, hybrid, dire rat; *polymorph*)

Lycanthropic empathy (rats and dire rats)

Bloodlust

Disease (non-human form; filth fever DC 18)

Curse of lycanthropy (non-human form; DC 20)

Spider climb

Gnaw (ignore hardness)

Gaseous form

Mastery +4

Sinkhole of evil

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Monophobia
Chemical bane
Trigger

Rat form

+2 Str, +1 Dex, +2 Con, +3 Wis, +2 nat AC, bite 1d4, claws 1d4 (hybrid only) – amulet of mighty fists +1, DR 10/silver, disease, curse of lycanthropy

Gaseous form

No nat AC, DR 10/magic, imm poison, sneak attack and crit hits, fly 10 ft, can't run, pass all Fly checks

The Lady of the Lake (Castle Island)

Timeline

735 BC	Avanc killed; deal with hags; Katherine born. Fails first Powers check.
742 BC	Drowns Ione's wife; Madchen born. Fails second and third Powers checks.
744 BC	Destroys the Demnach clan and becomes lord of Castle Island. Fails fourth and fifth Powers checks.
760 BC	Present day.

Powers Checks

Caress (Black Magic, Betrayal and Blasphemy: deal with hags, sacrifice of daughter: 100%; 735 BC): Deflection bonus +2, plus Katherine's transformation.

Enticement (Violence and Betrayal: drowning wife: 32%; 742 BC): Gains bard level.

Invitation (Betrayal: poisoning Madchen's mind: 4%; 743 BC): Deflection bonus +2, bonus feat.

Embrace (Betrayal and Violence: sacrificing children: 16%): Gains bard level, some skill ranks moved around.

Creature (Betrayal and Violence: torturing Ione: 100%): Becomes darklord of Castle Island. Gains bonus feat.

Base stats

S 10 D 17 C 12 I 14 W 12 Ch 21 (base sirine)

Favoured class: hp

CR 9 (5 [base] + 3 [levels] +1 [darklord abilities])

760 BC (Current day stats)

CR 9 XP 6,400

Female Sirine Bard (Sound striker) 3

CE Medium Fey

Init: +9 (Dex, feat, magical item) Senses: Low light vision, Perception +14

Defense

AC 22 Touch 18 Flat 18 (+3 Dex, +1 dodge, +4 natural, +4 deflection)

Hp 67 (6 + 9d6 + 3d8 + 13 + 3)

Fort +5 Ref +13 Will +11 (+4 vs. sonic effects etc)

Immune mind affecting effects

Resist fire 10

Offense

Spd 40', swim 40'

Melee Touch +10 (1d4 Intelligence damage, DC 21)

+1 eager short sword +11/+6 (1d6+1) plus sneak attack +2d6

Space/Reach: 5'/5'

S 10 D 17 C 12 I 14 W 12 Ch 21

BAB +7/+2 CMB +7 CMD 25 (21)

Feats

Alertness, Dodge, Improved Initiative, Skill Focus (Perform [sing]), Weapon Finesse, Ability Focus (bardic performance, sirine's song), Quicken Spell-like Ability (charm person), Lingering Performance

Skills

Bluff +21 (0; versatile performance), Disguise +15 (7), Heal +10 (8), Perception +14 (10), Sense Motive +21 (0; versatile performance), Stealth +14 (8), Swim +10 (10), Knowledge (history) +12 (8), Knowledge (nature) +14 (10), Perform (sing) +21 (13), Perform (dance) +15 (7), Spellcraft +10 (5), Survival +10 (5)

Languages

Sylvan*, Aquan*, Tepestani

Treasure

(10050 gp)

+1 eager shortsword, pipes of sounding

Special

Bardic performance (as 8th level bard): 23 rds/day

Countersong +21

Distraction +15

Inspire courage +2

Wordstrike (1d4+8 dmg to objects, half to living things)

Weird words (1d8+5 dmg, ranged touch attack, DC 21)

Dirge of Doom (DC 21)

Versatile Performance

Well Versed

Sirine's Song (DC 22)

Soothing Touch

Amphibious

Sneak attack +2d6

Spell-like abilities

Sinkhole of evil

Spell-Like Abilities (CL 10th; concentration +15)

3/day—quicken *charm person* (DC 16), *fog cloud*, *improved invisibility*, *polymorph* (self only)

Spells

Save DC = 15 + spell level

At will—*detect magic*, *read magic*, *resistance*, *lullaby*, *mage hand*, *prestidigitation*

5/day—*grease*, *hideous laughter*, *chord of shards*, *moment of greatness*

Malken (Nova Vaasa)

Timeline

664 BC	Tristen Hiregaard born in Vaasa (Toril) to Sir Romir Hiregaard.
671 BC	Romir murders his wife, who curses him to always harms the ones he loves. He kills himself, and the curse passes to Tristen.
676 BC	Tristen falls in love with a servant girl and murders her. The murder is hushed up.
682 BC	Tristen has killed 9 women. He plans suicide, but becomes lord of Nova Vaasa instead. Malken is born.
683 BC	Tristen is knighted by Kethmar Bolshnik. Malken begins building his criminal empire. Tristen is head of the Kantora City Watch.
684 BC	The Black Duke is active in northern Nova Vaasa. Tristen and Malken are too busy with each other to pay attention.
688 BC	The Clinic for the Mentally Distressed is built.
694 BC	Tristen is Prince of Nova Vaasa.
695 BC	Tristen's first son is born.
707 BC	Tristen marries Katya Chevik in a political union.
717 BC	Malken founds the Cult of Sekhmaa and murders Ivaar Hiregaard.
719 BC	Tristen is Prince of Nova Vaasa again. Tristen's first grandchild is born.
729 BC	Othmar poisons Kethmar and becomes head of the Bolshnik family. Kethmar's dying wish is that Tristen acts as regent instead.
734 BC	Tristen steps down as regent, but Othmar refuses to.
748 BC	Katya Hiregaard dies giving birth to Tristen's youngest son.
760 BC	Present day.

Powers Checks

Caress (Violence: enjoying the murder of the servant girl: 8%; 676 BC): Dex +2.

Enticement (Blasphemy: covering it up; breaking a vow: 32%; 676 BC): Str +2.

Invitation (Violence and Betrayal: cruelty to peasants, hypocrisy of nobility: 16%; c678 BC): Cha +2.

Embrace (Violence and Blasphemy: several more murders, all of which are covered up: 8%; c680 BC): Dex +2.

Creature (Violence and Blasphemy: last murder, covered up, considers suicide to avoid capture and solve the issue: 8%): Becomes darklord of Nova Vaasa. Fractured soul, ancestral curse.

The original Tristen Hiregaard was evil (LE); much more like Othmar Bolshnik: cruel, oppresses peasants, hypocritical, broke his oaths as cavalier and uses his position to cover it up. Although the curse made him kill women he desired, he regretted the loss of control more than he regretted the deaths. Never tried to break the curse – just covered murders up. Massive hypocrisy drew Dark Powers' attention (especially given how young he is). Splits into the LN "Tristen" and the CE Malken.

Base stats

S 14 D 13 C 13 I 13 W 13 Ch 13 (high fantasy)

Racial: Str +2 (human)

Levelling: Cha +2

Aging: middle aged (physical -1, mental +1)

Powers Checks: Str +2, Dex +4, Cha +2
Favoured class: hp for Malken; skills for Tristen
CR 11 (9 [levels] + 1 [PC-level treasure] +1 [darklord abilities])

760 BC (Current day stats)

CR 11 XP 12,800

Male middle aged Human Rogue 10

CE Medium Humanoid (human)

Init: +11 (Dex, feat, sword) Senses: Perception +10

Defense

AC 19 Touch 13 Flat-footed 16 (+3 Dex, +6 armour)

hp 68 (8 +9d8+10 +10)

Fort +5, Ref +11, Will +6

Evasion

Improved Uncanny Dodge

Trap Sense +3

Offense

Spd 30 ft.

Melee +1 rapier of duelling +11/+6 (1d6+4; crit 18+, plus sneak attack +5d6 +5 bleed plus duelling bonuses)

 Shortsword of subtlety +11/+6 (1d6+4; crit 19+, plus +4 att, dmg on sneak attack)

 +1 rapier of duelling +9/+4 (1d6+4; crit 18+) plus shortsword of subtlety +9 (1d6+4; crit 19+)

Missile Composite shortbow (Str +3) +10/+5 (1d8+3)

Space/Reach: 5'/5'

S 17 D 16 C 12 I 14 W 14 Ch 18

BAB +7 CMB +10 CMD 23

Feats

Combat Reflexes, Double Slice, Improved Initiative, Quick Draw, Shadow Strike, Two-weapon Fighting

Skills

Acrobatics +15 (9), Appraise +11 (6), Bluff +20 (10), Climb +15 (9), Diplomacy +15 (5), Disable Device +18 (7), Disguise +15 (5), Escape Artist +11 (5), Intimidate +13 (3), Knowledge (history) +6 (4), Knowledge (local) +10 (5), Knowledge (nobility) +7 (5), Linguistics +10 (5), Perception +10 (5), Ride +6 (3), Sense Motive +10 (5), Sleight of Hand +14 (8), Stealth +21 (10), Use Magic Device +11 (1)

Languages

Vaasi*, Balok, Darkonese, Tepestani, Graben, Draconic, Halfling, Dwarven

Treasure

(47000 gp/62000 gp)

Sword of subtlety, rapier of duelling +1, chain shirt +2, cloak of elvenkind/cloak of resistance +1, circlet of persuasion

Special

Bleeding attack

Surprise attack

Underhanded (4/day)

Honeyed words

Unwitting ally
Trapfinding +5
Evasion
Improved Uncanny Dodge
Fractured soul
Sinkhole of evil
Mastery +4

Sir Cristen Híregard

LN Medium Humanoid (human) Cavalier (Order of the Lion) 10 (CR 10)

Init: +7 (Dex, feat) Senses: Perception +10

Defense

AC 19 Touch 19 Flat-footed 19 (+3 Dex, +6 armour)

hp 68 (8 +9d8+10 +10)

Fort +8, Ref +6, Will +5

Offense

Spd 30 ft.

Melee +1 rapier of duelling +11/+6 (1d6+10; crit 18+; includes Power Attack)

+1 rapier of duelling +9/+4 (1d6+10; crit 18+) plus light steel shield +8 (1d4+9)

Missile Composite shortbow (Str +3) +13/+8 (1d8+3)

Space/Reach: 5'/5'

S 17 D 16 C 12 I 14 W 14 Ch 18

BAB +10 CMB +13 CMD 26

Feats

Combat Reflexes, Double Slice, Mounted Combat, Power Attack, Precise Strike, Quick Draw, Ride-by Attack, Shield Wall, Two-weapon Fighting

Skills

Acrobatics +8 (5), Appraise +4 (2), Bluff +12 (5), Climb +11 (5), Diplomacy +12 (5), Handle Animal +14 (7), Intimidate +10 (3), Knowledge (engineering) +6 (4), Knowledge (history) +6 (4), Knowledge (local) +10 (5), Knowledge (nobility) +10 (5), Knowledge (religion) +6 (4), Linguistics +7 (3), Perception +10 (8), Ride +16 (10), Sense Motive +10 (5)

Languages

Vaasi*, Balok, Darkonese, Tepestani, Draconic, Halfling

Treasure

(12750 gp)

Rapier of duelling +1, chain shirt +2, lens of detection

Special

Cavalier's Charge (+4 att, no AC penalty)

Challenge (4/day, +3 AC, +10 dmg)

For the King (+4 att, dmg to allies in 30' for 1 rd, 1/combat)

Banner

Expert Trainer +5

Greater Tactician (3/day, 8 rds/day)

Lion's Call

Fractured soul

Sinkhole of evil

Warhorse

Init +3; Senses lowlight vision, scent; Perception +7

AC 28, touch 12, flat-footed 25 (+3 Dex, +10 natural, -1 size, +6 armour)

Hp 76 (9d8+36)

Fort +10, Ref +9, Will +6

Speed 50'

Melee bite +11 (1d6+5) plus 2 hooves +9 (1d6+2)

Space 10 ft/5 ft

S 21 D 16 C 19 I 2 W 12 Ch 6

BAB +6 CMB +12 (+2 bull rush) CMD 25

Multiattack, Armour Proficiency (light, medium), Improved Bull Rush, Power Attack, Iron

Will, Improved Natural Attack (bite); Climb +10 (2), Perception +7 (3), Survival +3 (2),

Swim +10 (2); Link, evasion

Equipment: Chain barding

Mordenheim's Monster (Adam) (Lamordia)

Timeline

683 BC	Created by Victor Mordenheim. (Awakened advanced flesh golem)
685 BC	Eva adopted, then killed and Elise battered. Lamordia created. (Advanced flesh golem of obsession).
708 BC	Adam kidnaps Hilda von Karlsfield.
727 BC	Adam meets Merilee Markurza.
737 BC	Adam assaults the sanctuary of the Seekers of the Source.
739 BC	Mordenheim heals Elise's body; Adam abducts her, but adventurers steal her back.
760 BC	Present day.

Powers Checks

Caress (Blasphemy: overtly and deliberately chooses evil: 2%; 683 BC): Increased fast healing, Wisdom penalty.

Enticement (Betrayal and Violence: obsession with Eva: 4%; 684 BC): Immune to cold.

Invitation (Betrayal and Violence: dropping Eva: 100%; 685 BC): Increased fast healing.

Embrace (Betrayal and Violence: battering Elise: 16%): Constrict, increased magic immunity

Creature (Black Magic: cursing Mordenheim: 32%): Becomes a dread golem and darklord of Lamordia. Gains telepathic link, no zeitgeber, undying soul.

Base stats

S 24 D 13 C - I 16 W 15 Ch 15 (base awakened advanced flesh golem)

Template: Modifiers from being golem of obsession.

Favoured class: None (construct)

CR 12 (8 [base] + 2 [levels] + 1 [template] + 1 [darklord abilities])

760 BC (Current day stats)

CR 12 XP 19,200

Male Advanced Dread Flesh Golem Barbarian 2

CE Large Construct

Init: +3 (Dex) Senses: Darkvision 60 ft, low light vision, Perception +15

Defense

AC 30 Touch 12 Flat 27 (+3 Dex, +1 dodge, +18 natural, -1 size) [-2 in rage]

Hp 87 (10 + 8d10 + 2d12 + 30), fast healing 5, DR 5/adamantium

Fort +6 Ref +6 Will +4 [+6 in rage] (immune to most spells)

Immune to most spells

Uncanny dodge

Offense

Spd 50'

Melee 2 slams +19/+19 (4d6+8 plus grab, constrict; crit on 19+ [8d6+8 with Vital Strike; 12d6+16 on crit])

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2 slams +16/+16 (4d6+14 plus grab, constrict; crit on 19+ with Power Attack [8d6+14; 12d6+28])

2 slams +21/+21 (4d6+10 plus grab, constrict; crit on 19+ in rage [8d6+10 with Vital Strike; 12d6+20 on crit])

2 slams +18/+18 (4d6+16 plus grab, constrict with Power Attack and rage [8d6+16; 12d6+32])

Missile +14

Space/Reach: 10'/10'

S 24 [28] D 17 C — I 16 W 12 Ch 15

BAB +11/+6/+1 CMB +19 [+21 in rage] CMD 33 (29)

Feats

Dodge, Power Attack, Combat Reflexes, Improved Natural Attack (slam), Vital Strike, Improved Critical (slam)

Skills

Acrobatics +17 (6), Climb +16 (6), Perception +15 (11), Stealth +13 (6), Survival +10 (6), Swim +14 (4), Intimidate +17 (8), Bluff +11 (6), Sense Motive +10 (6)

Languages

Lamordian*, Falkovnian, Darkonese, Mordentish

Treasure

(16,350 gp)

Amulet of mighty fists +1, cloak of elvenkind, boots of striding and springing/boots of the winterlands.

Special

Increased magic immunity

Grab

Constrict

Immune to cold

Rage 6 rds (also gains the effect of rage while berserk)

Rage power (Knockdown)

Weakened telepathic bond

No zeitgeber

Undying soul

Sinkhole of evil

Victor Mordenheim

Timeline

649 BC Born in Prime Material Lamordia.

654 BC Victor's mother dies of disease; Victor develops an animosity towards death.

655 BC He begins dissecting simple creatures to learn the secrets of Life.

659 BC He tries to operate on the family dog and loses an earlobe.

665 BC Victor goes to University and dissects human cadavers for the first time.

670 BC Victor finishes his degree, meets Elise, and marries her. After discovering she is barren, he begins experimenting with creating life.

673 BC Victor is fired after discovered experimenting with human corpses; they move to their current home. He begins turning his theories into actual experiments.

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678 BC	Eva born in Ludendorf. Victor sends Elise to relatives while he conducts his research.
683 BC	Adam is “born.” Victor sends for Elise, who abhors his creation.
685 BC	The Modenheims adopt Eva. Later that year, Adam mangles Elise and kills Eva. Adam becomes darklord of Lamordia. Victor dedicates himself to saving Elise, no matter what.
691 BC	Victor tries transplanting Elise’s brain into a new body.
708 BC	Victor tries recruiting Friedrich Kreutzer and Hilda von Karlsfield to perform a spirit transference. Adam kidnaps Hilda; Victor recruit Ivan Dragonov to hunt Adam.
712 BC	Alexis Wilhaven finds Rudolph von Aubreker’s still living body after a shipwreck. Victor transplants it, but is psychically overpowered by it. After a few years, the Brain escapes to Dementlieu and he decides to research elsewhere.
736 BC	Adventurers disrupt Victor’s attempts to scientifically enact soul transference. He turns his full attention to tissue regeneration.
739 BC	Victor’s experiments finally pay off, but Elise is hopelessly insane. He turns his attention to solving this new problem.
760 BC	Present day

Powers Checks

Caress (Violence and Betrayal: attempted vivisection of his father’s favourite dog: 32%; 659 BC): Perfect recall.

Enticement (Blasphemy and Betrayal: secret dissections at university: 16%; 673 BC): Mad science.

Invitation (Blasphemy and Betrayal: graverobbing: 8%; 678 BC): Craft monsters.

Embrace (Blasphemy: creating Adam: 32%; 683 BC): Craft construct.

Creature (Black Magic: cursed by Adam: 16%; 685 BC): Regeneration 5, empathic link, undying soul.

Base stats

S 11 D 16 C 10 I 16 W 8 Ch 11 (high fantasy)

Racial: Int +2 (human)

Levelling: Int +3

Age: Middle (physical -1, mental +1)

Favoured class: skills

CR 10 (7 [levels] + 1 [PC-level treasure] +2 [darklord abilities])

760 BC (Current day stats)

CR 10 XP 9,600

Male middle aged Human Expert 15

LE Medium Humanoid (human)

Init: +2 (Dex) Senses: Perception +14

Defense

AC 13 Touch 13 Flat-footed 10 (+2 Dex, +1 dodge)

hp 56 (8 + 14d8 - 15)

Fort +6, Ref +7, Will +10

Regeneration 5

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Offense

Spd 30 ft.

Melee +1 keen adamantine dagger +12/+7/+2 (1d4+1; crit 17+)

Unarmed strike +11/+6/+1 (1d3 nonlethal)

Ranged Masterwork pistol +14/+9/+4 (1d8; crit x4, range 40 ft, touch)

Space/Reach: 5'/5'

S 10 D 15 C 9 I 22 W 9 Ch 12

BAB +11/+6/+1 CMB +11 CMD 24 (21)

Appraise +10, Bluff +11, Craft (Alchemy) +26, Craft (clockwork) +15, Diplomacy +10, Handle Animal +12, Heal +17, Knowledge (Arcana) +30, Knowledge (Dungeoneering) +17, Knowledge (Geography) +13, Knowledge (History) +13, Knowledge (Local) +15, Knowledge (Nature) +26, Knowledge (Nobility) +11, Perception +14, Profession (physician) +17, Ride +12, Sense Motive +14, Stealth +10, Swim +6, Use Magic Device +19

Feats

Sceptic, Dodge, Great Fortitude, Iron Will, Martial Weapon Proficiency (Rapier), Master Alchemist, Skill Focus (Knowledge (arcana)), Skill Focus (Knowledge (nature))

Skills

Appraise +10 (1), Bluff +11 (10), Craft (alchemy) +26 (15), Craft (clockwork) +15 (9), Diplomacy +10 (9), Handle Animal +12 (11), Heal +17 (15), Knowledge (arcana) +36 (15), Knowledge (dungeoneering) +23 (8), Knowledge (geography) +19 (7), Knowledge (history) +19 (7), Knowledge (local) +21 (6), Knowledge (nature) +32 (11), Knowledge (nobility) +17 (5), Perception +14 (15), Profession (physician) +17 (15), Ride +12 (10), Sense Motive +14 (15), Stealth +10 (5), Swim +6 (6), Use Magic Device +19 (15)

Languages

Lamordian*, Draconic, Darkonese, Balok, Mordentish, Vaasi, Falkovnian

Treasure

(11500 gp/23500 gp)

+1 keen adamantium dagger, masterwork pistol

Plus up to 12000 gp of magical equipment

Special

Perfect recall

Mad science

Craft monsters

Craft constructs

Regeneration 5

Empathic link

Undying soul

Strahd von Zarovich (Barovia)

Timeline

299 BC	Strahd born in Prime Material Barovia.
321 BC	Tergs invade Barovia; Strahd leads army against them.
335 BC	Reaches middle age. Begins to experiment with magic as strength fades.
347 BC	Strahd summons Inajira (fails his second or third Powers check), defeats the last of the Tergs, and claims Castle Ravenloft as his seat.
351 BC	Fails his fourth and fifth Powers check with murder of his friend Alek and his brother Sergei, and the massacre of Sergei's wedding guests. Becomes a full vampire, a necromancer and darklord of Barovia.
470 BC	The Vistani appear in Barovia. Strahd makes his deal with Madame Eva.
475 BC	Meets Jander Sunstar. Stays with him until 499 BC.
528 BC	Heroes attack Castle Ravenloft and are never heard from again.
542 BC	Strahd meets Azalin.
547 BC	Forlorn appears.
575 BC	Arak created. Azalin goes to investigate the new land; while he's absent, Strahd uses his minions to copy Azalin's spellbook (up to level 6 spells).
579 BC	Strahd and Azalin accidentally create Mordent. Azalin creates Darkon.
593 BC	Gundarak forms. Begins learning new languages.
c730 BC	Around this time, goes into hibernation. Van Richten steals his diary in 735 BC, when he wakes up.
760 BC	Present day.

Powers Checks

Caress (Violence: acts of war: 4%; c.335 BC): Reputation for cruelty

Enticement (Black Magic: association with fiend: 16%; 347 BC): Wizard becomes his favoured class; 2 Fighter levels become Wizard levels.

Invitation (Black Magic and Violence: magical torture?: 8%; c.349 BC): Don't really know what he did to deserve this; summoning Inajira may have been the third, and this for some other act of war. In any case, by third Powers check, gained CR +1 from bonus feats: Improved Initiative, Lightning Reflexes. Black Magic makes him feel young again, but constantly reminded of encroaching mortality.

Embrace (Betrayal and Violence: Murdering Alek: 16%): Gains most of the vampire template abilities, including fast healing and a desire to sleep during the day.

Creature (Betrayal and Violence: Murdering Sergei, massacre of guests: 100%): Becomes a full vampire and darklord of Barovia. Gains the Necromancer specialisation.

Base stats

S 16 D 13 C 14 I 11 W 10 Ch 11 (high fantasy)

Racial: Str +2 (human)

Levelling: Str +1, Int +4

Age: Middle (physical -1, mental) +1

Template: Modifiers from being ancient vampire

Favoured class: skills

CR 24 (19 [levels] + 3 [template] + 1 [PC-level treasure] + 1 [darklord abilities])

760 BC (Current day stats)

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CR 24 XP 1,230,000

Male middle aged Human Ancient Vampire Fighter 4/Wizard (Necromancer) 16

LE Medium Undead (augmented humanoid)

Init: +11 (Dex, feat) Senses: Darkvision 60 ft, life sight 30 ft (16 rds/day), Perception +30

Defense

AC 39 Touch 23 Flat 26 (+4 *mage armour*, +1 dodge, +7 Dex, +12 natural, +5 deflection)

Hp 243(10 + 3d10 + 16d6 +140+20), fast healing 6, DR 15/magic and silver

Fort +13 Ref +19 Will +24 (+1 vs fear, reroll 1/day)

SR 20

Channel resistance +13

DR 15/magic and silver

Immune: undead traits

Resist cold 10, electricity 10

Weaknesses: vampire weaknesses

Offense

Spd 50', climb 20'

Melee Slam +27 (1d4+21 +3 with arcane strike (swift action) plus energy drain 2, DC 27)

Melee +27/+19/+14

Missile Ray +19

Space/Reach: 5'/5'

S 26 (30) D 20 (24) C — I 20 (26) W 18 (24) Ch 18 (24)

BAB +12/+7/+2 CMB +22 CMD 45 (38)

Feats

Iron Will, Power Attack, Weapon Focus (longsword), Furious Focus, Cleave, Improved Iron Will, Scribe Scroll, Command Undead, Arcane Strike, Combat Casting, Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Toughness, Undead Master, Craft Rod, Craft Wondrous Item, Forge Ring, Burning Spell, Spell Focus (Necromancy), Bouncing Spell, Extend Spell, Still Spell.

Skills

Climb +33 (2), Intimidate +22 (12), Perform (dance, keyboards) +9 (2), Perception +30 (13), Stealth +30 (10), Sense Motive +30 (13), Diplomacy +17 (10), Bluff +25 (10), Craft (alchemy) +21 (10), Fly +15 (5), Linguistics (Draconic, Mordentish, Vaasi, Darkonese, Luktar) +16 (5), Knowledge (history) +24 (13), Knowledge (local) +24 (13), Knowledge (planes) +26 (15), Knowledge (nobility) +24 (13), Knowledge (arcana) +31 (10; 20 from headband), Knowledge (religion) +31 (10; 20 from headband), Spellcraft +31 (10; 20 from headband).

Languages

Balok*, Draconic, Mordentish, Darkonese, Luktar, Vaasi

Treasure

(660,000 gp/880,000 gp)

Amulet of spell cunning/mighty fists +5/natural armour +5/nondetection/shielding/detect thoughts/SR 20, crystal ball of true seeing, cloak of resistance +4/minor displacement/elvenkind, gloves of storing, headband of mental superiority +6, belt of physical might (Str, Dex) +4, mirror of opposition, ring of protection +5, ring of wizardry I-IV, rod of absorption, rod of alertness, rod of metamagic bouncing, rod of metamagic sickening, rod of metamagic reach, rod of metamagic lingering, rod of metamagic persistent,

☞ Domains of Dread ☞

rod of metamagic dazing, rod of metamagic silent, rod of metamagic extend, rod of metamagic quicken, pearls of power (2 x 1st, 1 x 2nd), permanent *protective penumbra*.

Special

Bravery +1, armour training.

Arcane bond (amulet), Command Undead (11/day)

Boost Undead (11/day): +1 att, save, temp hp, +2 turn resistance.

Blood drain, children of the night, create spawn, dominate, energy drain, change shape, gaseous form, shadowless, spider climb.

Mastery +7

Master of the castle

Sinkhole of evil

Salient Abilities (4): Reduced vulnerabilities (unaffected by garlic, mirrors and holy symbols), improved children of the night (summon worgs, not wolves, summon undead)

Bat form

+4 nat AC, spd 20 ft, fly 40 ft (good), bite +22 (1d8+15)

Wolf form

+2 nat AC, low light vision, scent, spd 50 ft, bite +22 (1d6+15 plus trip)

Gaseous form

No nat AC, imm sneak attack and crit hits, fly 20 ft, can't run, pass all Fly checks

Spells

(4/11+2/11+1/11+1/11/6/5/5/4): Opposition schools: Abjuration, Enchantment (~~strike~~).

Save DC = 18 + spell level; 19 for Necromancy spells (underlined)

0 – ~~acid splash~~, ~~arcane mark~~, bleed, dancing lights, ~~daze~~, detect magic, detect poison, disrupt undead, flare, ghost sound, haunted fey aspect, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, ~~resistance~~, spark, touch of fatigue (**all**)

1 – ~~alarm~~, break, burning hands, cause fear, ~~charm person~~, chill touch, comprehend languages, decompose corpse, expeditious retreat, grease, ~~hold portal~~, identify, interrogation, mage armour, magic missile, obscuring mist, ~~protection from good~~, ray of enfeeblement, ray of sickening, restore corpse, shocking grasp, ~~sleep~~, true strike, unseen servant

2 – alter self, ~~arcane lock~~, augment undead, blindness/deafness, blood transcription, boiling blood, command undead, darkness, detect thoughts, fog cloud, ghoul touch, glitterdust, ~~hideous laughter~~, invisibility, knock, locate object, make whole, mirror image, protective penumbra, ~~quell~~, see invisibility, spectral hand, stinking cloud, ~~tactical acumen~~, web

3 – ablative barrier, baneful attractor, blood biography, ~~dispel magic~~, ~~explosive runes~~, fireball, gust of wind, halt undead, haste, ~~hold person~~, hostile levitation, lightning bolt, locate weakness, ~~nondetection~~, pain strike, ray of exhaustion, seek thoughts, sleet storm, slow, stinking cloud, tongues, vampiric touch

4 – animate dead, arcane eye, black tentacles, cone of cold, ~~confusion~~, contagion, ~~control summoned creature~~, detect scrying, dimension door, enervation, fear, ice storm, illusory wall, induce lycanthropy, mimic mortal, shadow step, shocking image, solid fog, ~~true form~~, wall of ice

5 – cloudkill, cold ice strike, feeblemind, ~~hold monster~~, hungry pit, magic jar, mind fog, passwall, permanency, persistent image, polymorph, sending, stone shape, telekinesis, teleport, wall of force, wall of stone, waves of fatigue

☞ Domains of Dread ☞

6 – acid fog, analyze dweomer, ~~antimagic field~~, circle of death, contingency, control weather, create undead, forceful hand, ~~guards and wards~~, ~~greater dispel magic~~, mass ~~suggestion~~, planar binding, programmed illusion, true seeing, unwilling shield

7 – control undead, delayed blast fireball, ~~expend~~, finger of death, forcecage, grasping hand, greater arcane sight, greater scrying, greater teleport, limited wish, project image, ~~spell turning~~, wave of exhaustion

8 – clenched fist, clone, create greater undead, horrid wilting, ~~irresistible dance~~, maze, moment of prescience, orb of the void, polymorph any object

The Three Hags (Tepest)

Timeline

675 BC	The sisters are born in Prime Material Tepest.
678 BC	Rudella Mindefisk prays to the faeries for daughters and gets 3 delivered.
688 BC	The three sisters work together to kill a handsome stranger. Fail their first Powers Checks.
691 BC	The sisters are played off each other by a handsome rogue, and kill him rather than let the others leave with him. Become hags and darklords of Tepest.
691 BC?	The Hags craft Azalin's Crystal.
740 BC	The Inquisition begins in Viktal.
742 BC	Construction on the Descent begins.
744 BC	Castle Island appears.
760 BC	Present day.

Powers Checks

Caress (Violence: murder: 16%; 688 BC): *Leticia*: A reduced version of the hag Evil Eye power [perhaps equivalent to the Evil Eye hex]; *Laveeda*: Scent; *Lorinda*: Spell-like abilities.

Enticement (Blasphemy: cannibalism, and feeding the dead rogue to their unaware family: 100%; 688 BC): *Leticia and Laveeda*: Ability bonuses; *Lorinda*: Spell-like abilities.

Invitation (Violence: further seduction, murder and cannibalism: 32%; c690 BC): *All*: Commoner levels become Witch levels.

Embrace (Betrayal: planning to betray sisters to the rogue: 16%): Telepathy and covey.

Creature (Violence and Betrayal: murder the rake so that no one can have him: 16%): Become hags and darklords of Tepest. Gain change shape, enemy of light, hideous, corrupted familiars, mimicry, covey and Laveeda's scent gets more powerful.

Favoured class: hp for all

Leticia

Base stats

S 9 D 12 C 14 I 14 W 15 Ch 12 (high fantasy)

Racial: Con -2, Int, Cha +2 (changeling)

Levelling: Int +2

Template: Modifiers from being hag

760 BC (Current day stats)

CR 14 (9 [levels] + 3 [template] + 1 [PC-level treasure] +1 [darklord abilities])

XP 38,400

Female Changeling Ancient Hag Witch 10

CE Medium Monstrous Humanoid

Init: +4 (Dex) Senses: Darkvision 90 ft, Perception +11

Defense

AC 24 Touch 16 Flat 20 (+4 Dex, +4 natural, +4 *mage armour*, +2 deflection)

Hp 97 (6 + 9d6 +50 +10)

Fort +11 Ref +10 Will +12

SR 25

Offense

Spd 30', swim 40'

Melee 2 claws +9 (1d6+4)

Missile Ray +9

Space/Reach: 5'/5'

S 19 D 18 C 20 I 22 W 15 Ch 16

BAB +5 CMB +9 CMD 25 (21)

Feats

Brew potion (B), Craft Rod, Craft Wand, Craft Wondrous Item, Extra Hex (black blood frenzy), Combat Casting

Skills

Bluff +13 (7), Craft (alchemy) +10 (1), Fly +12 (5), Heal +10 (5), Intimidate +7 (1), Knowledge (arcana) +15 (6), Knowledge (dungeoneering) +7 (1), Knowledge (geography) +7 (1), Knowledge (history) +10 (1), Knowledge (local) +13 (7), Knowledge (nature) +11 (2), Knowledge (planes) +13 (4), Knowledge (religion) +7 (1), Perception +11 (9), Sense Motive +11 (9), Spellcraft +16 (7), Stealth +14 (7), Swim +12 (0), Use Magic Device +13 (7)

Languages

Tepestani*, Goblin, Darkonese, Sylvan, Vaasi, Draconic, Arak

Treasure

(47000 gp/62000 gp)

Ring of protection +2, broom of flying, cloak of resistance +3, lesser rod of quicken.

Joint: Cauldron of seeing (plus telepathy)/cauldron of brewing

Special

Elements patron

Centipede goblin beast familiar

Agony hex (DC 21)

Slumber hex (DC 21)

Black Blood Frenzy hex

Cauldron hex

Cook people hex

Poison steep hex

Witch's brew hex

Aquatic

Improved speed (swim)

Evil eye – at will

Horrific appearance

Improved senses (darkvision)

Mimicry

Improved natural weapons (B)

Telepathy

Change shape

Enemy of light

Hideous

Covey

Mastery +3

Sinkhole of evil

Spell-like abilities

At will—*ghost sound, touch of fatigue; ill omen, feast of ashes, haunting mists; fog cloud, whispering wind, vomit swarm; bestow curse, screech*

Spells

Elements patron

(4/6/6/4/4/3): Save DC = 16 + spell level

0 – *bleed, dancing lights, daze, detect magic, detect poison, guidance, light, mending, message, putrefy food and drink, read magic, resistance, spark, stabilise, touch of fatigue* (all)

1 – *charm person, identify, interrogation, mage armour, obscuring mist, bungle, command, diagnose disease, fumble tongue, lock gaze, mask dweomer, negative reaction, remove sickness, shocking grasp, unseen servant*

2 – *alter self, augury, cure moderate wounds, burning gaze, death candle, delay poison, detect thoughts, flaming sphere, perceive cues, pernicious poison, spectral hand, steal voice, unshakeable chill*

3 – *cackling skull, clairaudience/clairvoyance, cup of dust, dispel magic, fireball, glyph of warding, heroism, rage, ray of exhaustion, spit venom*

4 – *absorb toxicity, charm monster, confusion, discern lies, enervation, lesser geas, poison, wall of ice*

5 – *major curse, feeblemind, flamestrike, overland flight, possess object, prying eyes, wicked permanency*

Goblin Centipede Familiar

Diminutive magical beast

Init +3; Senses darkvision 60 ft; Perception +19

AC 25, touch 18, flat-footed 21 (+3 Dex, +1 dodge, +7 natural, +4 size)

Hp 48 (5d10)

Fort +2, Ref +6, Will +8

Speed 40 ft, climb 40 ft

Melee bite +12 (1d3-4 plus poison)

Space 2 ½ ft/0 ft

S 3 D 17 C 8 I 10 W 12 Ch 6

BAB +5 CMB +4 CMD 11 (can't be tripped) (7)

Ability Focus (poison), Dodge, Weapon Finesse; Bluff +5 (7), Climb +11 (0), Craft (alchemy) +1 (1), Fly +17 (5), Heal +6 (5), Intimidate -5 (1), Knowledge (arcana) +6 (6), Knowledge (dungeoneering) +1 (1), Knowledge (geography) +1 (1), Knowledge (history) +1 (1), Knowledge (local) +7 (7), Knowledge (nature) +2 (2), Knowledge (planes) +4 (4), Knowledge (religion) +1 (1), Perception +19 (9), Sense Motive +10 (9), Spellcraft +7 (7), Stealth +25 (7), Swim +3 (0), Use Magic Device +5 (7)

Poison Bite—injury; Save Fort DC 12; 1/round for 2 rounds; daze 1 round; Cure 1 save.

Alertness, deliver touch spells, empathic link, share spells, speak with master, speak with animals

Laveeda

Base stats

S 13 D 14 C 14 I 12 W 12 Ch 13 (high fantasy)

Racial: Con -2, Int, Cha +2 (changeling)

Levelling: Wis +1, Con +1

Template: Modifiers from being hag

CR 13 (9 [levels] + 2 [template] + 1 [PC-level treasure] +1 [darklord abilities])

760 BC (Current day stats)

CR 13 XP 25,600

Female Changeling Matron Hag Witch 10

CE Large Monstrous Humanoid

Init: +4 (Dex) Senses: Darkvision 60 ft, Perception +12

Defense

AC 27 Touch 15 Flat 23 (+4 Dex, +8 natural, -1 size, +4 *mage armour*, +2 deflection)

Hp 117 (6 + 9d6 +70 +10)

Fort +13 Ref +10 Will +13

DR 5/bludgeoning

SR 21

Offense

Spd 40'

Melee 2 claws +11 (1d6+7 plus grab, rend 2d6+10; plus human/goblin bane)

Bite +11 (1d6+7 plus human/goblin bane)

2 claws and bite +9 (1d6+11 plus extras, with Power Attack)

Missile Ray +8

Space/Reach: 10'/10'

S 25 D 18 C 21 (25) I 16 W 17 Ch 17

BAB +5 CMB +13 CMD 29 (25)

Feats

Blind-Fight, Combat Casting, Craft Magic Arms & Armour, Craft Wondrous Item, Power Attack

Skills

Bluff +7 (1), Fly +8 (3), Intimidate +15 (5), Knowledge (arcana) +10 (4), Knowledge (local) +8 (5), Knowledge (nature) +10 (4), Perception +12 (6), Sense Motive +7 (4), Spellcraft +10 (4), Stealth +5 (5), Survival +5 (2), Swim +11 (4), Use Magic Device +10 (4)

Languages

Tepestani*, Goblin, Sylvan, Draconic

Treasure

(47000 gp/62000 gp)

Ring of protection +2, broom of flying, cloak of resistance +3, amulet of might fists (goblin bane, human bane), belt of constitution +4

Joint: Cauldron of seeing (plus telepathy)/cauldron of brewing

Special

Insanity patron

Owl goblin beast familiar

Evil eye hex (DC 18)

Misfortune hex (DC 18)
Flight hex (10 min/day)
Cackle hex
Hag's eye hex (10 min/day)
Retribution hex (3 rds, DC 18)
Bite
Improved natural armour
Damage reduction
Grab
Rend
Large
Scent
Mimicry
Increased abilities (Wis, Cha)
Telepathy
Change shape
Enemy of light
Hideous
Covey
Mastery +3
Sinkhole of evil

Spell-like abilities

At will—*feather fall*
1/day—*levitate*

Spells

Insanity patron

(4/5/5/4/3/2): Save DC = 13 + spell level

0 – *bleed, dancing lights, daze, detect magic, detect poison, guidance, light, mending, message, putrefy food and drink, read magic, resistance, spark, stabilise, touch of fatigue* (all)

1 – *charm person, identify, interrogation, mage armour, obscuring mist, compel hostility, dancing lantern, enlarge person, frostbite, fumbletongue, memory lapse, negative reaction, ray of enfeeblement, unprepared combatant*

2 – *alter self, augury, cure moderate wounds, blindness/deafness, disfiguring touch, enemy's heart, fester, fog cloud, glitterdust, hideous laughter, hold person, skinsend, unnatural lust*

3 – *arcane sight, bestow curse, countless eyes, healing thief, lightning bolt, maddening hallucination, marionette possession, sleet storm, speak with dead, stinking cloud,*

4 – *black tentacles, detect scrying, confusion, dimension door, divination, ice storm, solid fog, touch of slime*

5 – *baleful polymorph, cloudkill, hostile juxtaposition, mind fog, reincarnate, summoner conduit, wicked permanency*

Goblin Owl Familiar

Tiny magical beast

Init +3; Senses darkvision 60 ft, lowlight vision; Perception +18

AC 21, touch 16, flat-footed 17 (+3 Dex, +5 natural, +1 dodge, +2 size)

Hp 58 (5d10)

☞ Domains of Dread ☞

Fort +2, Ref +6, Will +10

Speed 10 ft, fly 60 ft (average)

Melee 2 talons +10 (1d4-1)

Space 2 ½ ft/0 ft

S 8 D 17 C 9 I 10 W 17 Ch 10

BAB +5 CMB +6 CMD 16 (12)

Dodge, Weapon Finesse; Bluff +1 (1), Fly +14 (3), Intimidate +1 (5), Knowledge (arcana) +4 (4), Knowledge (local) +5 (5), Knowledge (nature) +4 (4), Perception +18 (6), Sense Motive +7 (4), Spellcraft +4 (4), Stealth +19 (5), Survival +5 (2), Swim +7 (4), Use Magic Device +4 (4)

Alertness, deliver touch spells, empathic link, share spells, speak with master, speak with animals

Corinda

Base stats

S 12 D 14 C 14 I 12 W 13 Ch 13 (high fantasy)

Racial: Con -2, Int, Cha +2 (changeling)

Levelling: Wis, Cha +1

Template: Modifiers from being hag

CR 11 (8 [levels] + 1 [template] + 1 [PC-level treasure] +1 [darklord abilities])

760 BC (Current day stats)

CR 11 XP 12,800

Female Changeling Mistress Hag Witch 9

NE Medium Monstrous Humanoid

Init: +4 (Dex) Senses: Darkvision 60 ft, beast eye (DC 17), Perception +10

Defense

AC 25 Touch 16 Flat 21 (+4 Dex, +5 natural, +4 *mage armour*, +2 deflection)

Hp 79 (6 + 8d6 +36 +9)

Fort +10 Ref +10 Will +14

SR 19

Offense

Spd 30'

Melee 2 claws +10 (1d4+6)

Missile Ray +8

Space/Reach: 5'/5'

S 22 D 18 C 18 I 17 (19) W 20 Ch 18

BAB +4 CMB +10 CMD 26 (22)

Feats

Combat Casting, Craft Wondrous Item, Deceitful, Extra Hex (waxen image), Forge Ring

Skills

Bluff +13 (4), Craft (alchemy) +16 (0; 9 from headband), Disguise +6 (2), Fly +9 (2), Intimidate +11 (4), Knowledge (arcana) +11 (4), Knowledge (history) +8 (1), Knowledge (local) +7 (3), Knowledge (nature) +11 (4), Knowledge (planes) +8 (1), Knowledge (religion) +6 (2), Perception +10 (5), Sense Motive +9 (4), Spellcraft +10 (4), Stealth +8 (4), Use Magic Device +10 (3)

Languages

Tepestani*, Goblin, Sylvan, Draconic

Treasure

(35000 gp/46000 gp)

Ring of protection +2, broom of flying, cloak of resistance +3, ring of wizardry I, headband of intellect +2

Joint: Cauldron of seeing (plus telepathy)/cauldron of brewing

Special

Enchantment patron

Viper goblin beast familiar

Blight hex (DC 17)

Misfortune hex (DC 17)

Cackle hex

Unnerve beasts hex (DC 17)

Beast's eye hex

Waxen image hex (DC 17)

Weakness

Increased abilities (Wis x 2)

Increased natural armour

Mimicry

Telepathy

Change shape

Enemy of light

Hideous

Covey

Mastery +4

Sinkhole of evil

Spell-like abilities

Constant—*pass without trace, speak with animals*

At will—*dancing lights, putrefy food and drink; water breathing*

Spells

Enchantment patron

(4/9/5/4/3/1): Save DC = 14 + spell level

0 – *bleed, dancing lights, daze, detect magic, detect poison, guidance, light, mending, message, putrefy food and drink, read magic, resistance, spark, stabilise, touch of fatigue* (all)

1 – *charm person, identify, interrogation, mage armour, obscuring mist, beguiling gift, comprehend languages, ear piercing scream, hex ward, ill omen, mask dweomer, ray of sickening, reduce person, unnatural lust*

2 – *alter self, augury, cure moderate wounds, fog cloud, calm emotion, mad hallucination, miserable pity, pox pustules, sentry skull, see invisibility, summon monster II, summon swarm, touch of idiocy*

3 – *bestow curse, dispel magic, fly, howling agony, rain of frogs, reckless infatuation, share senses, strangling hair, suggestion, unadulterated loathing*

4 – *curse of magic negation, familiar melding, overwhelming grief, phantasmal killer, scrying, spite, vermin shape II*

5 – *baleful polymorph, break enchantment, hold monster, magic jar, wicked permanency*

Goblin Viper Familiar

Tiny magical beast

Init +3; Senses darkvision 60 ft, lowlight vision, scent; Perception +14

AC 22, touch 16, flat-footed 18 (+3 Dex, +6 natural, +1 dodge, +2 size)

Hp 39 (4d10)

Fort +1, Ref +6, Will +8

Speed 20 ft, climb 20 ft, swim 20 ft

Melee Bite +10 (1d2-2 plus poison)

Space 2 ½ ft/0 ft

S 6 D 17 C 6 I 10 W 15 Ch 6

BAB +5 CMB +6 CMD 15 (11)

Dodge, Weapon Finesse; Bluff +2 (4), Disguise +0 (2), Fly +12 (2), Intimidate -2 (4), Knowledge (arcana) +4 (4), Knowledge (history) +1 (1), Knowledge (local) +3 (3), Knowledge (nature) +4 (4), Knowledge (planes) +1 (1), Knowledge (religion) +2 (2), Perception +14 (5), Sense Motive +6 (4), Spellcraft +4 (4), Stealth +20 (4), Use Magic Device +1 (3)

Alertness, deliver touch spells, empathic link, share spells, speak with master, speak with animals

Coven Spells

Save DC = 14 + spell level

At will—*animate dead, baleful polymorph, blight, bestow lethal curse, clairaudience/clairvoyance, charm monster, commune, control weather, create undead, dream, forcecage, invisibility, mind blank, mirage arcana, nightmare, pass without trace, reincarnate, speak with animals, speak with dead, speak with plants, tongues, veil, vision.*

Tristen ApBlanc (forlorn)

Timeline

207 BC	Born in Prime Material Forfar. Flora is lynched and Tristen taken in by druids.
222 BC	Tristen murders Rual. Weirdness ensues. Vampyre.
231 BC	Tristen sets fire to the sacred grove. Wolves appear in Forfar.
250 BC	The ApBlancs die out without heir; the ApFittles take control of Forfar.
422 BC	The Lord's Tower erected by the minstrel ApBlanc.
426 BC	Marries Isolt.
427 BC	Gilan born; Morholt born next year, Brangain the year after.
439 BC	Gilan killed by wolves.
446 BC	Morholt murdered.
451 BC	Brangain disappears.
452 BC	Timeframe A. Brangain disappears (dies?), Isolt commits suicide.
463 BC	The minstrel ApBlanc vanishes.
519 BC	Marc ApBlanc claims the ruined Lord's Tower, and does it up over the next 4 years.
537 BC	Power dispute between Marc and the ApFittles begins, launching into a full civil war in 540 BC.
543 BC	The Time of Terrors begins after Marc razes ApFittle Hall.
547 BC	Timeframe B. Andrew ApFittle killed. Tristen becomes darklord of Forlorn.
648 BC	Gundarakan loggers start carving a road into Forlorn.
733 BC	Svendar goes insane after his companions are all killed and spends his time feeding Aggie.
760 BC	Present day.

Powers Checks

Caress (Betrayal and Violence: murdering Rual: 32%; 222 BC): Feral allies. From Rual's curse, gets double identity, allergen, anchored, turning, solstices. Magnitude 2 ghost.

Enticement (Violence: tormenting the people of Birnam: 8%; c350 BC): Alternate form (*beast shape II*), extra salient abilities.

Invitation (Violence and Betrayal: neglectfully murdering his entire family: 32%; 451 BC): Improved alternate form (*beast shape III*), magnitude 3 ghost.

Embrace (Violence and Black Magic: the Time of Troubles: 16%; 543 BC): DR in day form, SR in night form.

Creature (Violence and Blasphemy: eradicating the ApFittles and murdering a paladin: 32%; 547 BC): Becomes darklord of Forlorn. Command the clans, link with zombie wolves

Base stats

Vampyre: S 15 D 12 C 12 I 14 W 12 Ch 17 plus +4/+4/+2/+2/+0/-2 to give levels

Human: S 15 D 14 C 12 I 14 W 10 Ch 11 plus ghost, increased abilities

Levelling: Str +2

Favoured class: hp

CR 16 (10 [levels] + 4 [base/template] + 1 [PC-level treasure] + 1 [darklord abilities])

Domains of Dread

760 BC (Current day stats)

CR 16 XP 76,800

Male Vampyre Bard 6/Fighter 4 [day form]

NE Medium Monstrous Humanoid

Init: +3 (Dex) Senses: Darkvision 60', Perception +14

Defense

AC 26 Touch 14 Flat 22 (+3 Dex, +6 natural, +6 armour, +1 dodge)

Hp 132(10 + 10d10 + 6d8 +34 + 6)

Fort +10 Ref +14 Will +12 (+4 vs sonic, bardic etc)

Bravery +1

Evasion

DR 5/magic and silver

Channel resistance +1

Offense

Spd 30'

Melee Bite +20 (1d6+5 plus charm) plus 2 claws +19 (1d4+2)

+2 greatsword of mighty cleaving and life stealing +22/+17/+12 (2d6+11; crit 17+)

+2 greatsword of mighty cleaving and life stealing +18/+13/+8 (2d6+23; crit 17+ with

Power Attack)

Missile Composite longbow (Str +5) +1 of seeking +21/+16/+11 (1d8+7)

Space/Reach: 5'/5'

S 21 D 16 C 12 I 16 W 10 (12) Ch 19 (21)

BAB +15/+10/+5 CMB +20 (+2 grapple) CMD 34 (+2 grapple) (30)

Male Human Fourth Magnitude Ghost Bard 6/Fighter 4 [night form]

NE Medium Undead (augmented humanoid, incorporeal)

Init: +3 (Dex) Senses: Darkvision 60', Perception +14

Defense

AC 23 Touch 23 Flat 19 (+3 Dex, +9 deflection, +1 dodge)

Hp 149(10 + 3d10 + 6d8 + 90 +6)

Fort +6 Ref +9 Will +7 (+4 vs sonic, bardic etc)

Bravery +1

Incorporeal

Immune undead traits

Channel resistance +9

Evasion

SR 24

Offense

Spd Fly 30' (perfect)

Melee Incorporeal touch +12 (7d6; no save)

Space/Reach: 5'/5'

S – (17) D 16 C – I 16 W 10 (12) Ch 27 (29)

BAB +8/+3 CMB +11 CMD 31 (27)

Feats

Cleave, Dodge, Improved Critical (greatsword), Power Attack, Skill Focus [Perform (String Instruments)], Spell Focus (Enchantment), Weapon Focus (greatsword), Weapon Focus (touch/claws), Weapon Specialization (greatsword)

Day form: Multiattack, Improved Grapple, Ability Focus (charm)

Skills

Acrobatics +10 (4), Bluff +20 (0), Diplomacy +20 (0), Disguise +20 (10/6), Handle Animal +18 (0), Intimidate +18/+22 (10), Knowledge (arcana) +11 (2), Knowledge (dungeoneering) +10 (1), Knowledge (engineering) +10 (1), Knowledge (geography) +10 (1), Knowledge (history) +14 (5), Knowledge (local) +14 (5), Knowledge (nature) +14 (5), Knowledge (nobility) +10 (1), Knowledge (planes) +10 (1), Knowledge (religion) +10 (1), Perception +14 (10/2), Perform (String Instruments) +20 (9/5), Perform (Wind Instruments) +18 (10/6), Sense Motive +14 (10), Spellcraft +16 (10), Stealth +16 (3), Use Magic Device +13 (5/1)

Day form: Climb +13, Escape Artist +13

Night form: Fly +18

Languages

Forfarian*, Draconic, Druidic, Sylvan

Treasure

(46,000 or 139,000 gp/185,000 gp)

Both forms: Ring of evasion, doomharp, headband (Wis, Cha) +2

Day form: Belt of Constitution +2, amulet of natural armour +1, chain shirt +2, greater bracers of archery, greatsword +2 mighty cleaving life stealing, composite longbow (Str +5) +1 of seeking

Special

Both forms:

Bardic Performance (standard action) (18 rounds/day)

Countersong +19

Distraction +4 (+8 at night)

Fascinate (DC 18/22)

Inspire Competence +2

Inspire Courage +2

Suggestion (DC 18/22)

Armour Training 1

Bardic Knowledge +3

Lore Master (1/day)

Versatile Performance (string, wind)

Well Versed

Mastery +5 (+9 at night)

Sinkhole of evil

Command the clans

Feral allies

Anchored

Allergen

Undying Soul

Turning of the Seasons

Day form:

Charm (DC 22)

Blood drain (1d4 Con damage)

Alternate form

Can be damaged by positive energy from clerics of Belenus

DR 5/magic and silver

☞ Domains of Dread ☞

Night form:

Rejuvenation

Aura of sobs (DC 24)

Corrupting gaze (DC 24)

Frightful moan (DC 24)

Malevolence (DC 24)

Improved abilities

Corrupting touch

Worg form

+4 natural AC, lowlight vision, scent, bite +20 (1d6+7 plus trip)

Spells

Save DC = 14 + spell level; 15 for Enchantment spells (underlined); +4 at night

At will—*detect magic, ghost sound, dancing lights, read magic, open/close, mage hand*

5/day (+1 at night)—*sleep, charm person, lock gaze, moment of greatness*

4/day (+1 at night)—*allegro, detect thoughts, darkness, hold person*

Tristessa (the Queen of Black Tears) (Keening)

Timeline

151 BC	Gwydion draws the ellefolk into the Plane of Shadow to serve him. After centuries of service, he rewards them by fusing them with the essence of shadow, transforming them into shadow fey. On the same day, Loht and Maeve born to Arak and Finngalla. Finngalla dies in childbirth.
201 BC	Tired of the Plane of Shadow, Gwydion orders Arak to begin construction of the Obsidian Gate to conquer new planes.
575 BC	The Obsidian Gate opens into Ravenloft. Gwydion's reality wrinkle is so large that Arak forms around him; the shadow fey flee into it (forming the Greenlands in a cavern far below the surface). Arak sacrifices himself to trap Gwydion in the Gate; only the very edge of his shadow touches Arak to stabilise the domain. The Obsidian Gate is probably at the very nadir of Arak. The temporal fugue gets stronger the closer you are to the Gate.
577 BC	Rumours begin to circulate the shadow fey are drow. Three real drow go to investigate and introduce the cult of the Spider Queen.
583 BC	The last of the drow are wiped out, but the cult continues under "Tristessa". Loht tries to suppress the cult, which balloons into a fully fledged power struggle.
588 BC	Loht breaks the Law of Arak and murders Tristessa. The Scourge scour Arak clean of all surface life. Mount Lament moved miles away from where it was. Keening forms.
760 BC	Present day.

Powers Checks

Caress (Black Magic and Blasphemy: founding the cult of the Spider Queen: 16%; 577 BC): Becomes zellidrow; new Breed.

Enticement (Betrayal: power struggle with Loht: 16%; 583 BC): Whatever powers she gained for these checks have been lost or subsumed by the ghost template; might be Cha bonuses, ghost touch amulet...

Invitation (Violence: war against Loht: 32%; 586 BC): As above

Embrace (Blasphemy: Consorting with fiends: 100%, 588 BC): Malformation of baby

Creature (Black Magic: Dying curse: 100%): Becomes darklord of Keening. Gains ghost template, queen of the dead.

Base stats

S 11 D 17 C 10 I 15 W 18 Ch 10 (base sith zellidrow)

Levelling: Wis +1, Int +1

Template: Cha +10 (fifth magnitude ghost)

Favoured class: hp

CR 16 (5 [base] + 6 [levels] + 5 [ghost])

760 BC (Current day stats)

CR 16 XP 76,800

Female Sith Zellidrow 6 Fifth Magnitude Ghost

CE Medium Undead (augmented fey, incorporeal)

☞ Domains of Dread ☞

Init: +3 (Dex) Senses: Darkvision 120 ft, lowlight vision, Perception +22

Aura: Strong chaos, evil

Defense

AC 18 Touch 18 Flat 15 (+3 Dex, +5 deflection)

Hp 139(8 + 12d8 + 65 + 6)

Fort +8 Ref +13 Will +15

SR 20

DR 10/silver

Incorporeal

Channel resistance +14

Immune fire, heat, undead traits, magic missiles

Offense

Spd Fly 30' (perfect)

Melee Incorporeal touch +10 (corrupting touch 1d6 or withering touch 1d4 Str and 1d4 Dex drain or touch spells)

Missile Ray +11

Space/Reach: 5'/5'

S - (11) D 17 C — I 15 W 18 Ch 20

BAB +7/+2 CMB +10 CMD 25 (immune to most) (22)

Feats

Spell Focus (necromancy), Weapon Finesse, Silent Spell, Still Spell, Flyby Attack, Weapon Focus (ray), Deceitful

Skills

Acrobatics +13 (7), Bluff +13 (3), Fly +15 (4), Perception +22 (7), Knowledge (arcana) +14 (9), Spellcraft +14 (9), Knowledge (religion) +14 (9), Linguistics +5 (3), Stealth +21 (7), Intimidate +17 (9), Sense Motive +16 (9), Use Magic Device +15 (7)

Languages

Arak*, Abyssal, Draconic, Drow, Sylvan, Elven

Treasure

(17000 gp)

Amulet of mighty fists (ghost touch)/brooch of shielding, cloak of resistance +3

Special

Spontaneous casting (inflict spells)

Touch of evil (Su): 6 rds, 7/day

Scythe of evil (Su): 6 rds, 2/day

Sudden shift 7/day

Master's illusion 13 rds/day

Shadow form (Su): As gaseous form. Standard action.

Sunlight vulnerability (Ex): 3/1

Unnerving gaze (Su): Will DC 21 or shaken 24 rds, 30 ft

Spell-like abilities – 1/day, *dancing lights*, *faerie fire*, *darkness*. DC 14 + spell level.

Rejuvenation

Corrupting touch

Draining touch : ability drain can't be healed until victim leaves Keening

Wail: Full round action. 30 ft emanation or 60 ft cone. Wail of the banshee (CL 16). Can penetrate spells creating silence of 5th level or lower. DC 21

Frightful moan

☞ Domains of Dread ☞

Aura of sobs

Sense living: Anywhere in Keening.

Mastery +5

Sinkhole of evil

Shadow form

No nat AC, imm sneak attack and crit hits, fly 20 ft, can't run, pass all Fly checks

Spells prepared

(CL 13); DC 14 + spell level; 15 + spell level (Necromancy)

Trickery (Deception), Evil

0 – *bleed, detect magic, guidance, read magic*

1 – *murderous command, sanctuary, obscuring mist, protection from law, divine favour, protection from good*

2 – *death knell, desecrate, shard of chaos, spiritual weapon, silence, mirror image*

3 – *bestow curse (x2), contagion, vision of hell, summon monster III, magic circle against good*

4 – *blood crow strike, giant vermin, summon monster IV (x2), terrible remorse, confusion*

5 – *curse of magic negation, summon monster V, insect plague, dispel good*

6 – *harm, greater dispel magic, create undead*

7 – *mass inflict serious wounds, blasphemy*

Urík von Kharkov (Valachan)

Timeline

c.600 BC	Created in Thay (Prime Material Toril). Sent to school in Cormyr to be educated.
605 BC	Kills Selena and flees Morphayas. Drawn into Ravenloft (Darkon). Becomes an obyri.
625 BC	Engineers master's destruction, flees Darkon, and kills creator. Becomes darklord of Valachan.
671 BC	Almost killed by the Cat of Felkovic.
c675 BC	Meets Lady Adeline.
760 BC	Present day.

Powers Checks

Caress (Black magic: seeking out an obyri to join the Kargat: 4%; 605 BC): Form stabilises and can no longer be dispelled.

Enticement (Violence: acts as a Kargat – cruel even by vampire standards: 100%; c615 BC): Cat empathy

Invitation (Violence: more cruelty: 32%; c.620 BC): Blackout

Embrace (Betrayal and Violence: Engineering the downfall of his master: 32%): Extra salient ability.

Creature (Blasphemy and Violence: Allowing the Beast to kill Morphayas: 16%): Becomes darklord of Valachan. Control all cats (takes over cat empathy), curse of lycanthropy, claws.

Base stats

S 18 D 19 C 15 I 13 W 13 Ch 9 (base awakened leopard)

Levelling: Str +1

Template: Str +4, Dex +4, Int +4, Wis +2, Cha +8 (mature obyri)

Favoured class: skills

CR 15 (3 [base] + 7 [levels] + 2 [obyri] + 1 [PC-level treasure] +2 [darklord abilities])

760 BC (Current day stats)

CR 15 XP 51,200

Male Awakened Polymorphed Leopard Mature Obyri Fighter 7

LE Medium Undead (augmented magical beast)

Init: +10 (Dex, feat) Senses: Darkvision 60 ft, Perception +25

Defense

AC 29 Touch 18 Flat 22 (+6 Dex, +7 natural, +1 dodge, +4 armour, +1 deflection)

Hp 112(8 + 4d8 + 7d10 + 36 + 12), lunar healing, DR 10/magic and silver

Fort +11 Ref +16 Will +7

SR 13

Channel resistance +6

DR 10/magic and silver

Immune undead traits

Resist cold, electricity 10

Weaknesses: Vampire weaknesses

☞ Domains of Dread ☞

Offense

Spd 40', climb 20'

Melee +2 keen longsword +20/+15 (1d8+9; crit 17+ plus Power Attack (-3/+6) and Bloody Assault)

+2 keen longsword +18/+13 and +1 shortsword +15/+10 (1d8+9 and 1d6+7) or claw +15 (1d4+7)

2 claws +17 (1d4+7 plus Power Attack and Bloody Assault)

Missile Composite longbow (Str +6) +16 (1d8+6, crit x3)

Space/Reach: 5'/5'

S 23 D 23 C — I 17 W 15 Ch 17

BAB +10/+5 CMB +16 CMD 34 (27)

Feats

Persuasive, Skill Focus (Stealth), Cleave, Power Attack, Weapon focus (longsword), Two weapon fighting, Double slice, Bloody Assault, Step Up, Improved two weapon fighting, Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Toughness

Skills

Acrobatics +12 (3), Bluff +12 (0), Climb +18 (1), Diplomacy +11 (6), Handle Animal +12 (6), Intimidate +18 (10), Knowledge (local) +11 (8), Knowledge (nobility) +6 (3), Knowledge (nature) +11 (8), Perception +25 (10), Ride +10 (1), Sense Motive +16 (4), Stealth +21 (1) (+25 in undergrowth), Survival +11 (6); Racial Modifiers +4 on Stealth in undergrowth

Languages

Vaasi*, Darkonese, Mordentish, Sithican

Treasure

(47000 gp/62000 gp)

+2 keen longsword, +1 shortsword, +1 amulet of mighty fists, bracers of armour +4, cloak of resistance +2, ring of protection +1

Special

Bravery +2

Armour training 2

Weapon training 1 (heavy blades)

Blood drain

Dominate

Children of the night

Create spawn

Change shape

Daylight powerlessness

Gaseous form

Lunar healing

Restful sleep

Spider climb

Blackout

Curse of lycanthropy

Feline allies

Mastery +3

Sinkhole of evil

Salient abilities (2): Reduced weaknesses (immune garlic, mirrors, bone stake)

Panther form

nat AC +2, pounce, bite +16 (1d6+6 plus curse of lycanthropy), low light vision, scent

Gaseous form

No nat AC, imm sneak attack and crit hits, fly 20 ft, can't run, pass all Fly checks

Vlad Drakov (falkovnia)

Timeline

665 BC	Vlad Drakov born in Thenol in Taladas (Prime Material Krynn).
689 BC	Drakov and his mercenaries drawn into Ravenloft; begin pillaging Darkon. Failed four Powers checks.
690 BC	Drakov driven into the Mists; becomes darklord of Falkovnia.
709 BC	Drakov invades Dementlieu.
722 BC	Drakov's fourth invasion of Darkon driven back.
751 BC	Drakov invades Darkon again and driven back, despite Azalin's absence.
760 BC	Present day.

Powers Checks

Caress (Violence and Blasphemy: war crimes: 32%; 685 BC): Str +2
Enticement (Violence and Betrayal: slaughtering captives: 16%; 686 BC): Cha +2
Invitation (Violence: sadism: 16%; 688 BC): Fighter +1.
Embrace (Violence and Betrayal: senseless wholesale murder and brigandage: 32%, 689 BC): Str +2, Con +2
Creature (Violence: impaling villagers in Darkon: 16%, 690 BC): Becomes darklord of Falkovnia. SR 21, Spellbreaker.

Base stats

S 14 D 13 C 13 I 14 W 11 Ch 13 (high fantasy)
Racial: Str +2 (human)
Levelling: Str +2, Con +2
Age: Middle (physical -1, mental +1)
Powers checks: Str +4, Con +2, Cha +2
Favoured class: hp
CR 17 (15 [levels] + 1 [PC-level treasure] +1 [darklord abilities])

760 BC (Current day stats)

CR 17 XP 102,400

Male middle aged Human Fighter 16

NE Medium Humanoid (human)

Init: +1 (Dex) Senses: Perception +11

Defense

AC 27 Touch 13 Flat 26 (+12 armour, +1 Dex, +2 natural, +2 deflection; +4 deflection rod of flailing 1/day, 10 min)

Hp 156(10+15d10+48+16)

Fort +15 Ref +8 Will +8 (+4 resistance rod of flailing 1/day, 10 min)

SR 21

Bravery +4

Moderate fortification

Offense

Spd 30'

Melee +2 vorpal shortsword +28/+23/+18/+13 (1d6+14; crit 17+ plus vorpal, Critical Focus, Staggering Crit, Sickening Crit)

+2 vorpal shortsword +28/+18/+13/+8 (1d6+24 or 1d6+14 plus 1d4 bleed; crit 17+ with Power Attack or Bloody Assault)

☞ Domains of Dread ☞

Heavy shield bash +21/+16/+11/+6 (1d4+5)

Gauntlet +21/+16/+11/+6 (1d3+5)

Rod of flailing +21/+16/+11/+6 (1d8+11)

Missile +2 composite longbow (Str +5) +22/+17/+12/+7 (1d8+9; crit 3x)

Missile +17

Haste

Space/Reach: 5'/5'

S 21 D 12 C 16 I 15 W 12 Ch 16

BAB +16/+11/+6/+1 CMB +21 CMD 34 (33)

Feats

Bloody Assault, Critical Focus, Disruptive, Dreadful Carnage, Furious Focus, Greater Weapon Focus (shortsword), Greater Weapon Specialization (shortsword), Improved Critical (shortsword), Mounted Combat, Point Blank Shot, Power Attack, Precise Shot, Ride-by Attack, Sickening Critical, Staggering Critical (DC 26), Weapon Focus (longbow), Weapon Focus (shortsword), Weapon Specialization (shortsword), Spellbreaker B

Skills

Bluff +11 (8), Climb +14 (8), Handle Animal +14 (8), Heal +5 (4), Intimidate +16 (10), Knowledge (history) +10 (8), Knowledge (local) +10 (8), Perception +11 (10), Ride +10 (8), Sense Motive +9 (8)

Languages

Falkovnian*, Darkonese, Mordentish.

Treasure

(236000 gp/315000 gp)

+3 Full Plate, moderate fortification, +3 Shield, Heavy Steel, +2 vorpal Shortsword, Rod of Flailing, +2 composite longbow (Str +5), amulet of natural armour +2, ring of protection +2, cloak of resistance +2, boots of speed

Special

Armour training 4

Weapon training: light blades +3, bows +2, flails +1

SR 21

Sinkhole of evil

Wilifred Godefroy (Mordent)

Timeline

510 BC	Born in Mordent-on-sea in Prime Material Mordent.
c.550 BC	Buys the House on Gryphon Hill.
567 BC	Marries Estelle Weathermay. Old aged.
568 BC	Lilia born.
578 BC	Godefroy murders Estelle and Lilia. They haunt him.
579 BC	Godefroy commits suicide and rises as a haunt. Azalin and Strahd escape into Prime Material Mordent; Mordent drawn into Ravenloft with Godefroy as lord. Still old aged. Becomes a more powerful ghost.
760 BC	Present day.

Powers Checks

- Caress (Violence: brutality to servants: 8%; c550 BC): Able to live in Gryphon Hill
- Enticement (Betrayal: callousness, betrayals: 8%; c565 BC): Haunted feat.
- Invitation (Violence and Betrayal: murdering family members: 32%; 578 BC): Walking stick becomes magical, wakes the house, curses his line, haunted.
- Embrace (Betrayal and Blasphemy: covering up the murders: 16%; 578 BC): Cha bonus. Upon death, becomes haunt (3rd magnitude ghost).
- Creature (Betrayal, Violence and Black Magic: actions during I10: 16%): Becomes darklord of Mordent. Moves from haunt to ghost – increases in magnitude to 4th.

Base stats

S 11 D 14 C 13 I 13 W 11 Ch 15 (high fantasy)
Racial: Con +2 (human)
Levelling: Str +1, Dex +1, Cha +1
Age: Old (physical -3, mental +2)
Template: Cha +8
Favoured class: skills
CR 15 (11 [levels] + 4 [template])

760 BC (Current day stats)

CR 15 XP 51,200
Male old Human Fourth Magnitude Ghost Fighter (Cad) 9/Rogue (Rake) 3
CE Medium Undead (augmented humanoid, incorporeal)
Init: +6 (Dex, feat) Senses: Darkvision 60 ft, Perception +24 Aura: Frightful presence 40'

Defense

AC 21 Touch 21 Flat 19 (+2 Dex, +9 deflection)
Hp 163(10 + 8d10 + 3d8 + 96)
Fort +11 Ref +11 Will +8
Evasion
Incorporeal

Immune to turning and channelled energy

Offense

Spd Fly 30' (perfect)
Melee Incorporeal touch +13 (Terror or 5d6 plus 1d4 Cha drain plus free action Intimidate +33 and free dirty trick if flatfooted; +2 attack to anyone who hit him in last turn)

☞ Domains of Dread ☞

Improvised weapon +10/+5/+0 (1d6-1; crit 19+ plus sneak +2d6 plus free dirty trick; opponents automatically flatfooted; can include dirty trick as one attack; +2 attack and damage to anyone who hit him in last turn; plus Improved Vital Strike, Devastating Strike +4)

Improvised weapon +10 (3d6+3; crit 19+ plus sneak +2d6 plus free dirty trick; opponents automatically flatfooted; can include dirty trick as one attack; +2 attack and damage to anyone who hit him in last turn)

Missile Musket +13 (1d12, crit x 4, range 40', touch, plus Point Blank Shot and Deadly Aim -3/+6; +2 attack and damage to anyone who hit him in last turn)

Thrown +13/+8/+3

Space/Reach: 5'/5'

S — (9) D 12 (14) C — I 15 W 13 Ch 26 (28)

BAB +11/+6/+1 CMB +13 (+20 dirty trick, +16 disarm, steal) CMD 32 (37 dirty trick, 35 disarm/steal)

Feats

Catch Off-Guard, Combat Expertise, Deadly Aim*, Devastating Strike, Greater Dirty Trick, Improved Dirty Trick, Improved Initiative, Improved Vital Strike, Point Blank Shot, Quick Dirty Trick, Quick Draw, Flyby Attack*, Vital Strike

Skills

Acrobatics +8 (3), Appraise +7 (2), Bluff +20 (7), Diplomacy +20 (7), Fly +14 (1), Handle Animal +13 (1), Intimidate +23 (11), Knowledge (history) +9 (7), Knowledge (local) +11 (6), Knowledge (nobility) +10 (8), Perception +24 (12), Ride +8 (3), Sense Motive +16 (12), Sleight of Hand +8 (3), Stealth +16 (3), Use Magic Device +13 (1)

Languages

Mordentish*, Draconic, Darkonese

Treasure

(21,000 gp)

Cloak of resistance +3, headband of Charisma +2, belt of dexterity +2, musket +1 (ethereal only), bracers of armour +1 (ethereal only)

Special

Bravado's Blade

Razor-Sharp Chair Leg

Sneak Attack +2d6

Deadly Surprise

Payback +2

Surprise Attacks (opponents always flatfooted in surprise round)

Evasion

Draining touch (2 – combine with corrupting touch)

Corrupting touch (half, no save)

Frightful presence

Malevolence

Phantasmagoria

Turn immunity

Terror

Mastery +8

Sinkhole of evil

Master of Gryphon Manor





**Chapter Two:
The Stormy Seas**

Alain Monette (L'Ile de la Tempete)

Timeline

c630 BC	Born in Port-au-Prince on Gothic Earth.
654 BC	Becomes Captain of the Ouragan, and ruthlessly leads it to commercial success.
675 BC	Viciously beats a young crewman nearly to death on trumped up charges.
677 BC	Crew mutinies, beats Monette and leaves him for dead. Becomes darklord of L'Ile de la Tempete (then an Island) and contracts lycanthropy.
690 BC	The merchant ship Dragon's Gold enters Ravenloft and falls victim to Monette.
750 BC	L'Ile de la Tempete joins the Core.
760 BC	Present day.

Powers Checks

Caress (Betrayal: ruthlessness in merchant dealings: 2%; c655 BC): Wis +2, Cha -2 (later included in werebat adjustments)

Enticement (Betrayal and Violence: piracy: 16%; c660 BC): +4 bonus to Profession (sailor)

Invitation (Violence: brutality towards crew: 8%; c670 BC): Dex +2

Embrace (Betrayal and Violence: beats and abandons a crewman he knows is innocent: 16%; 675 BC): Bonus feat (becomes Flyby Attack when he becomes a werebat: probably something to do with Intimidate)

Creature (Black Magic: curses his crew following their mutiny: 16%; 677 BC): Becomes a werebat and darklord of L'Ile de la Tempete.

Base stats

S 14 D 14 C 13 I 14 W 9 Ch 13 (high fantasy)

Racial: Con +2 (human)

Levelling: Str +2

Template: Wis +2, Cha -2 (werebat)

Aging: Middle aged

Favoured class: skills

CR 22 (7 [levels] + 1 [template] + 1 [PC-level treasure] + 1 [darklord abilities])

760 BC (Current day stats)

CR 10 XP 9,600

Male Middle aged Maledictive Werebat Human Gunslinger (Musket Master) 5/Rogue (Pirate) 3

LE Medium Humanoid (human, shapechanger) [human form]

Init: +4 (Dex, class) Senses: Lowlight vision, scent; Perception +12

Defense

AC 21 Touch 15 Flat-footed 17 (+2 Dex, +6 armour, +2 dodge, +1 deflection)

hp 61 (10 +4d10 +3d8 +16)

Fort +7, Ref +9, Will +5

Evasion

Unflinching +1

☞ Domains of Dread ☞

Offense

Spd 30 ft, swinging reposition

Melee +1 longsword +10/+5 (1d8+3; crit 19+ plus sneak +2d6)

Ranged +1 hunstman musket +10/+5 (1d12+3, touch; crit x4 plus sneak +2d6 plus Point Blank Shot)

+1 hunstman musket +8/+3 (1d12+7, touch; crit x4 plus sneak +2d6 plus Point Blank Shot with Deadly Aim)

Space/Reach: 5'/5'

S 15 D 15 C 14 I 15 W 12 Ch 12

BAB +7 CMB +9 CMD 24 (20)

LE Large Humanoid (human, shapechanger) [hybrid form]

Init: +4 (Dex, class) Senses: Lowlight vision, scent, blindsense 40 ft; Perception +17

Defense

AC 19 Touch 14 Flat-footed 15 (+2 Dex, +5 natural, -1 size, +2 dodge, +1 deflection)

hp 69 (10 +4d10 +3d8 +24)

Fort +8, Ref +9, Will +6

DR 10/silver

Evasion

Unflinching +1

Offense

Spd 20 ft, fly 40 ft (good)

Melee bite +12 (1d8+5; plus sneak +2d6)

Space/Reach: 10'/5'

S 19 D 15 C 16 I 15 W 14 Ch 12

BAB +7 CMB +12 CMD 27 (23)

Feats

Deadly Aim, Diehard, Dodge, Endurance, Flyby Attack B, Gunsmithing, Iron Will, Point Blank Shot, Rapid Reload (musket), Sea Legs

Skills

Acrobatics +14 (8), Bluff +5 (1), Climb +10 (4), Diplomacy +5 (1), Escape Artist +6 (2), Fly +6 (5), Heal +6 (2), Intimidate +12 (8), Perception +12 (8), Profession (sailor) +16 (8), Ride +1 (0), Sense Motive +8 (4), Sleight of Hand +7 (3), Stealth +17 (8), Survival +10 (6), Swim +11 (5)

Hybrid form: Climb +2, Fly +2, Perception +17, Profession (sailor) +1, Sense Motive +1, Stealth -4, Survival +1, Swim +2; +4 racial bonus to Perception with blindsense

Languages

French*, English, Dutch, pidgin of Low Mordentish, Vaasi, Darkonese

Treasure

(25,000 gp/31,000 gp)

Huntsman musket +1, longsword +1, chain shirt +2, amulet of mighty fists +1, cloak of elvenkind, ring of protection +1

Special

Grit

Deadeye (touch attacks at longer range)

Deeds

Evasion

☞ Domains of Dread ☞

Fast Musket
Gunslinger Initiative
Musket training (misfire -2)
Pistol whip
Quick clear
Steady Aim
Sneak attack +2d6
Swinging reposition
Unflinching (+1 vs fear and mind affecting effects)
Change shape (human, hybrid direbat, polymorph; trigger: high tide)
Bat empathy
Bloodlust
Chemical bane (skullcap)
Landlocked
Control currents
Undying soul
Mastery +1
Sinkhole of evil

Althea (Demise)

Timeline

c644 BC	Born on the Prime Material Plane.
c660 BC	Sells false medicines to plague sufferers.
c662 BC	Marries rich old man, planning to inherit his wealth. Her family come to sponge off her.
c665 BC	Meets Creon and falls wildly in love with him. They take as much treasure as they can carry and elope. Her family pursues, so she kills her brother and leaves pieces of him behind the ship to slow down her father.
c667 BC	Creon abandons her for a wealthier model, leaving her penniless. She murders their children (disinherited by remarriage) rather than allow them to be sold into slavery. She poisons Creon's new wife (causing her to miscarry), and seduces and profanes the priest of his faith. The gods strike her down for blasphemy. She becomes a medusa and darklord of Demise (at this point an Island).
686 BC	The Isle of Demise joins the Core.
760 BC	Present day.

Powers Checks

Caress (Betrayal: peddling false medicines: 8%; c660 BC):
Enticement (Betrayal and Violence: murders brother so she and Creon can escape: 16%; c.665 BC):
Invitation (Betrayal and Violence: murders children: 32%; c667 BC):
Embrace (Betrayal and Violence: causes Alexander's new wife to miscarry and die of blood loss: 16%; c667 BC):
Creature (Blasphemy: seduces priest on the altar to profane it: 16%; c667 BC): Becomes a medusa and darklord of Demise.

Base stats

S 10 D 15 C 18 I 12 W 13 Ch 15 (base medusa)
CR 8 (7 [base] + 1 [darklord abilities])

760 BC (Current day stats)

CR 8 XP 4,800

Female Medusa

LE Medium Monstrous Humanoid

Init: +6 (Dex, feat) Senses: All-around vision, darkvision 60 ft; Perception +16

Defense

AC 17 Touch 12 Flat-footed 15 (+2 Dex, +4 natural, +1 armour)

hp 80 (10 +7d10 +32)

Fort +7, Ref +9, Will +8

Offense

Spd 30 ft.

Melee Masterwork short sword +11/+6 (1d6; crit 19+) and snake bite +5 (1d4 plus poison)

Ranged Masterwork short bow +11/+6 (1d8; crit 3x, range 60 ft)

Spit poison +11 touch (blindness, range 10 ft)

Special Attacks Petrifying gaze

Spell-like Abilities (CL 8th) 3/day—*suggestion* (DC 15)

☞ Domains of Dread ☞

Space/Reach: 5'/5'

S 10 D 15 C 18 I 12 W 13 Ch 15

BAB +8 CMB +8 CMD 20 (18)

Feats

Improved Initiative, Weapon Finesse, Ability focus (petrifying gaze), Skill focus (Bluff)

Skills

Bluff +13 (8), Disguise +10 (8), Intimidate +13 (8), Perception +16 (8), Stealth +13 (8); +4 racial bonus to Perception.

Languages

Helladic*, Lamordian

Treasure

(2400 gp/2400 gp)

Masterwork short sword, masterwork shortbow, bracers of armour +1, cloak of resistance +1

Special

All-around vision

Petrifying gaze (DC 18)

Spit poison (DC 18)

Poison (Bite—injury; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d4 Con; *cure* 2 consecutive saves. The save DC is Constitution-based.)

Suggestion

Sinkhole of evil

Bluebeard (Blaustein)

Timeline

c600 BC	Born in Prime Material Blaustein.
c622 BC	Inherits Castle Blaustein and great wealth. Marries his first wife.
c625 BC	Suspecting her of infidelity with a bard, Bluebeard kills her.
c627 BC	Remarries.
c629 BC	Kills her. Later that year, remarries.
c630 BC	Kills her.
c631 BC	Marries Marcella. She lasts about 2 months before he slits her throat. Over the next few years, does away with 3 more women in increasingly cruel ways as they prove themselves disloyal to him.
c637 BC	Murders his eighth (somewhere between 6 and 8) wife. Becomes darklord of Blaustein (probably as an Island of Terror, but possibly not). Kills 12 more wives over the next century, including Lorel, who he blinds and rips out the tongue of her brother before killing them both.
c741 BC	Blaustein joins the Sea of Sorrows (if it hasn't already).
760 BC	Present day.

Powers Checks

Caress (Betrayal and Violence: murdering his first wife: 32%; c625 BC): Sense Motive becomes a class skill.

Enticement (Betrayal and Violence: murders his third wife increasingly sadistically: 16%; c630 BC): Discern lies.

Invitation (Betrayal and Violence: murders his fourth wife Marcella: 8%; c631 BC): Charm person, detect thoughts.

Embrace (Betrayal and Violence: murders his sixth wife sadistically: 4%; c636 BC): Immune to his wives' powers

Creature (Betrayal and Violence: murders his eighth wife: 2%; c637 BC): Becomes darklord of Blaustein. Utter loyalty, master of the castle, murderous charisma.

Base stats

S 16 D 16 C 13 I 12 W 9 Ch 7 (high fantasy)

Racial: Str +2 (caliban)

Levelling: Str +1, Dex +1

Favoured class: skills

CR 10 (8 [levels] + 1 [PC-level treasure] + 1 [darklord abilities])

760 BC (Current day stats)

CR 10 XP 9,600

Male Caliban Fighter 9

LE Medium Humanoid (crossbreed)

Init: +3 (Dex) Senses: Lowlight vision, Perception +10

Defense

AC 22 Touch 14 Flat-footed 19 (+3 Dex, +8 armour, +1 deflection)

hp 63 (10 + 8d10 + 9)

Fort +8, Ref +7, Will +3 (+2 vs charm, sleep)

Bravery +2

☞ Domains of Dread ☞

SR 15

Immune to negative levels

Offense

Spd 30 ft

Melee +3 mithral straight razor +20/+15 (1d4+12, crit 19+)

+3 mithral straight razor +17/+12 (1d4+18, crit 19+ with Power Attack)

+3 mithral straight razor +15/+10 (1d4+12 plus 1d4 bleed, crit 19+ with Bloody Assault)

Unarmed strike +15/+10 (1d3+6 plus Intimidate)

Space/Reach: 5'/5'

S 19 (21) D 17 C 13 I 12 W 9 Ch 12

BAB +9 CMB +14 CMD 28 (25)

Feats

Alertness, Betrayer, Bloody Assault, Enforcer, Persuasive, Power Attack, Quick Draw, Uncanny Alertness, Weapon Focus (dagger), Weapon Specialisation (dagger)

Skills

Bluff +10 (6), Climb +6 (0), Diplomacy +13 (7), Intimidate +14 (3), Knowledge (local) +5 (4), Perception +10 (8), Sense Motive +13 (8)

Languages

Blausteinier*, Mordentish

Treasure

(34,000 gp/45,000 gp)

Belt of giant strength +2, circlet of persuasion, ring of protection +1, cloak of resistance +1, +2 agile breastplate, +3 mithral straight razor.

Special

Ferocity

Intimidating

Weapon Training (light blades +2, close +1)

Armour Training 2

Bravery

Discern lies, charm person at will; dream to seduce wives

Utter loyalty

Master of the castle

Murderous Charisma

Sinkhole of evil

Daclaud Heinfroth (Dr. Dominiani) (Dominia)

Timeline

c596 BC	Born in Gundarak.
c606 BC	Watches his mother succumb to madness. Becomes obsessed with how insanity arises and can be treated.
c630 BC	Begins to suffer from hallucinations, and so begins his experiments with cerebral fluid transfusions.
c633 BC	Transfuses himself with cerebral fluid from one of Duke Gundar's favourites, and becomes a cerebral vampire. Joins Gundar's service.
735 BC	Plots with Akriel Lukas to overthrow Harkon Lukas; he is also working with Gundar to betray Akriel.
736 BC	Betrays Gundar, who is staked. Becomes darklord of Gundarak.
740 BC	Becomes darklord of Dominia in the Grand Conjunction.
c748 BC	Dominia joins the Sea of Sorrows.
750 BC	Captures Rudolph van Richten and drives him insane (although he eventually gets away).
760 BC	Present day.

Powers Checks

Caress (Blasphemy: experiments with alchemy and madness: 16%; c630 BC):
Madness.

Enticement (Blasphemy and Violence: murders people to get cerebral fluid to prevent own madness: 16%; c.633 BC): Becomes cerebral vampire.

Invitation (Blasphemy and Violence: callous treatment of inmates in his asylum: 32%; c700 BC): Madness bomb.

Embrace (Betrayal and Violence: plot to overthrow Harkon Lukas and then betray Akriel Lukas: 4%; 735 BC): Confusion touch.

Creature (Betrayal: allows Gundar to be killed by adventurers: 16%; 736 BC):
Becomes darklord of Gundarak.

Base stats

S 13 D 10 C 12 I 16 W 15 Ch 8 (high fantasy)

Racial: Cha +2 (human)

Levelling: Wis +2, Cha +1

Aging: Middle aged

Favoured class: skills

CR 14 (11 [levels] + 2 [template] + 1 [PC-level treasure])

760 BC (Current day stats)

CR 14 XP 38,400

Male Middle aged Human Mature Obyri (Cerebral Vampire) Alchemist (Mindchemist) 7
Mesmerist 5

CE Medium Undead (augmented humanoid)

Init: +6 (Dex, feat) Senses: Darkvision 60 ft, Perception +32

☞ Domains of Dread ☞

Defense

AC 27 Touch 15 Flat-footed 24 (+2 Dex, +8 natural, +4 armour, +2 deflection, +1 dodge)

hp 112 (8 + 6d8 + 5d6 + 60), lunar healing

Fort +14, Ref +14, Will +13

Evasion

Mind shielding

Channel resistance +9

DR 10/magic and silver

Immune undead traits

Resist cold 10, electricity 10

Obyri weaknesses

Offense

Spd 40 ft

Melee Slam +11 (1d4+6 plus confusion)

Ranged Bomb +10/+5 (4d6+5 fire or 2d6+5 fire plus 1d4 Wis)

Space/Reach: 5'/5'

S 18 D 13 (15) C - I 21 W 20 Ch 18

BAB +7 CMB +11 CMD 26 (24)

Feats

Ability Focus (dominate), Alertness, Brew Potion, Combat Reflexes, Dodge, Enforcer, Hypnotism, Improved Initiative, Lightning Reflexes, Persuasive, Rhetorical Flourish, Skill Focus (Heal), Spell Focus (Enchantment), Throw Anything, Toughness

Skills

Acrobatics +8 (6), Appraise +10 (2), Bluff +27 (12), Climb +10 (3), Craft (alchemy) +20 (12), Diplomacy +17 (8), Fly +8 (3), Handle Animal +10 (3), Heal +26 (12), Intimidate +23 (12), Knowledge (arcana) +15 (2), Knowledge (history) +15 (2), Knowledge (local) +17 (4), Knowledge (nature) +16 (3), Knowledge (nobility) +16 (3), Knowledge (religion) +15 (2), Linguistics +7 (2), Perception +32 (12), Sense Motive +32 (12), Sleight of Hand +11 (6), Stealth +16 (6).

Heal +4 to hypnotise with pocketwatch, +2 to cure/induce madness

Languages

Luktar*, Balok, Mordentish, Draconic, Darkonese, Vaasi, Sithican, Lamordian

Treasure

(81,000gp/108,000 gp)

Amulet of Natural Armour +2, Belt of Incredible Dexterity +2, Bracers of Armour +4, Cloak of Resistance +3, Ring of Evasion/Protection +2, Ring of Mind Shielding

Special

Bomb (12/day)

Cognatogen

Concentrate Poison

Fast Poisoning

Perfect Recall

Preserve Organs (25% immune to critical hits)

Swift Alchemy

Mesmeric Focus

Alter Perceptions

☞ Domains of Dread ☞

Diagnose Madness
Soothing Voice
Implant Spells
Shatter Psyche
Break Will
Cerebral Drain (1d4 Int, heal 5 hp)
Dominate (DC 22)
Children of the Night (2d6 wolves or 1d4+1 seagull swarms (as bat swarms))
Create Spawn
Change shape
Daylight Powerlessness
Lunar Healing
Gaseous Form
Restful Sleep
Spider Climb
Salient Ability: Immune to garlic, damaged by surgical alcohol not holy water
Confusion touch
Mastery +4
Sinkhole of evil

Spells

DC 15 + spell level (-1 for silent image)

4 5/day – *hideous laughter, silent image, sleep, unnatural lust*

2 3/day – *calm emotions, hold person*

Formulae

(6/4/2); DC 15 + spell level

1 – *anticipate peril, bomber's eye, comprehend languages, cure light wounds, disguise self, keen senses, polypurpose panacea, see alignment, true strike, identify, vocal alteration, detect undead*

2 – *acute senses, aid, blistering invective, blur, cure moderate wounds, detect thoughts, delay poison, invisibility, see invisibility, lesser restoration*

3 – *arcane sight, bloodhound, cure serious wounds, heroism, lightning lash bomb admixture, rage, seek thoughts, tongues*

Easan the Mad (Vechor)

Timeline

c420 BC	Born on Oerth in a small elven kingdom bordering the Land of Iuz.
565 BC	Begins arguing in favour of going to war against Iuz before he can gain a foothold in the area. In retaliation, fiends kidnap Easan and pretend to place a fiend in him. He begins to go mad.
569 BC	While relatively lucid, he travels to the island of Vechor. Mediation keeps the “fiend” dormant.
599 BC	Cataclysm befalls Vechor; Easan is the only survivor. He flees far from civilisation and begins construction of a bizarre house.
600 BC	Begins experimenting to determine the nature of the soul. Becomes the darklord of Vechor (without noticing for several months). Ahmi Vanjuko is also drawn into Barovia.
602 BC	Ahmi Vanjuko finds himself in Vechor and falls victim to Easan’s experiments, eventually becoming a mechanical golem.
750 BC	Vechor joins the Core.
760 BC	Present day.

Powers Checks

Caress (Blasphemy: consorting with fiends: 8%; 565 BC): Madness.

Enticement (Black Magic: trying to get the fiend out: 16%; c567 BC): Becomes a wild mage.

Invitation (Blasphemy and Black Magic: more consorting with fiends to try to get the fiend out and uncover the nature of the soul: 16%; c569 BC): Gains fiendish template

Embrace (Betrayal, Black Magic and Violence: cataclysm of Vechor: 100%; 599 BC): Arcane mastery.

Creature (Black Magic and Blasphemy: experiments into the nature of the soul: 16%; 600 BC): Becomes darklord of Vechor.

Base stats

S 10 D 16 C 11 I 17 W 10 Ch 7 (high fantasy)

Racial: Dex +2, Int +2, Con -2

Levelling: Int +3

Favoured class: hp

CR 16 (12 [levels] + 1 [template] + 1 [PC-level treasure] + 2 [darklord abilities])

760 BC (Current day stats)

CR 16 XP 76,800

Male Fiendish Elf Wizard (Wild Mage) 13

CE Medium Humanoid (elf)

Init: +4 (feat) Senses: Darkvision 60 ft, lowlight vision; Perception +13

Defense

AC 21 Touch 17 Flat-footed 17 (+4 Dex, +3 armour, +1 natural, +3 deflection)

hp 48 (6 +12d6 -13 +13), regeneration 5

Fort +6, Ref +11, Will +11

DR 10/good

Immune sleep, elven immunities

Resist cold 15, fire 15, acid 10

☞ Domains of Dread ☞

SR 18

Offense

Spd 30 ft.

Melee Masterwork dagger +7/+2 (1d4; crit 19+)

Ranged Ray +10

Special Attacks Smite good (1/day, +13 damage)

Space/Reach: 5'/5'

S 10 D 18 C 9 I 22 W 10 Ch 7

BAB +6 CMB +6 CMD 23 (19)

Feats

Augment Summoning, Craft Construct, Craft Magic Arms & Armour, Craft Wand, Craft Wondrous Item, Dazing Spell, Empower Spell, Intensified Spell, Scribe Scroll, Spell Focus (conjunction)

Skills

Bluff +8 (10), Craft (alchemy) +16 (7), Craft (clockwork) +11 (4), Fly +13 (6), Intimidate +9 (11), Knowledge (arcana) +19 (10), Knowledge (dungeoneering) +13 (4), Knowledge (engineering) +10 (1), Knowledge (geography) +10 (1), Knowledge (history) +10 (1), Knowledge (local) +14 (5), Knowledge (nature) +13 (4), Knowledge (planes) +15 (6), Knowledge (religion) +12 (3), Linguistics +10 (1), Perception +13 (11), Sense Motive +10 (10), Spellcraft +18 (9)

Languages

Vecchorite*, Elven, Abyssal, Darkonese, Draconic, Infernal, Sithican, Sylvan, Vaasi

Treasure

(110,000 gp/140,000 gp)

Amulet of natural armour +1, bracers of armour +3, cloak of resistance +3, ring of protection +3/lesser acid resistance, iron flask

Special

Bonded object (ring)

Wild magic

Metamagic mastery (3/day)

Arcane mastery

Reality dominion

Regeneration

Detect thoughts

Mastery +1

Sinkhole of evil

Spells Known

DC = 16 + spell level; 17 + spell level for Conjunction; CL 15 for overcoming SR

At will – *acid splash*, *arcane mark*, *bleed*, *dancing lights*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *flare*, *ghost sound*, *haunted fey aspect*, *light*, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation*, *ray of frost*, *read magic*, *resistance*, *spark*, *touch of fatigue* (all)

6/day – *alter winds*, *animate rope*, *bungle*, *colour spray*, *disguise self*, *enlarge person*, *grease*, *interrogation*, *magic missile*, *memory lapse*, *obscuring mist*, *reduce person*, *silent image*, *sleep*, *summon monster I*, *touch of gracelessness*, *unseen servant*

☞ Domains of Dread ☞

6/day – *alter self, darkness, fog cloud, gust of wind, glitterdust, hideous laughter, hypnotic pattern, mad hallucination, minor image, mirror image, share memory, shatter, summon monster II, web*

5/day – *blink, dispel magic, fly, major image, marionette possession, phantom steed, rain of frogs, sleet storm, slow, stinking cloud, suggestion, summon monster III*

5/day – *agonise, black tentacles, confusion, crushing despair, curse of magic negation, hallucinatory terrain, ice storm, shadow conjuration, summon monster IV*

4/day – *baleful polymorph, break enchantment, dream, feeblemind, mirage arcana, nightmare, summon monster V, teleport*

3/day – *acid fog, control weather, mass suggestion, permanent image, summon monster VI*

1/day – *insanity, reverse gravity, summon monster VII*

Frantisek Markov (Markovia)

Timeline

675 BC	Born in Vallaki in Barovia.
698 BC	Butchers his wife Ludmilla and is driven into the Mists. Becomes darklord of Markovia.
740 BC	Markovia is transplanted to the Sea of Sorrows following the Great Upheaval and presumed destroyed.
743 BC	A lost merchant vessel sailing out of Ludendorf re-discovers Markovia. The name sticks given the number of weird beasts found on the island.
748 BC	Lamordian explorers attempt to settle the island now known as Markovia, but the colonists vanish.
749 BC	The Sunset Empires is lost at sea. Akanga leads a rebellion against Markov.
760 BC	Present day.

Powers Checks

Caress (Violence: torture of animals: 8%; c687 BC): Xenophobia
Enticement (Blasphemy and Violence: vivisects animals: 16%; c695 BC): Dex +2 (later taken over by beast shape bonuses)
Invitation (Blasphemy: starts selling the meat in his butchers shop: 2%; c696 BC): Level +1
Embrace (Blasphemy and Violence: starts trying to build monsters through vivisection: 16%; c697 BC): Becomes an alchemist, not an expert.
Creature (Betrayal, Violence and Blasphemy: vivisects Ludmilla, in part to stop her outing him: 32%; 698 BC): Becomes darklord of Markovia. Thousand forms, craft monsters.

Base stats

S 14 D 15 C 14 I 14 W 10 Ch 8 (high fantasy)
Racial: Int +2 (human)
Levelling: Int +2
Powers Checks: Str +2 (Medium beast shape)
Favoured class: skills
CR 8 (7 [levels] + 1 [darklord abilities])

760 BC (Current day stats)

CR 8 XP 4,800
Male Human Alchemist (Vivisectionist) 8
LE Medium Humanoid (human, shapechanger) [Medium ape form]
Init: +2 (Dex) Senses: Perception +11

Defense

AC 14 Touch 12 Flat-footed 12 (+2 Dex, +2 natural)
hp 55 (8 + 7d8 + 16)
Fort +9, Ref +9, Will +3 (+6 against poison)

Offense

Spd 30 ft, climb 30 ft
Melee 2 slams +10 (1d4+4 plus sneak +4d6; sneak +8d6+16 nonlethal)
 2 slams +8 (1d4+8 plus sneak +4d6 with Power Attack)

Space/Reach: 5'/5'

S 14 (16) D 15 C 14 I 18 W 10 Ch 8

☞ Domains of Dread ☞

BAB +6 CMB +9 CMD 21 (19)

Feats

Bludgeoner, Brew Potion, Power Attack, Sap Adept, Sap Master, Skill Focus (Knowledge (nature)), Throw Anything

Skills

Bluff +7 (8), Climb +16 (5), Craft (alchemy) +15 (8), Fly +7 (2), Handle Animal +7 (8), Heal +18 (0), Intimidate +7 (8), Knowledge (arcana) +8 (1), Knowledge (local) +8 (4), Knowledge (nature) +18 (8), Perception +11 (8), Sense Motive +8 (8), Stealth +7 (5), Survival +8 (5), Swim +5 (2)

Languages

Balok*, Darkonese, Mordentish, Tepestani, Vaasi

Treasure

(7,800 gp)

Cloak of resistance +1, amulet of mighty fists +1, lots and lots of potions

Special

Bottled Ooze

Combine Extracts

Enhance Potion (4/day)

Fast Poisoning (swift action)

Poison Use

Mutagen (DC 18)

Swift Alchemy

Spontaneous Healing (20/day)

Throw Anything (+1 to hit with thrown splash weapons)

Sneak Attack +4d6

Torturous Transformation

Craft monsters

Thousand Forms

Sinkhole of evil

Formulae

(5/5/3); DC 14 + spell level

1 – *deathwatch, cure light wounds, enlarge person, keen senses, reduce person, polypurpose panacea, anticipate peril, expeditious retreat, jump, negate aroma, stone fist, touch of the sea*

2 – *anthropomorphic animal, bull's strength, bear's endurance, cat's grace, cure moderate wounds, acute senses, alchemical allocation, animal aspect, fox's cunning, darkvision, see invisibility, lesser restoration*

3 – *awaken, baleful polymorph, rage, cure serious wounds, remove disease, water breathing, amplify elixir, bloodhound, greater animal aspect, remove blindness/deafness*

The Lady of Ravens (The Isle of Ravens)

Timeline

- ? BC Born on the Prime Material Plane to a degenerate line of in-bred sorcerers. In her late teens she falls in love with a soldier, who goes away to war for 2 years. When he returns and loves another, she kills them both with her ravens and becomes darklord of the Isle of Ravens. At latest, 710 BC; perhaps as early as 540 BC.
- 750 BC The Isle of Ravens joins the Nocturnal Sea.
- 752 BC The Lady gives Felauragoth to Babette l'Jeunese, who loses it.
- 760 BC Present day.

Powers Checks

Caress (Black Magic: torments the servants: 8%): Becomes summoner, not sorcerer. The ravens start speaking to her.

Enticement (Black Magic: punishing people out of spite and psychopathy: 4%): Mastery.

Invitation (Blasphemy and Black Magic: consorting with fiends to try to find info about beloved: 32%): Control ravens.

Embrace (Black Magic and Violence: murdering her beloved's fiance: 32%): Circe's eye.

Creature (Black Magic and Violence: murdering her beloved: 32%): Becomes darklord of the Isle of Ravens.

Base stats

S 8 D 13 C 15 I 12 W 13 Ch 15 (high fantasy)

Racial: Cha +2

Levelling: Cha +4

Aging: Middle aged

Favoured class: Skills

CR 18 (17 [levels] + 1 [darklord abilities])

760 BC (Current day stats)

CR 18 XP 153,600

Female Middle aged Human Summoner (Wild caller/Broodmaster) 18

NE Medium Humanoid (Human)

Init: +7 (Dex, feat) Senses: Bond senses (18 rds/day); Perception +14

Defense

AC 21 Touch 16 Flat-footed 18 (+3 Dex, +5 armour, +3 deflection)

hp 156 (8 +17d8 +36 +36)

Fort +14, Ref +13, Will +17

Greater Shield Ally (+4 AC/saves, +2 for allies)

Life bond

Offense

Spd 30 ft.

Melee Masterwork dagger +12/+7/+2 (1d4-2; crit 19+)

Ranged Ray +16

☞ Domains of Dread ☞

Space/Reach: 5'/5'

S 7 D 12 (16) C 14 (18) I 13 W 14 Ch 22 (28)

BAB +13 CMB +11 CMD 27 (24)

Feats

Eschew Materials, Augment Summoning, Arcane Blast, Destructive Dispel, Extend Spell, Improved Initiative, Quicken Spell, Spell Focus (conjuration), Spell Penetration, Still Spell

Skills

Bluff +15 (6), Diplomacy +15 (6), Fly +14 (8), Intimidate +16 (7), Knowledge (arcana) +13 (9), Knowledge (local) +12 (8), Knowledge (nature) +11 (7), Knowledge (nobility) +8 (4), Knowledge (planes) +13 (9), Perception +14 (12), Spellcraft +15 (11), Use Magic Device +15 (3)

Languages

Draconic*, permanent *tongues*

Treasure

(246,000 gp/315,000 gp—level 16 equivalent)

Belt of physical might (Dex, Con) +4, crystal ball of telepathy, headband of Charisma +6, ring of protection +3, black robe of the archmagi, permanent *tongues*

Special

Eidolon Link

Greater Aspect

Life Bond

Life Link

Transposition (4/day)

Merge Form (18 rds/day)

Share Spells

Summon Nature's Ally I to IX (12/day)

Circe's eye (1/day, DC 28; Cha based)

Control ravens

Undying soul

Mastery +9

Sinkhole of evil

The Seven Ravens (Eidolon)

NE Small Outsider

Init +5 (Dex); Senses darkvision 60 ft; Perception +8

AC 20, touch 20, flat-footed 11 (+5 Dex, +1 size, +4 natural)

Hp 15 (10 +1d10)

Fort +9, Ref +14, Will +4 (+4 vs Ench)

Improved evasion

Speed 40 ft, fly 40 ft (good)

Melee bite +16/+11 (1d4+1)

Space 5 ft.; Reach 5 ft.

S 13 D 20 C 11 I 7 W 10 Ch 11

BAB +14 CMB +14 CMD 29 (33 against trip) (24)

Flyby attack, Multiattack; Fly +15 (1), Perception +8 (5), Stealth +13 (1)

Spells Known

DC = 19 + spell level; 20 + spell level for Conjunction; CL 18; +4 for overcoming SR

At will—*acid splash, arcane mark, detect magic, guidance, mage hand*

8/day—*grease, feather fall, lesser rejuvenate eidolon, shield, summon monster I, unseen servant*

7/day—*invisibility, resist energy, protection from arrows, summon eidolon, summon monster II, summon swarm*

7/day—*black tentacles, charm monster, dispel magic, magic circle against evil, mass enlarge person, mad monkeys*

7/day—*baleful polymorph, hold monster, insect plague, magic jar, teleport*

6/day—*ethereal jaunt, greater dispel magic, planar binding, spell turning*

4/day—*binding, dominate monster, eagle aerie, mass charm monster*

Lyron Evensong (Liffe)

Timeline

709 BC	Born on Prime Material Krynn.
738 BC	Becomes darklord of Claveria.
741 BC	Slain by adventurers, but the remains of his domain begin accreting other near-dead domains, forming Liffe.
750 BC	Liffe joins the Core.
760 BC	Present day.

Powers Checks

Caress (Blasphemy: deciding all people are misguided fools: 2%; c725 BC): Dex +2, xenophobia.

Enticement (Betrayal and Violence: burning down people's houses to free them from attachments: 8%; c729 BC): Con +2

Invitation (Violence: murder to free people from attachment: 32%; c731 BC): Str +2

Embrace (Black Magic: mind control: 16%; c736 BC): Int +2

Creature (Black Magic and Blasphemy: creation of phylactery to share his soul with everyone: 16%; 738 BC): Becomes darklord of Claveria. Phylactery, incorporeal, fast healing.

Base stats

S 14 D 13 C 13 I 12 W 12 Ch 14 (high fantasy)

Racial: Cha +2 (human)

Levelling: Cha +3

Powers Checks: Str, Dex, Con, Int +2

Favoured class: skills

CR 14 (11 [levels] + 1 [PC-level treasure] + 2 [darklord abilities])

760 BC (Current day stats)

CR 14 XP 38,400

Male Human Bard 12

NE Medium Humanoid (human, incorporeal)

Init: +4 (Dex) Senses: Perception +14

Defense

AC 23 Touch 17 Flat-footed 18 (+4 Dex, +6 armour, +1 dodge, +2 deflection)

hp 81 (8 + 11d8 + 24), fast healing 1

Fort +8, Ref +14, Will +11

Offense

Spd 30 ft

Melee +2 rapier +15/+10 (1d6+5; crit 18+)

Space/Reach: 5'/5'

S 16 D 15 (19) C 15 I 14 W 12 Ch 19 (23)

BAB +9 CMB +12 CMD 29 (24)

Feats

Arcane Strike, Dodge, Improved Counterspell, Lingering Performance, Skill Focus (Perform (Keyboard Instruments)), Spell Focus (Enchantment), Weapon Finesse

☞ Domains of Dread ☞

Skills

Appraise +14 (9), Bluff +21 (3), Craft (carpentry) +8 (3), Diplomacy +27 (1), Disguise +21 (3), Intimidate +27 (1), Linguistics +11 (6), Knowledge (arcana) +13 (2), Knowledge (geography) +12 (1), Knowledge (history) +12 (1), Knowledge (local) +14 (3), Knowledge (nature) +12 (1), Knowledge (nobility) +14 (3), Knowledge (religion) +12 (1), Perception +14 (10), Perform (act) +21 (12), Perform (keyboard instruments) +27 (12), Perform (oratory) +21 (12), Ride +8 (5), Sense Motive +21 (5), Sleight of Hand +11 (5), Spellcraft +14 (9), Stealth +11 (5), Use Magic Device +16 (7)

Languages

Sithican*, Darkonese, Draconic, Vaasi, Graben, Elven, Halfling, Sylvan, Dwarven, Gnome, Giant

Treasure

(77,000 gp/108,000 gp)

Chain shirt +2, rapier +2, belt of Dexterity +4, cape of the mountback/resistance +2, doomharp piano, headband of Charisma +4, ring of protection +2

Special

Bardic Performance (move action, 32 rds/day)

Countersong

Dirge of Doom (increased range with doomharp)

Distraction

Fascinate (DC 22)

Inspire Competence +4

Inspire Courage +3

Inspire Greatness (2 allies)

Soothing Performance

Suggestion (DC 22)

Bardic Knowledge +6

Jack of All Trades

Lore Master (2/day)

Versatile Performance

Well Versed

Phylactery

Incorporeal form

Fast healing

Mastery +6

Sinkhole of evil

Spells

DC 16 + spell level; 17 + spell level for Enchantment

At will – *detect magic, ghost sound, mending, message, prestidigitation, read magic*

7/day – *disguise self, hideous laughter, charm person, grease, expeditious retreat, obscure object*

7/day – *hypnotic pattern, tongues, hold person, allegro, oppressive boredom*

5/day – *haste, glibness, crushing despair, slow*

4/day – *virtuoso performance, modify memory, dominate person, utter contempt*

Meredoth (The Nocturnal Sea)

Timeline

c600 BC	Born in Alphatia in Mystara.
633 BC	Granted a barony in Norwold and quickly becomes annoyed by how much time is spent on the petty concerns of his vassals.
635 BC	Poisons all his vassals and turns them into intelligent zombies in the middle of a brutal winter. Becomes the darklord of Nebligtode (potentially in the Sea of Sorrows, but more likely to be an Island).
642 BC	Poisons the entire Graben family and turns them into lebenttod.
734 BC	Captain Garvyn breaks his oath to return bodies to the Graben crypts and the Endurance becomes a Ship of Horror in Meredoth's service.
737 BC	Killed by adventurers; returns thanks to prepared clones.
750 BC	Nebligtode becomes the Nocturnal Sea.
760 BC	Present day.

Powers Checks

Caress (Violence: poison: 4%; c620 BC): Cha -2.

Enticement (Black Magic: necromancy: 4%; c625 BC): Bonus feat: Undead Master (later replaced by Cold One)

Invitation (Black Magic and Violence: removing rivals: 16%; c630 BC): Sense intruders.

Embrace (Black Magic: experimenting on some of his vassals to create lebenttod: 16%; c634 BC): Carrion collector.

Creature (Black Magic, Betrayal and Blasphemy: poisoning all of his vassals and raising them from the dead: 100%; 635 BC): Becomes darklord of Nebligtode.

Base stats

S 10 D 13 C 12 I 18 W 12 Ch 7 (high fantasy)

Racial: Int +2 (human)

Levelling: Int +5

Aging: Old

Favoured class: skills

CR 22 (19 [levels] + 1 [PC-level treasure] + 2 [darklord abilities])

760 BC (Current day stats)

CR 22 XP 614,400

Male Old Human Necromancer 20

CE Medium Humanoid (Human)

Init: +2 (Dex) Senses: Darkvision 60 ft, arcane sight, see invisibility, life sight (20 rds/day);

Perception +21

Defense

AC 26 Touch 16 Flat-footed 24 (+2 Dex, +6 armour, +4 natural, +4 deflection)

hp 92 (6 +19d6 +20)

Fort +12, Ref +13, Will +18

Immune disease, poison, gas attacks, hp loss from bleeding

Resist cold 20, electricity 10

SR 20

Spell turning

☞ Domains of Dread ☞

Minor displacement

Offense

Spd 30 ft.

Melee Masterwork dagger +11/+6 (1d4; crit 19+)

Rod of withering +7/+2 touch (1d4 Str and 1d4 Con)

Ranged Ray +12

Space/Reach: 5'/5'

S 7 (11) D 11 (15) C 9 (13) I 27 (31) W 10 (12) Ch 7

BAB +10 CMB +10 CMD 26 (24)

Feats

Arcane Blast, Combat Casting, Craft Construct, Craft Magic Arms & Armour, Craft Rod, Craft Wand, Craft Wondrous Item, Enlarge Spell, Extend Spell, Forge Ring, Heighten Spell, Maximize Spell, Quicken Spell, Rime Spell, Scribe Scroll, Spell Focus (necromancy), Cold One (B), Command Undead (B)

Skills

Appraise +14 (1), Bluff +8 (10), Craft (alchemy) +26 (13), Craft (blacksmith) +16 (5), Craft (sculpture) +22 (10), Escape Artist +22 (20), Fly +18 (13), Heal +11 (10), Intimidate +13 (15), Knowledge (arcana) +33 (5; 20 from headband), Knowledge (dungeoneering) +15 (2), Knowledge (engineering) +15 (2), Knowledge (geography) +15 (2), Knowledge (history) +15 (2), Knowledge (local) +15 (2), Knowledge (nature) +23 (10), Knowledge (planes) +23 (10), Knowledge (religion) +33 (10; 20 from headband), Linguistics +14 (1), Perception +21 (20), Sense Motive +11 (10), Spellcraft +33 (20), Stealth +17 (10), Survival +11 (10), Swim +10 (10), Use Magic Device +15 (17)

Languages

Grabenite*, Aquan, Auran, Balok, Elven, Abyssal, Darkonese, Draconic, Infernal, Sithican, Vaasi, permanent *tongues*

Treasure

(660,000 gp/880,000 gp)

Amulet of natural armour +4/hand of glory/necklace of adaptation/periapt of health/proof against poison/wound closure/scarab of protection, belt of physical perfection +4, boots of the winterlands, bracers of armour +6, broom of flying, cloak of elvenkind/minor displacement/resistance +5, crystal ball of true seeing, headband of vast intelligence +4/Wis +2, rods: Quicken, Reach, Absorption, Flame Extinguishing, Withering, ring of spell turning/major cold resistance/minor electricity resistance, ring of freedom of movement/protection +4, ring of wizardry I and II/evasion, staff of frost and necromancy

Permanent *tongues*, *arcane sight*, *darkvision*, *see invisibility*

2 snow golems, 1 bone golem, 1 zombie golem

Special

Bonded object (staff)

Command Undead (12/day) (DC 18)

Grave touch (12/day)

Arcane mastery

Master of storms

Undead truce

Carrion collector

Sense intruders

Sinkhole of evil

Spells Known

Opposition schools: Enchantment, Illusion

(4/10+1/10+1/6+1/5+1/5+1/5+1/5+1/4+1/4+1); DC = 19 + spell level; 20 + spell level for Necromancy

Knows all the spells in the Core Rules, Domains of Dread, those regarding constructs from later books, plus those he has created: *greater shrink item*, *shrink construct*, *transmute snow to stone*, *transmute stone to snow*

Dieter van Riese (The Sea of Sorrows)

Timeline

577 BC	Born on Prime Material Plane.
590 BC	Becomes cabin boy after stowing away and first hears of the northwest passage.
599 BC	Works his way up to be boatswain's mate.
613 BC	Buys the Relentless and begins searching for the northwest passage.
630 BC	Makes his dark bargain and becomes darklord of the Sea of Sorrows. At the moment, it borders only Mordent and Darkon. Van Riese begins exploring his new home.
c637-741 BC	Somewhere in this very large range, Blaustein joins the Sea of Sorrows.
683 BC	Lamordia is formed.
686 BC	The Isle of Demise joins the Core.
c705 BC	Ghastria joins the Sea of Sorrows.
707 BC	Dementlieu is formed.
740 BC	Markovia is transplanted from the centre of the Core to the Sea.
c748 BC	Dominia joins the Sea of Sorrows.
760 BC	Present day.

Powers Checks

Caress (Violence: brutality as boatswain: 4%; 613 BC): Xenophobia. Becomes able to buy the Relentless.

Enticement (Violence: brutality as captain: 4%; 615 BC): Stalwart. Cursed.

Invitation (Violence: more brutality: 4%; c623 BC): +1 level

Embrace (Betrayal and Violence: murders crew spokesman: 16%; 630 BC): +1 level

Creature (Blasphemy: dark pact to escape the storm: 32%; 630 BC): Becomes darklord of the Sea of Sorrows and a ghost.

Base stats

S 14 D 16 C 15 I 13 W 9 Ch 7 (high fantasy)

Racial: Str +2 (human)

Levelling: Str +3

Aging: Middle aged

Favoured class: skills

CR 19 (13 [levels] + 5 [template] + 1 [PC-level treasure])

760 BC (Current day stats)

CR 19 XP 204,800

Male Middle aged Human Fifth Magnitude Ghost Fighter (Unbreakable) 10/Horizon Walker 4

NE Medium Undead (Augmented Humanoid)

Init: +2 (Dex) Senses: Darkvision 60 ft, Perception +35

☞ Domains of Dread ☞

Defense [Corporeal]

AC 20 Touch 14 Flat-footed 18 (+2 Dex, +6 armour, +2 deflection)

hp 151 (10 + 13d10 + 70)

Fort +13, Ref +8, Will +9

Resist cold 20

DR 5/magic and silver

Channel resistance +9

Rejuvenation

Immune undead traits

Stalwart

Offense

Spd 30 ft

Melee +3 duelling, vicious, wounding whip +22/+17/+12 (1d3+7 plus Dazzling Display, Shatter Defenses)

+1 heavy mace +19/+14/+9 (1d8+5)

Melee +18/+13/+8

Ranged Pistol +16 (1d8, crit x4, touch, plus Point Blank Shot)

Ranged Pistol +12 (1d8+8, crit x4, touch, plus Point Blank Shot)

Space/Reach: 5'/5'

Defense [Incorporeal]

AC 17 Touch 17 Flat-footed 17 (+2 Dex, +5 deflection)

hp 151 (10 + 13d10 + 70)

Fort +16, Ref +8, Will +9

Resist cold 20

Stalwart

DR 5/magic and silver

Channel resistance +9

Rejuvenation

Immune undead traits

Immune critical hits, precision damage

Incorporeal

Offense

Spd Fly 30 ft (perfect)

Melee Incorporeal touch +16/+11/+6 (2d6 plus 3 negative levels (DC 22))

Space/Reach: 5'/5'

S - (18) D 15 C - I 14 W 10 (12) Ch 18 (20)

BAB +14 CMB +16 (+18 corporeal) CMD 31 (29) incorporeal; 32 (30) corporeal

Feats

Dazzling Display (whip), Deadly Aim, Diehard, Endurance, Enforcer, Exotic Weapon Proficiency (whip), Heroic Defiance (1/day), Heroic Recovery (2/day), Improved Iron Will (1/day), Intimidating Prowess, Iron Will, Point Blank Shot, Sea Legs, Shatter Defenses (whip), Skilled Driver (water), Weapon Focus (whip), Whip Mastery

Skills

Acrobatics +15 (11), Appraise +6 (4), Climb +10 (1), Intimidate +21 (11), Knowledge (geography) +20 (9), Knowledge (history) +8 (6), Knowledge (nature) +14 (9), Perception +35 (14), Profession (sailor) +18 (+22 to steer ships) (14), Sense Motive +7 (6), Stealth +8 (0), Survival +20 (10), Swim +14 (1)

☞ Domains of Dread ☞

Languages

Mordentish*, Lamordian, Ghastrian

Treasure

(139,000gp/185,000 gp)

+1 mace, +2 armoured coat, +3 dueling vicious wounding whip, minor cloak of displacement/resistance +2, headband of Wis and Cha +2, ring of protection +2

Special

Armour Training 2

Diehard

Endurance

Stalwart (partial saves have no effect)

Unflinching +3

Terrain Dominance (cold)

Terrain Mastery (cold, water)

Terrains (water +6, cold +2, urban +2) – water bonuses included

Chill touch (2d6 damage plus 3 negative levels)

Mutable

Dominate gaze

Frightful moan (except it is visual, not sonic; paralysed with fear while the Relentless is in sight on the sea)

Summon the dead (2d4 bowlyns)

Spell-like abilities (*obscuring mist, haunting mists, fog cloud, solid fog, shadow conjuration*)

Misfortune (seeing the Relentless at sea)

DR 5/magic and silver

Mastery +7

Sinkhole of evil

Stezen d'Polarno (Ghastria)

Timeline

c548 BC	Born in Prime Material Ghastria.
c583 BC	His soul is stolen and trapped in a painting.
c584 BC	Murders King Oderic's entire court at feast and becomes darklord of Ghastria (currently an Island of Terror).
c705 BC	Ghastria joins the Sea of Sorrows.
760 BC	Present day.

Powers Checks

Caress (Betrayal: exploiting the poor: 4%; c568 BC): Bluff becomes a class skill.
Enticement (Violence: murder to protect his reputation: 16%; c573 BC): Poison Use
Invitation (Violence: political assassination: 16%; c578 BC): Cha +2
Embrace (Betrayal: causing chaos during famine: 8%; c583 BC): Cursed with portrait.
Joyless. Regeneration.
Creature (Betrayal and Violence: poisons King Oderic's entire court: 32%; c584 BC):
Becomes darklord of Ghastria. Regeneration increases. Drain life. Immune to aging.

Base stats

S 13 D 15 C 12 I 14 W 10 Ch 13 (high fantasy)
Racial: Cha +2 (human)
Levelling: Str +1, Dex +1
Favoured class: skills
CR 12 (9 [levels] + 1 [PC-level treasure] + 2 [darklord abilities])

760 BC (Current day stats)

CR 12 XP 19,200
Male Human Fighter 10
NE/CE Medium Humanoid (Human)
Init: +7 (Dex, magic) Senses: Perception +10

Defense

AC 22 Touch 14 Flat-footed 18 (+3 Dex, +8 armour, +1 dodge plus Combat Expertise +3)
hp 69 (10 + 9d10 + 10)
Fort +8, Ref +6, Will +3
Bravery +3
Regeneration 5
Immune to aging

Offense

Spd 30 ft
Melee +1 duelling keen rapier +17/+12 (1d6+10, crit 15+ plus critical focus)
 +1 duelling keen rapier +14/+9 (1d6+16, crit 15+ with Power Attack)
 +1 duelling keen rapier +15/+10 (1d6+10, crit 15+; can feint in place of first attack)
and dagger +14 (1d4+7, crit 19+)
Melee +13
Ranged Dagger +16 (1d4+7, crit 19+)
Space/Reach: 5'/5'

☞ Domains of Dread ☞

S 14 (16) D 16 C 12 I 14 W 10 Ch 17
BAB +10 CMB +13 CMD 27 (23) (33 vs disarm, 29 vs feint, 31 vs sunder)

Feats

Combat Expertise, Combat Reflexes, Critical Focus, Deceitful, Dodge, Double Slice, Improved Feint, Power Attack, Two-Weapon Feint, Two Weapon Fighting, Weapon Focus (rapier), Weapon Specialisation (rapier)

Skills

Bluff +17 (9), Craft (painting) +9 (4), Diplomacy +11 (8), Disguise +5 (0), Intimidate +11 (5), Knowledge (nobility) +5 (3), Perception +10 (10), Ride +9 (4), Sense Motive +10 (10), Stealth +9 (7)

Joyless: Diplomacy -10, Bluff -10

Languages

Ghastrian*, Draconic, Mordentish

Treasure

(46,000 gp/62,000 gp)

Duelling keen rapier +1, agile breastplate +2, masterwork dagger, belt of giant strength +2, gloves of duelling.

Special

Weapon Training (light blades +2, bows +1)

Armour Training 2

Bravery

Poison Use

Painting: Regeneration 5

 Immune to aging

 Drain life

 Joyless

Sinkhole of evil

Virundus (The Drowning Deep)

Timeline

c560 BC?	Born on the Prime Material Plane.
600 BC?	Virundus attempts to become a god and becomes darklord of the Drowning Deep.
750 BC	The Drowning Deep joins the Nocturnal Sea.
760 BC	Present day.

Powers Checks

Whatever effects he had before his transformation were lost.

Caress (Violence: war crimes: 16%):

Enticement (Violence: sacrifice of captives after war: 32%):

Invitation (Blasphemy: desecrates the shrine of Oceanus: 16%):

Embrace (Blasphemy: supplants the worship of Oceanus with this own: 32%):

Creature (Blasphemy, Violence and Black Magic: attempts to become a god on the back of grotesque slaughter: 100%; 600 BC?): Becomes an aberration and darklord of the Drowning Deep.

Base stats

S 30 D 6 C 26 I 15 W 18 Ch 20 (base)

CR 21 [base]

760 BC (Current day stats)

CR 21 XP 409,600

Male Unique Aberration

NE Colossal Aberration (aquatic)

Init: +2 (Dex, feat) Senses: Blindsense 30 ft, darkvision 120 ft; Perception +35

Defense

AC 30 Touch 0 Flat-footed 30 (-2 Dex, -8 size, +30 natural)

hp 503 (8 + 39d8 + 320)

Fort +21, Ref +11, Will +26

Immune fire, acid

Regeneration 10

SR 32

Offense

Spd 0 ft.

Melee 2 tentacles +33 (2d8+10 plus grab; crit 19+) and 2 slams +30 (2d8+10 plus poison) and 1 bite +30 (4d6+10 plus swallow whole) plus feats

Special Attacks constrict (2d8+10), swallow whole (4d6 bludgeoning damage plus 4d6 acid damage, AC 25, 50 hp)

Space/Reach: 30'/20' (120' with tentacles)

S 30 D 6 C 26 I 15 W 18 Ch 20

BAB +30 CMB +48 (+52 grapple) CMD 56

☞ Domains of Dread ☞

Feats

Alertness, Blind-fight, Bloody Assault, Critical Focus, Bleeding Critical, Blinding Critical, Crippling Critical, Staggering Critical, Stunning Critical, Tiring Critical, Exhausting Critical, Dazzling Display, Gory Finish, Improved Critical (tentacle), Improved Initiative, Intimidating Prowess, Multiattack, Power Attack, Snatch, Weapon Focus (tentacle)

Skills

Intimidate +46 (24), Knowledge (arcana) +26 (24), Knowledge (history) +26 (24), Knowledge (nature) +26 (24), Knowledge (planes) +26 (24), Knowledge (religion) +29 (24), Perception +35 (24), Sense Motive +32 (24), Spellcraft +29 (24), Swim +37 (24)

Languages

Xalote*, Aquan, Draconic, telepathy

Treasure

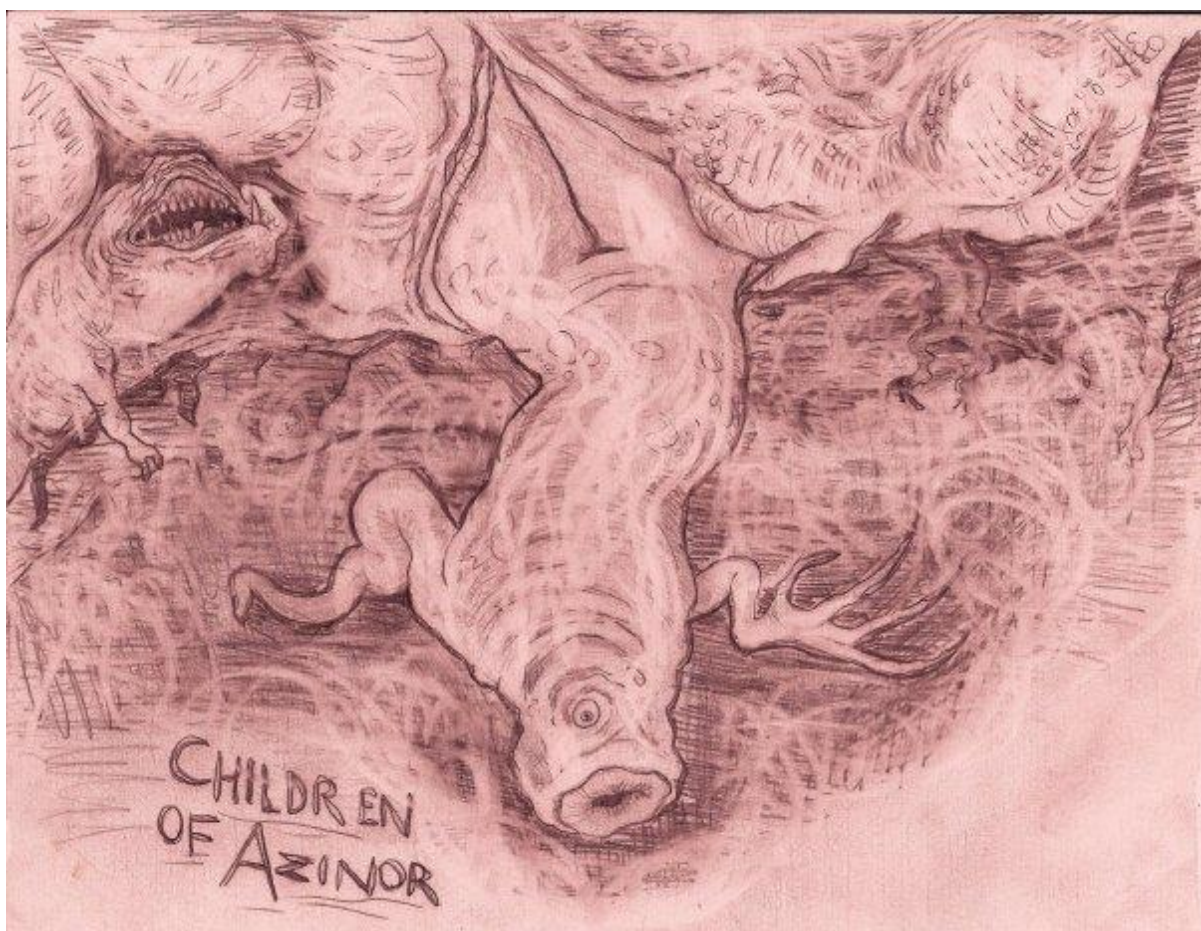
Permanent *tongues*, *telepathy*

Special

Constrict
Poison (DC 38; 1d2 Str and 1d2 Con)
Ink cloud
Abyssal taint
Master of the deep
Mask of the past
Hunger
Blood frenzy
Mastery +5
Sinkhole of evil

Spell-like Abilities

CL 20th
At will—*light*, *water breathing*



**Chapter Three:
The Lords of the Clusters**

Ankhtepot (Har'Akir) (The Amber Wastes)

Timeline

c495 BC	Born in the Black Land.
551 BC	Murdered in his sleep by his priests; remains aware as he is mummified. Becomes darklord of Har'Akir. The first awakening. Likely awakens every 30 years or so. His fourth son is Khamose, who becomes Pharaoh and marries Tiyet.
738 BC	Senmet's coup fails; Ankhtepot awakens for the seventh time.
746 BC	The Amber Wastes form.
760 BC	Present day.

Powers Checks

Caress (Blasphemy and Violence: evil experiments on slaves: 8%; c540 BC): The Black Land is cursed. Loses ability to transform into an eagle.

Enticement (Blasphemy: razes the temples of Ra: 100%; c550 BC): Improved natural armour. Loses other cleric powers?

Invitation (Blasphemy: curses Ra to his face: 64%; c550 BC): Cursed by Ra. Disease touch.

Embrace (Black Magic and Blasphemy: learns necromancy: 16%; 550 BC): Despair.

Creature (Blasphemy: breaks from the church of Ra: 8%; 551 BC): Becomes an ancient dead and darklord of Har'Akir. Regains cleric powers. Become human.

Base stats

S 12 D 12 C 10 I 11 W 16 Ch 14 (high fantasy)

Racial: Wis +2 (human)

Levelling: Wis +3

Aging: Old

Favoured class: hp

CR 20 (14 [levels] + 5 [template] + 1 [darklord abilities])

760 BC (Current day stats)

CR 20 XP 307,200

Male Old Human Cleric of Ra 15 Rank Five Ancient Dead

CE Medium Undead (augmented humanoid, human)

Init: +7 (Dex, feat) Senses: Darkvision 60 ft; Perception +27

Aura: despair (60 ft, DC 33), faithless (30 ft, +4 channel resistance), chaos, evil

Defense

AC 39 Touch 16 Flat-footed 36 (+3 Dex, +20 natural, +3 deflection)

hp 176 (8 +14d8 +15 +90), fast healing 5

Fort +11, Ref +10, Will +22

Resist electricity 20, fire 20, acid 10

Immune cold

DR 5/-

Resist blows

Rejuvenation

SR 22

☞ Domains of Dread ☞

Channel resistance +21

Offense

Spd 30 ft.

Melee +20 slam (2d6+20 plus disease)

Ranged +14

Space/Reach: 5'/5'

S 21 D 17 C - I 17 W 33 Ch 22

BAB +11 CMB +16 CMD 32 (29)

Feats

Combat Casting, Combat Reflexes, Command Undead (DC 23), Destructive Dispel, Divine Interference, Improved Initiative, Piercing Spell, Quicken Spell, Scribe Scroll

Skills

Bluff +9 (0), Diplomacy +13 (1), Fly +8 (2), Intimidate +24 (12), Knowledge (arcana) +16 (10), Knowledge (history) +16 (10), Knowledge (nature) +10 (7), Knowledge (nobility) +10 (4), Knowledge (planes) +15 (9), Knowledge (religion) +15 (9), Linguistics +12 (6), Perception +27 (5), Sense Motive +16 (2), Spellcraft +18 (12), Stealth +15 (1)

Languages

Akiri*, Abyssal, Auran, Celestial, Draconic, Ignan, Infernal, Terran

Treasure

(159,000 gp)

Amulet of mighty fists +4/natural armour +3, circlet of persuasion/major crown of blasting/medallion of thoughts, ring of protection +3, cloak of resistance +2

Special

Channel negative energy (9/day, 8d6, DC 23)

Fire bolt/lightning arc (14/day each, 1d6+7 damage, 30 ft ranged touch attack)

Spontaneous casting

Resist blows

Rejuvenation

Despair (60 ft, paralysed 1d4 rds)

Disease (DC 33; 1d6 Cha drain, 1d3 Str drain, 1d3 Con drain, plus nauseated if stressed; DC 20 caster level check to heal afflicted, no natural healing, requires remove curse plus 1 remove disease per day of infection, all cast in one day to remove)

Spell resistance 22

Create spawn (mummify alive those afflicted with disease)

Curse of vengeance (+9 to curses)

Fast healing 5

Faithless (+4)

Divine wrath

Vengeance

Terrifying (2)

Onslaught (2)

Deathbringer (3)

Improved natural armour (4)

Overwhelming despair

Become human

Mastery +6

Sinkhole of evil

Spell-like Abilities

DC 21 + spell level; CL 15

1/day – *daylight, flame strike, sunbeam*

Typical Spells

Domains: Air, Fire

DC 21 + spell level

0 – *resistance, read magic, light, detect magic*

1 – *shield of faith, divine favour, bane, cause fear, command, doom, sanctuary, obscuring mist*

2 – *resist energy, wind wall, desecrate, aid, darkness, shard of chaos, spiritual weapon* (2)

3 – *searing light, gaseous form, magic circle against good, animate dead, contagion, dispel magic, blindness/deafness, deadly juggernaut*

4 – *poison, divine power, wall of fire, air walk, debilitating portent, summon monster IV* (2)

5 – *righteous might, flame strike, greater command, mass inflict light wounds, insect plague, control winds, reprobation*

6 – *greater dispel magic, harm, blade barrier, chain lightning, dust form, epidemic*

7 – *elemental body IV, control weather, blasphemy, summon monster VII* (2)

8 – *earthquake, fire storm, whirlwind*

Ankhtepot (human form)

CR 1/2

Male Human Aristocrat 1

CE Medium Humanoid (human)

Init +5; Senses: Perception +8

AC 14, touch 14, flat-footed 13 (+1 Dex, +3 deflection)

hp 8 (1d8)

Fort +0, Ref +1, Will +6

Spd 30 ft.

Melee Unarmed Strike +1 (1d3+1/20/x2)

Str 12, Dex 12, Con 10, Int 11, Wis 18, Cha 14

Base Atk +0; CMB +1; CMD 15

Improved Initiative, Combat Reflexes; Diplomacy +6 (1), Intimidate +6 (1), Knowledge (arcana) +4 (1), Knowledge (history) +13 (1 plus bonus), Knowledge (nature) +10 (1 plus bonus), Knowledge (nobility) +7 (1 plus bonus), Knowledge (planes) +4 (1), Knowledge (religion) +12 (1 plus bonus), Linguistics +9 (1 plus bonus), Perception +8 (1), Sense Motive +8 (1), Stealth +2 (1); Akiri*, Abyssal, Celestial, Common, Draconic, Ignan, Infernal, Terran
Ring of Protection +3

Bonus skill points from age and curse

Arijani (Sri'Raji) (The Verdurous Lands)

Timeline

c600 BC	Born in Prime Material Sri'Raji to Ravana and a human priestess of Kali. Given to the rakshasa of Bahru.
c640 BC	Begins to plot against the other rakshasa, leading to their discovery and destruction.
670 BC	Bahru is destroyed in the conflict between humans and rakshasa. Ravana is captured by Arijani and killed. Sri'Raji forms.
727 BC	Jahed enters Sri'Raji and begins working against Arijani as Ravana's servant.
744 BC	Sri'Raji joins the Verdurous Lands cluster.
760 BC	Present day.

Powers Checks

Caress (Betrayal: begins working against the rakshasa: 4%; c640 BC): Altered change self.

Enticement (Betrayal and Violence: destruction of the rakshasa: 8%; c660 BC): Half a cleric level.

Invitation (Betrayal and Violence: causing the destruction of Bahru: 8%; 670 BC): Cleric +1

Embrace (Blasphemy: captured Ravana: 8%; 670 BC): Immune to damage from rakshasa and Rajians.

Creature (Betrayal, Blasphemy and Violence: breaks his word and kills Ravana: 16%; 670 BC): Becomes darklord of Sri'Raji. Illusion of horror, crossbow vulnerability.

Base stats

S 15 D 20 C 18 I 119 W 18 Ch 18 (base hero rakshasa)

Levelling: Int +2, Wis +1

Favoured class: hp

CR 20 (10 [base] + 9 [levels] + 1 [darklord abilities])

760 BC (Current day stats)

CR 20 XP 307,200

Male Rakshasa Cleric 8/Sorcerer 5

CE Medium Outsider (native, shapechanger)

Init: +9 (Dex, feat) Senses: Darkvision 60 ft; Perception +30

Aura: Overwhelming evil, chaos

Defense

AC 30 Touch 18 Flat-footed 24 (+5 Dex, +9 natural, +3 armour, +2 deflection, +1 dodge)

hp 213 (10 +9d10 +8d8 +5d6 +92 +8)

Fort +14, Ref +15, Will +21

DR 15/good and piercing

SR 25

50% miss chance

☞ Domains of Dread ☞

Offense

Spd 40 ft

Melee +26/+21/+16/+11 mithral kukri +3 (1d4+5; crit 15+) plus +18 bite (1d6+1) plus +18 claw (1d4+1)

+23 bite (1d6+2) and +23 claw (1d4+2)

Ranged +23/+18/+13/+8

Space/Reach: 5'/5'

S 15 D 20 C 18 I 21 W 19 Ch 18

BAB +18 CMB +20 CMD 38 (32)

Feats

Combat Casting, Combat Expertise, Dodge, Eschew Materials, Greater Spell Focus (illusion), Improved Critical (kukri), Improved Initiative, Silent Spell, Spell Focus (enchantment, illusion), Spell Penetration, Still Spell, Weapon Finesse

Skills

Bluff +31 (20), Diplomacy +25 (18), Disguise +25 (10), Intimidate +20 (13), Knowledge (arcana) +13 (5), Knowledge (geography) +11 (6), Knowledge (history) +13 (5), Knowledge (local) +11 (6), Knowledge (nature) +11 (6), Knowledge (planes) +13 (5), Knowledge (religion) +18 (10), Perception +30 (23), Perform (stringed instruments) +17 (10), Sense Motive +30 (23), Spellcraft +18 (10), Stealth +31 (23), Use Magic Device +15 (8)

Languages

Rajian*, Infernal, Abyssal, Darkonese, Vaasi, Draconic, Aklo

Treasure

(159,000 gp)

Mithral kukri +3, amulet of proof against detection and location, boots of levitation, bracers of armour +3, major cloak of displacement, drums of panic, ring of protection +2

Special

Detect thoughts

Change shape (any humanoid, alter self, provoke xenophobia in any form)

Aura

Channel negative energy (4d6, 7/day, DC 18)

Deadly weather (40 ft, 8 rds/day)

Destructive smite (+4 dmg, 7/day)

Master's illusion (8 rds/day, DC 18)

Sudden shift (7/day)

Spontaneous casting

Silver tongue (7/day)

Disguise spell identity (+5 to Spellcraft DC to identify spells)

Crossbow vulnerability

Immune to damage from Rajians and rakshasa

Illusion of horror

Sinkhole of evil

☞ Domains of Dread ☞

Typical Spells

Domains: Catastrophe (Destruction), Deception (Trickery)

DC 14 + spell level, 15 + spell level for Enchantment (underline), 16 + spell level for Illusion (~~strike~~); CL 8

0 – *bleed, guidance, spark, virtue*

1 – *divine favour, true strike, comprehend languages, command, doom, cure light wounds*

2 – *death knell, enthral, aid, ~~mirror image~~, hold person*

3 – *prayer, nondetection, deeper darkness, deadly juggernaut, ~~vision of hell~~*

4 – *confusion, spiritual ally, unholy blight, air walk*

Spells

DC 14 + spell level, 15 + spell level for Enchantment, 16 + spell level for Illusion; CL 12

At will – *resistance, mage hand, read magic, light, prestidigitation, dancing lights, ~~ghost sound~~, detect magic, arcane mark*

7/day – *hypnotism, ~~silent image~~, cause fear, ~~ventriloquism~~, charm person, ~~colour spray~~*

7/day – *hideous laughter, blindness/deafness, ~~blur~~, darkness, ~~invisibility~~, fog cloud*

7/day – *suggestion, haste, ~~major image~~, clairaudience/clairvoyance*

7/day – *fear, scrying, ~~rainbow pattern~~*

5/day – *dream, ~~shadow evocation~~*

3/day – *~~permanent image~~*

Crocodile (The Wildlands) (The Verdurous Lands)

Timeline

?	A crocodile so evil the jungle can't endure him is born.
?	The other animals summon hairless apes to destroy Crocodile, then give their powers to him to destroy the hairless apes (except Fly and Python).
658 BC	The Wildlands form.
697 BC	A mad jackal leads his people to attack the other animals, resulting in them being driven from the plateau and into the swamp, where Crocodile kills most of them.
744 BC	The Wildlands join the Verdurous Lands cluster.
760 BC	Present day.

Powers Checks

Caress (Violence: cruelty: 4%):	Frightening
Enticement (Violence: slaughter: 4%):	Frightful presence
Invitation (Violence: more slaughter: 4%):	Sharp teeth
Embrace (Violence: still more slaughter: 2%):	Miasma of evil
Creature (Betrayal, Blasphemy and Violence: Stealing the gifts of the other animals—who are themselves cursed for summoning the hairless apes—and slaughtering the hairless apes: 100%):	Becomes darklord of the Wildlands. Gains the advanced template.

Base stats

S 37 D 10 C 25 I 1 W 14 Ch 2
 Dire crocodile (magical beast)
 Template: Advanced template x 2
 CR 12 (9 [base] + 2 [template] + 1 [darklord abilities])

760 BC (Current day stats)

CR 12 XP 19,200
 Male Advanced Wildlands Dire Crocodile
 CE Gargantuan Magical Beast
 Init: +8 (Dex, feat) Senses: Darkvision 60 ft, low light vision, Perception +20
 Aura: Frightful presence (60', DC 16)

Defense

AC 29 Touch 6 Flat 25 (+19 natural, +4 Dex, -4 size)
 Hp 197 (10 + 11d10 + 132)
 Fort +19 Ref +12 Will +8

Offense

Spd 20', swim 30'
 Melee Bite +22 (3d6 + 17 plus grab; crit 19+ plus 2d6 bleed) and tail slap +22 (4d8 + 8)
 Bite +18 (3d6 + 25 plus grab) and tail slap +18 (4d8 + 12) with Power Attack
 Space/Reach: 20'/15'
 Death roll (3d6 + 25 plus trip), swallow whole (3d6 + 17, AC 19, 19 hp)
 S 45 D 18 C 33 I 17 W 14 Ch 10
 BAB +12 CMB +30 (+34 grapple) CMD 44 (48 vs trip)

☞ Domains of Dread ☞

Feats

Improved Critical (bite), Improved Initiative, Iron Will, Skill Focus (Perception), Skill Focus (Stealth), Power Attack.

Critical Focus, Bleeding Critical – bite only.

Skills

Bluff +12 (12), Intimidate +15 (11), Knowledge (nature) +9 (6), Perception +20 (12), Sense Motive +8 (6), Stealth +8 (+16 in water) (12), Swim +21 (1).

Languages

Any humanoid or monstrous humanoid language except the primordial tongue.

Treasure

None

Special

Frightful presence

Miasma of evil (1/day, 20', DC 21, sickened)

Sharp teeth

Sinkhole of evil

Dying

Eternal

Diamabel (Pharazia) (The Amber Wastes)

Timeline

568 BC	Born in Prime Material Pharazia.
584 BC	Father dies. Diamabel begins genocidal campaign to cleanse the world and himself. Most likely a fighter or cavalier.
590 BC	Struck by sniper's arrow while butchering town. Transformed. Becomes darklord of Pharazia.
746 BC	The Amber Wastes form.
760 BC	Present day.

Powers Checks

Caress (Betrayal and Violence: murders father: 32%; 584 BC):	Madness.
Enticement (Violence: murders insubordinate followers: 4%; 584 BC):	Frightening presence
Invitation (Violence: subjugates desert tribes: 8%; c586 BC):	Advanced template (with Int and Wis penalties)
Embrace (Blasphemy and Violence: attempted genocide: 100%; c588 BC):	Spiritburner. SR.
Creature (Blasphemy and Violence: attempted genocide: 32%; 590 BC):	Becomes inquisitor and darklord of Pharazia. Transformed into monstrous humanoid. Flight, undying soul, regeneration, healing, bonus feat.

Base stats

S 14 D 14 C 12 I 10 W 11 Ch 14 (high fantasy)
Racial: Str +2 (human)
Levelling: Str +1, Con +1, Int +1, Cha +1
Powers checks: Str +4, Dex +4, Con +4, Int +2, Wis +2, Cha +4
Favoured class: skills
CR 19 (15 [levels] + 1 [advanced template] + 1 [PC-level treasure] + 2 [darklord abilities])

760 BC (Current day stats)

CR 19 XP 204,800
Male Monstrous Humanoid Inquisitor (Preacher) 16
CE Medium Monstrous Humanoid
Init: +8 (Dex, feat) Senses: Darkvision 60 ft; Perception +20
Aura: frightening presence (30 ft; DC 22)

Defense

AC 24 Touch 19 Flat-footed 20 (+4 Dex, +2 natural, +3 armour, +5 deflection)
hp 123 (8 +15d8 +48); regeneration 2
Fort +16, Ref +12, Will +14
Stalwart
50% fortification
SR 27
Judgements

Domains of Dread

Offense

Spd 30 ft, fly 60 ft (average)

Melee +21/+16/+11 flaming burst, unholy, vicious greatsword +3 (4d6+10+1d6 fire +2d6 to good opponents; crit 19+; 6d6+20+1d10 fire +2d6 to good opponents on crit; deals 1d6 damage to him on hit) plus +17 wing buffet (1d4+5)

+17/+12/+7 flaming burst, unholy, vicious greatsword +3 (4d6+18+1d6 fire +2d6 to good opponents; crit 19+; 6d6+36+1d10 fire +2d6 to good opponents on crit; deals 1d6 damage to him on hit) plus +13 wing buffet (1d4+13) with Power Attack

+19/+14/+9 flaming burst, unholy, vicious greatsword +3 (8d6+18+1d6 fire +2d6 to good opponents; crit 19+; 10d6+36+1d10 fire +2d6 to good opponents on crit; deals 1d6 damage to him on hit) plus +13 wing buffet (1d4+13) with Power Attack and Greater Bane

+17/+12/+7 dagger (1d4+5, crit 19+)

Ranged +16/+11/+6

Space/Reach: 5'/5'

S 21 D 18 C 17 I 15 W 13 Ch 19

BAB +12 CMB +17 CMD 36 (32)

Feats

Combat Casting, Combat Reflexes, Dazzling Display (greatsword; +2 when bane active), Death from Above B, Extend Spell, Extended Bane, Intimidating Bane, Power Attack, Spell Bane, Weapon Focus (greatsword)

Skills

Bluff +19 (12), Diplomacy +16 (9), Fly +15 (8), Intimidate +30 (15), Knowledge (geography) +12 (10), Knowledge (local) +12 (10), Knowledge (nature) +14 (9), Knowledge (nobility) +5 (3), Knowledge (religion) +18 (13), Perception +20 (16), Perform (oratory) +10 (6), Ride +10 (3), Sense Motive +27 (15), Spellcraft +15 (10), Stealth +12 (5), Survival +12 (8), Use Magic Device +12 (8)

Languages

Pharazi*, Akiri, Vaasi

Treasure

(238,000 gp/315,000 gp)

Flaming burst, unholy, vicious greatsword +3, cloak of resistance +3, ring of protection +5, bracers of armour +3/moderate fortification, ring of retribution.

Special

Detect alignment

Greater Bane (20 rds/day; +4d6 damage)

Intimidating Bane

Discern lies (16 rds/day)

Judgements: Destruction +6 dmg

Fast healing 6

Justice +4/+8 attack

Piercing +6 concentration and SR

Protection +4/+8 AC

Purity +4/+8 save

DR 4/good

Energy resistance 12

Smiting (magic, chaos, adamantite)

Third judgement (6/day)

Shared judgement

Monster lore

Track

Stalwart

Determination (6/day; reroll attack, or +4 AC for 1 attack)

Exploit Weakness (on crit, ignore DR, suppress regeneration, +1 fire damage if vulnerable)

Fervent Action (1/day; make 1 attack, move speed or cast spell of 4th level or below)

Fire of Belief (7/day; 1d6+8 ranged touch 30 ft; CE immune)

Inquisitor abilities are Cha-based

Frightening presence

Regeneration

Heal self (1/day)

Wings

Undying soul

Mastery +4

Sinkhole of evil

Typical Spells

Domain: Fervour Inquisition

DC 14 + spell level; +2 when bane active

At will – *daze, light, read magic, detect magic, brand, guidance*

6/day – *command, interrogation, know the enemy, litany of weakness, shield of faith, unerring weapon*

6/day – *blistering invective, brow gasher, castigate, confess, death knell, weapon of awe*

6/day – *banish seeming, invisibility purge, keen edge, locate weakness, retribution*

5/day – *divination, greater brand, denounce, fear, rebuke*

3/day – *geas/quest, litany of thunder, righteous might, unwilling shield*

1/day – *overwhelming presence, word of chaos*

Draga Saltbiter (Saragoss) (The Verdurous Lands)

Timeline

703 BC	Born on the Sea of Stars in Toril.
715 BC	Leaves home as cabin boy to escape his abusive parents, captured by pirates, infected with lycanthropy. Becomes sworn to Umberlee.
718 BC	Learns to control his lycanthropy and slaughters the pirates who tortured him. Becomes a particularly bloodthirsty pirate on the <i>Vengeance</i> .
728 BC	Celebrates birthday by destroying 3 ships, massacring crew. Becomes darklord of Saragoss.
744 BC	The Verdurous Lands cluster forms.
760 BC	Present day.

Powers Checks

Caress (Blasphemy: swearing service to Umberlee: 8%; 715 BC): Mistreated by pirates even after joining crew.

Enticement (Betrayal and Violence: horrific revenge on pirate captors: 4%; 718 BC): Summon sharks. +2 Dex in shark form.

Invitation (Violence: actions as pirate: 4%; c721 BC): Quick change shape, Cha +2

Embrace (Violence: actions as pirate: 4%; c724 BC): Animate dead, Wis +2

Creature (Betrayal and Violence: slaughtering crew of 3 ships: 32%; 728 BC): Becomes darklord of Saragoss. Control weather, undying soul, control undead, sense arrivals, aquatic.

Base stats

S 12 D 12 C 13 I 12 W 14 Ch 14 (high fantasy)

Racial: Cha +2 (human)

Wereshark: Wis +2, Cha -2

Levelling: Wis +1, Cha +1

Powers checks: Wis +2, Cha +2

Favoured class: hp

CR 12 (9 [levels] + 1 [template] + 2 [darklord abilities])

760 BC (Current day stats)

CR 12 XP 19,200

Male Human Natural Wereshark Inquisitor (Infiltrator) 10

CE Medium Humanoid (human, shapechanger, aquatic) [human form]

Init: +5 (Dex, feat) Senses: Lowlight vision, scent; Perception +15

Aura: gale aura (10 rds/day)

Defense

AC 15 Touch 11 Flat-footed 14 (+1 Dex, +4 armour)

hp 68 (8 +9d8 +10 +10)

Fort +8, Ref +4, Will +11

Judgements

Offense

Spd 30 ft, swim 30 ft.
 Melee +10/+5 fists (1d3+3)
 +8/+3 dagger (1d4+1, crit 19+)
 Ranged +8/+3
 Space/Reach: 5'/5'
 S 12 D 12 C 13 I 13 W 19 Ch 17
 BAB +7 CMB +8 CMD 19 (18)

CE Large Humanoid (human, shapechanger, aquatic) [shark form]
 Init: +5 (Dex, feat) Senses: Lowlight vision, blind sense 30 ft, keen scent; Perception +15
 Aura: gale aura (10 rds/day)

Defense

AC 21 Touch 11 Flat-footed 19 (+2 Dex, +4 armour, -1 size, +6 natural)
 hp 88 (8 +9d8 +30 +10)
 Fort +10, Ref +6, Will +11
 DR 10/silver

Judgements

Offense

Spd Swim 60 ft.
 Melee +14 bite (1d8+7 plus curse of lycanthropy)
 Space/Reach: 10'/5'
 S 21 D 14 C 17 I 13 W 19 Ch 17
 BAB +7 CMB +13 CMD 26 (23)

Feats

Catch Off-Guard, Combat Casting, Judgment Surge (1/day), Outflank, Sea Legs, Self-sufficient, Shared Judgment, Shielded Caster

Skills

Acrobatics +9 (6), Bluff +14 (4), Climb +10 (4), Diplomacy +14 (4), Escape Artist +6 (5), Heal +6 (0), Intimidate +14 (8), Knowledge (local) +6 (5), Knowledge (nature) +7 (3), Knowledge (religion) +7 (3), Perception +15 (8), Profession (sailor) +11 (4), Sense Motive +15 (8), Spellcraft +9 (5), Stealth +9 (5), Survival +12 (3), Swim +19 (5)
Shark form: Acrobatics +10 (6), Escape Artist +9 (5), Intimidate +18 (8), Swim +23 (5)

Languages

Vaasi*, Sahuagin

Treasure

(26,000 gp/21,000 gp)
 Amulet of mighty fists +2, bracers of armour, +4, ring of air breathing (able to breathe air 2 hours/day)

Special

Detect alignment
 Bane (10 rds/day)
 Judgements: Destruction +4 dmg
 Fast healing 4
 Justice +3/+6 attack

☞ Domains of Dread ☞

Piercing +4 concentration and SR
Protection +3/+6 AC
Purity +3/+6 save
DR 3/good
Energy resistance 8
Smiting (magic, chaos, adamantine)
Second judgement (4/day)
Shared judgement
Misdirection (appears LN to divinations)
Necessary lies (+10)
Solo tactics
Swap teamwork feat
Gale aura (10 rds/day)
Storm burst (7/day; 1d6+5)
Forbidden lore (cast L, G spells)
Bloodlust
Chemical vulnerability (mangrove)
Curse of lycanthropy (DC 15; dire lycanthropy)
Change shape (swift action)
Lycanthropic empathy
Control undead made in Saragoss
Summon sharks (as children of the night; 2d6)
Control weather
Sense arrivals
Aquatic
Undying soul
Mastery +3
Sinkhole of evil

Spell-like abilities

CL 10

1/day – *animate dead*

Typical Spells

Domain: Storms (Weather)

DC 14 + spell level

At will – *bleed, resistance, read magic, detect magic, brand, guidance*

6/day – *comprehend languages, divine favour, interrogation, lend judgement, litany of weakness*

5/day – *death knell, invisibility, hold person, castigate, howling agony*

4/day – *dispel magic, glyph of warding, litany of eloquence, retribution*

2/day – *coward's lament, divine power*

The Ebonbane (Shadowborn Manor) (The Shadowlands)

Timeline

606 BC	Lussimar (the Ebonbane) possesses the Grand Caliph of the Southern Empire. The Ahltrian sack the Great Kingdom in the Heretical Wars. The Knights of the Circle, led by Kateri Shadowborn and Elena Faithhold, lead the defense.
608 BC	Alexi Shadowborn born after Lysander/the Ebonbane rapes Kateri.
610 BC	The Ebonbane is driven from the world. Kateri retires.
611 BC	The remaining three Ahltrian summon the Ebonbane again and bind it into a sword. It kills and reanimates them, desecrates the temple of Brigit and kills Lysander and kills Kateri Shadowborn. The Shadowborn Manor domain forms.
612 BC	Ferran Shadowborn born. Elena Faithhold unleashes the War of Evil.
626 BC	Alexi fails the Ascension, meets Lysander, enters Ravenloft and traps the Ebonbane within his body. The Circle is founded.
747 BC	The Shadowlands form.
751 BC	Gondegal becomes head of the Circle.
760 BC	Present day.

Powers Checks

Probably none. Its vendetta against the Shadowborns makes it unique enough to attract the Dark Power's interest, and being bound into the sword lets them capture it.

Base stats

Unique

760 BC (Current day stats)

CR 17 XP 102,400

Unknown Unique Demon

CE Large Outsider (chaos, evil, extraplanar, incorporeal, lounara)

Init: +15 (Dex, feat) Senses: Blindsight 60 ft, Perception +22

Defense

AC 27 Touch 27 Flat 16 (+7 deflection, +11 Dex, -1 size)

Hp 207(10 +14d10 + 120)

Fort +13 Ref +20 Will +15

Incorporeal

SR 26

DR 10/good

Immune acid, electricity, fire, mind-affecting magic

Resist cold 10

Offense

Spd Fly 60' (perfect)

Melee Pain touch +25 incorporeal touch (7d6 plus energy drain, DC 24)

Space/Reach: 10'/10'

S — D 32 C 27 I 15 W 18 Ch 24

BAB +15 CMB +27 CMD 44

Feats

Alertness, Combat Reflexes, Flyby Attack, Improved Initiative, Iron Will, Lunge, Step Up

Skills

Bluff +22 (12), Diplomacy +15 (8), Intimidate +23 (13), Fly +21 (1), Knowledge (arcana) +12 (10), Knowledge (history) +12 (10), Knowledge (nobility) +15 (10), Knowledge (planes) +15 (10), Perception +22 (15), Sense Motive +17 (10), Spellcraft +15 (10), Stealth +21 (11)

Languages

Abyssal, Draconic, Nidalan; telepathy 100'

Treasure

None

Special

Blade dominion

Create spawn

Malevolence

Possess object

Pain touch

Reality dominion

Spell-like abilities

Sinkhole of evil

Bound

Spell-like Abilities

Save DC = 17 + spell level. CL 11

At will – *burning hands, chill touch, shocking grasp, symbol of slowing, symbol of pain, symbol of sleep, symbol of striking, symbol of fear, symbol of persuasion, symbol of death, symbol of stunning, symbol of weakness, symbol of insanity*

3/day – *blindness/deafness, darkness, spectral hand, shatter.*

1/day – *deeper darkness, enervation, flame strike, slow, solid fog, vampiric touch*

Elena Faithhold (Nidala) (The Shadowlands)

Timeline

567 BC	Born in Nidala in the Great Kingdom.
606 BC	Lussimar (the Ebonbane) possesses the Grand Caliph of the Southern Empire. The Ahltrian sack the Great Kingdom in the Heretical Wars. The Knights of the Circle, led by Kateri Shadowborn and Elena Faithhold, lead the defense.
610 BC	The Ebonbane is driven from the world. Kateri retires.
611 BC	The Ebonbane is forged into a sword and kills Kateri Shadowborn. The Shadowborn Manor domain forms.
612 BC	Elena Faithhold unleashes the War of Evil.
614 BC	Elena shatters the forces of evil and forcibly converts thousands to the faith of Belenus. She starts pogroms against those who won't convert, those who are neutral, those who are not firm allies, and then those who aren't human. She loses her paladin powers.
615 BC	She prays to Belenus for guidance and is snatched up by the Mists. After slaughtering her tenth village, she becomes darklord of Nidala.
747 BC	The Shadowlands form.
751 BC	Gondegal becomes head of the Circle.
760 BC	Present day.

Powers Checks

Caress (Violence: during the War on Evil: 8%; 613 BC): Detect life
Enticement (Betrayal and Violence: during the War on Evil: 16%; 614 BC): Cha +2
Invitation (Blasphemy and Violence: forcible conversions: 16%; 640 BC): Conversion
Embrace (Blasphemy, Betrayal and Violence: racial pogroms: 32%; 614 BC): Str +2, Dex +2, Con +2
Creature (Violence: slaughtering villagers: 16%; 615 BC): Becomes darklord of Nidala. "Paladin" powers.

Base stats

S 13 D 14 C 14 I 10 W 12 Ch 14 (high fantasy)
Racial: Str +2 (human)
Levelling: Str +2
Aging: Middle
Powers Checks: Str +2, Dex +2, Con +2, Cha +2
Favoured class: hp
CR 12 (9 [levels] + 1 [PC-level treasure] + 2 [darklord abilities])

760 BC (Current day stats)

CR 12 XP 19,200
Female Middle Aged Human "Paladin" 10
LE Medium Humanoid (Human)
Init: +2 (Dex) Senses: Perception +9
Aura: courage, despair 10 ft (+4 allies save vs fear, -2 enemies saves)

☞ Domains of Dread ☞

Defense

AC 24 Touch 12 Flat-footed 22 (+2 Dex, +9 armour, +3 shield)

hp 89 (10 +9d10 +20)

Fort +12, Ref +8, Will +11

Immune charm, fear, disease

Offense

Spd 20 ft.

Melee +17/+12 mithral bastard sword +2 (1d10+7, crit 19+; double on charge)

+15/+10 mithral bastard sword +2 (1d10+7, crit 19+) and +14 light shield +1 of bashing (1d6+3)

[+3 attack, +10 damage, +2 AC on challenge]

Ranged +12

Space/Reach: 5'/5'

S 18 (20) D 15 C 15 I 11 W 13 Ch 17

BAB +10 CMB +15 CMD 27 (25)

Feats

Exotic Weapon Proficiency (bastard sword), Mounted Combat, Two Weapon Fighting, Ride-by Attack, Spirited Charge, Leadership

Skills

Bluff +6 (0), Diplomacy +11 (2), Intimidate +11 (2), Knowledge (nobility) +5 (2), Knowledge (religion) +6 (3), Perception +9 (8), Ride +9 (6), Sense Motive +11 (7)

Languages

Nidalan*

Treasure

(47,000 gp/60,000 gp)

Mithral bastard sword +2, mithral field plate +2 of the champion, light steel shield +2 of bashing, belt of giant strength +2, circlet of persuasion

Special

Aura of courage

Aura of despair (Elena immune to charm)

Detect passion

Detect life

Divine grace

Divine weapon +2 (10 min, 2/day)

Immunities

Challenge (4/day, +3 attack, +10 damage)

Conversion (compulsion)

Touch of corruption (5d6 plus sickened, staggered or nauseated)

Channel energy (4/day, 2d6 plus -3 compulsions)

Sinkhole of evil

Typical Spells

DC 13 + spell level

1 – *litany of sloth*, *litany of weakness*, *murderous command*

2 – *litany of defence*, *litany of warding*

3 – *deadly juggernaut*

Nightmare cohort

NE Large outsider (native)

Init +6; Senses darkvision 60 ft, lowlight vision, scent, Perception +12; Aura magic circle against good; AC 19, touch 11, flat footed 17 (+2 Dex, +8 natural, -1 size, +2 deflection vs good); hp 51 (6d10+18); Fort +8, Ref +7, Will +3 (+2 vs good); Speed 40 ft, fly 90 ft (good); Melee gore +9 (1d8+4), 2 hooves +7 (1d6+2+1d4 fire); 10'5'; S 18 D 15 C 16 I 13 W 13 Ch 12; BAB +6; CMB +11, CMD 23 (27 vs trip).

Alertness, Improved Initiative, Multiattack; Fly +13, Intimidate +10, Knowledge (planes) +10, Perception +12, Sense Motive +12, Stealth +7, Survival +10

Smoke

Magical strike

Eli Van Hassen (The Endless Road) (The Lonesome Road)

Timeline

c640 BC	Born on the Prime Material Plane.
c672 BC	Talitha born.
c680 BC	Wife dies.
c690 BC	The Horseman comes to Tranquility and kills the hydra. Eli forces Talitha to accuse him of rape. Executes the Horseman. Becomes darklord of the Endless Road. The Lonesome Road forms.
760 BC	Present day.

Powers Checks

Caress (Betrayal: watches friend drown; doesn't intervene and is too afraid to tell anyone about it: 4%; c648 BC): Xenophobia.

Enticement (Betrayal: using position to drive away competitors and rivals: 2%; c685 BC): Cha +2

Invitation (Violence and Betrayals: sends guards he doesn't like against the Horseman, knowing he'll kill them: 2%; c690 BC): Cha +2

Embrace (Betrayal: forces Talitha to accuse Horseman of rape: 8%; c690 BC): Wis +4

Creature (Betrayal and Violence: judicial murder: 16%; c690 BC): Becomes darklord of the Endless Road. Serendipity. Cringe and cower.

Base stats

S 9 D 13 C 13 I 15 W 13 Ch 14 (high fantasy)

Racial: Con +2 (human)

Levelling: Cha +2

Aging: middle aged

Powers checks: Wis +4, Cha +4

Favoured class: hp

CR 12 (10 [levels] + 1 [PC-level treasure] + 1 [darklord abilities])

760 BC (Current day stats)

CR 12 XP 19,200

Male Human Rogue 11

NE Medium Humanoid (human)

Init: +5 (Dex, feat) Senses: Perception +18

Defense

AC 20 Touch 13 Flat-footed 19 (+1 Dex, +6 armour, +1 natural, +2 deflection) plus

Combat Expertise

hp 86 (8 + 10d8 +22)

Fort +7, Ref +10, Will +9

Another day

Evasion

Improved evasion

Improved uncanny dodge

Trap sense +3

☞ Domains of Dread ☞

Offense

Spd 30 ft

Melee +9/+4 dagger +2 (1d4+1; crit 19+; plus 6d6 sneak)

Ranged +10/+5 cunning pistol +1 (1d8+1 plus 6d6 sneak; crit x4; range 40 ft, ignore armour, misfire 1; 2 with paper cartridges; +2 to confirm crits vs humanoids)

S 8 D 12 C 14 I 16 W 18 Ch 21

BAB +8 CMB +7 CMD 20 (19)

Feats

Betrayer, Catch Off-Guard, Combat Expertise, Improved Initiative, Persuasive, Quick Draw, Rhetorical Flourish

Skills

Acrobatics +15 (11), Appraise +10 (4), Bluff +19 (11), Climb +9 (7), Diplomacy +23 (11), Disable Device +19 (6), Escape Artist +21 (11), Intimidate +7 (0), Knowledge (geography) +5 (2), Knowledge (history) +5 (2), Knowledge (local) +12 (6), Knowledge (nobility) +9 (6), Knowledge (religion) +9 (6), Perception +18 (11), Ride +7 (6), Sense Motive +18 (11), Sleight of Hand +10 (6), Stealth +20 (11), Swim +6 (4)

Languages

Haven*, Draconic, Halfling, Elven

Treasure

(61,000 gp/81,000 gp)

Cunning pistol +1, dagger +2, glamered chain shirt +2, amulet of natural armour +1/brooch of shielding, cape of the mountebank/cloak of elvenkind/cloak of resistance +2, ring of protection +2, vest of escape.

Special

Sneak attack +6d6

Improved uncanny dodge

Trapfinding +5

Trap sense +3

Coax information

Hard to fool (3/day)

Convincing lie (10 days)

Another day

Improved evasion

Serendipity (full rd action; all foes in 30 ft Will save or shaken, knocked prone, slowed or dazed 1 rd)

Cringe and cower (full rd action; *sanctuary*; DC 20)

Mastery +5

Sinkhole of evil

Gregor Zolnik (Vorostokov) (The frozen wastes)

Timeline

709 BC	Born in the village of Vorostokov in Prime Material Cerilia.
729 BC	Becomes a loup du noir.
731 BC	Murders his first wife Ireena and a castle full of people. Becomes darklord of Vorostokov.
735 BC	Marries Sasha.
736 BC	Alexei born.
738 BC	Mikhail born.
754 BC	Murders Sasha and his mother, Antonina.
755 BC	The Frozen Reaches cluster forms.
760 BC	Present day.

Powers Checks

Caress (Black Magic: stealing the strength of the wolf: 16%; 729 BC): Becomes maledictive werewolf.

Enticement (Blasphemy: refusing to abandon wolfskin when it's no longer needed: 8%; 730 BC): DR increases. Cha +2

Invitation (Violence: murdering Ireena's first lover: 16%; 730 BC): Speak with animals.

Embrace (Betrayal and Violence: murdering Ireena and her lover: 100%; 731 BC): Powerful bite.

Creature (Betrayal and Violence: murdering everyone in the castle: 4%; 731 BC): Becomes darklord of Vorostokov. Undying soul. Immune to mind-affecting effects.

Base stats

S 13 D 14 C 15 I 112 W 8 Ch 14 (high fantasy)

Racial: Str +2

Levelling: Str +1, Cha +1

Template: Wis +2, Cha -2

Powers checks: Cha +2

Favoured class: skills

CR 11 (8 [levels] + 1 [template] + 1 [darklord abilities] + 1 [PC level treasure])

760 BC (Current day stats)

CR 11 XP 12,800

Male Human Maledictive Werewolf (Loup du noir) Ranger (Skirmisher) 9

CE Medium Humanoid (human, shapechanger) [human form]

Init: +2 (Dex) Senses: Low light vision, scent; Perception +12

Defense

AC 19 Touch 14 Flat-footed 17 (+2 Dex, +5 armour, +2 deflection)

hp 72 (10 +8d10 +18)

Fort +8, Ref +8, Will +3

Evasion

Domains of Dread

Offense

Spd 30 ft (20 ft in armour)

Melee +15/+10 bastard sword +3 (1d10+7; crit 19+; plus favoured enemy)

+12/+7 bastard sword +3 (1d10+13; crit 19+ with Power Attack)

+15 bastard sword +3 (2d10+7; crit 19+ with Vital Strike)

+12/+7 dagger (1d4+3)

Ranged +12/+7 composite longbow (Str +3) +1 (1d8+4, 2d8+8 with Manyshot; crit x3; plus favoured enemy)

+9/+4 composite longbow (Str +3) +1 (1d8+10, crit x3 with Deadly Aim)

+10/+10/+5 composite longbow (Str +3) +1 (1d8+4, 2d8+8 with Manyshot; crit x3 with Rapid Shot)

Space/Reach: 5'/5'

S 16 D 14 C 15 I 12 W 10 Ch 15

BAB +9/+4 CMB +12 CMD 26 (24)

CE Medium Humanoid (human, shapechanger) [wolf form]

Init: +2 (Dex) Senses: Low light vision, scent; Perception +14

Defense

AC 18 Touch 14 Flat-footed 16 (+2 Dex, +4 natural, +2 deflection)

hp 81 (10 +8d10 +27)

Fort +9, Ref +8, Will +5

Evasion

DR 10/*blessed* silver

Offense

Spd 50 ft

Melee +13 bite (2d8+8 plus trip, curse of lycanthropy; crit 19+; with Vital Strike; plus favoured enemy)

+9 bite (2d8+14 plus trip, curse of lycanthropy; with Power Attack and Vital Strike)

Space/Reach: 5'/5'

S 18 D 15 C 17 I 12 W 14 Ch 15

BAB +9/+4 CMB +13 CMD 27 (31 vs trip) (25)

Feats

Cleave, Deadly Aim, Endurance, Improved Natural Attack (bite), Manyshot, Power Attack, Rapid Shot, Self-sufficient, Vital Strike

Skills

Bluff +8 (6), Climb +10 (4), Craft (traps) +6 (2), Handle Animal +10 (5), Heal +7 (2), Intimidate +14 (9), Knowledge (geography) +10 (6), Knowledge (nature) +13 (9), Perception +12 (9), Ride +6 (1), Sense Motive +9 (9), Stealth +16 (6), Survival +14 (4), Swim +10 (4)

+1 Climb, Swim; +2 Heal, Perception, Sense Motive, Survival in wolf form; +4 Survival when tracking, +8 when tracking by scent; plus favoured enemy and favoured terrain bonuses

Languages

Vos*, Sanguine

Treasure

(35,000 gp/46,000 gp)

Armoured coat +1, composite longbow (Str +3) +1, bastard sword +3, boots of the winterlands, cloak of elvenkind, ring of protection +2.

Special

Favoured enemies: animals (+2), humans (+4)
Hunting companions (1 rd, half favoured enemy bonus, 30 ft)
Favoured terrain: cold (+4), forests (+2)
Archery combat style
Hunter's tricks (4/day)
 Aiding attack
 Hateful attack
 Second chance strike
Swift tracker
Track +4
Evasion
Wild empathy +10
Woodland stride
Change forms (wolf)
Lycanthropic empathy +14
Curse of lycanthropy (DC 15)
Bloodlust
Immune to mind affecting effects in wolf form
Powerful bite
Improved DR
Speak with snakes and wolves at will
Undying soul
Mastery +2
Sinkhole of evil

The Headless Horseman (The Winding Road) (The Lonesome Road)

Timeline

c660 BC	Born on the Prime Material Plane.
c690 BC	The Horseman comes to Tranquility, kills the hydra and is accused of rape. He is executed. Becomes a ghost and darklord of the Winding Road. The Lonesome Road forms.
760 BC	Present day.

Powers Checks

Caress (Violence: brutality towards retainers: 4%; c680 BC): Xenophobia
Enticement (Betrayal: scaring a rival away from town by pretending to be a ghost: 2%; c685 BC): Half a cavalier level
Invitation (Violence and Betrayal: rape: 16%; c689 BC): Level +1
Embrace (Betrayal: fakes killing the hydra to take advantage of the villagers: 8%; c690 BC): Level +1
Creature (Betrayal and Blasphemy: steals from the van Hassens and the village church: 8%; c690 BC): Killed for crimes he didn't commit. Becomes a ghost and darklord of the Winding Road.

Base stats

S 15 D 14 C 14 I 9 W 9 Ch 14 (high fantasy)
Racial: Str +2 (human)
Levelling: Str +1, Dex +1
Template: Cha +8
Salient abilities: Str +6, Dex +2, Wis +8
Favoured class: hp
CR 13 (10 [levels] + 3 [template])

760 BC (Current day stats)

CR 13 XP 25,600
Male Human Order of the Cockatrice Cavalier (Gendarme) 11 Rank 3 Ghost
CE Medium Undead (augmented humanoid)
Init: +3 (Dex) Senses: Blindsight 60 ft; Perception +20

Defense

AC 25 Touch 13 Flat-footed 22 (+3 Dex, +5 natural, +7 armour) [+2 vs target with challenge, -2 to others]
hp 131 (10 + 10d10 +55)
Fort +7, Ref +6, Will +6
Immune undead traits
Channel resistance +10
SR 24
Rejuvenation

☞ Domains of Dread ☞

Offense

Spd 20 ft, ride 50 ft

Melee +20/+15/+10 vorpal +1 scimitar (1d6+8; crit 18+/20 behead; +4 to confirm crit)

+24 vorpal +1 scimitar (5d6+24 plus trip plus trample; crit 15+ (6d6+32 dmg)/20 behead; +4 to confirm; plus overrun and trample on another victim) on charge with Improved Vital Strike

+21 vorpal +1 scimitar (5d6+75 +9 if no one else threatens victim plus trip plus trample; crit 15+/20 behead (6d6+100+18); +4 to confirm; plus overrun and trample on another victim) on charge with challenge, Improved Vital Strike and Power Attack

S 24 D 17 C - I 9 W 17 Ch 20

BAB +11 CMB +18 (+20 overrun) CMD 28 (30 vs overrun) (25)

Feats

Charge Through, Critical Focus, Improved Overrun, Improved Vital Strike, Mounted Combat, Power Attack, Ride-by Attack, Spirited Charge, Trample, Vital Strike, Weapon Focus (scimitar)

Skills

Bluff +13 (5), Diplomacy +13 (5), Handle Animal +13 (5), Intimidate +17 (9), Perception +20 (9), Perform (sing) +9 (1), Perform (stringed instruments) +9 (1), Ride +15 (9), Stealth +5 (0)

Languages

Haven (cannot speak)

Treasure

Scimitar, glamerd dastard light fortification breastplate +1

Special

Braggart (demoralise standard action, +2 to hit demoralised targets)

Cavalier's charge

Cockatrice challenge (4/day)

Steal glory

Mighty charge

Spirited charge

Expert trainer

Mounted combat (negate hits to mount)

Rejuvenation

Ghost blade (2) (+1 vorpal)

Death's curse

Blade of death (scimitar acts as lance for charging)

Spell resistance

Improved abilities

Blindsight

Corporeal

No natural attacks

Mastery +5

Sinkhole of evil

Spitfire (Horse Companion)

Init +3; Senses lowlight vision, scent; Perception +1

AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size)

Hp 85 (9d8 +45)

Fort +10, Ref +9, Will +6 (+4 vs enchantment; reroll 1/day)

Evasion

Speed 50 ft

Melee bite +11 (1d4+6) and 2 hooves +12 (1d8+6)

Trample (on overrun, if knocked down) +16 (1d8+6)

Space 10 ft/5 ft

S 22 D 16 C 18 I 2 W 12 Ch 6

BAB +6 CMB +13 CMD 26 (30 vs trip) (23)

Iron Will, Improved Iron Will, Improved Natural Attack (hooves), Weapon Focus (hooves), Multiattack, Toughness; Acrobatics +12 (6), Climb +12 (3), Stealth -1 (0)

SQ Tricks (attack, combat riding, come, defend, down, guard, heel), devotion, evasion, avoid attacks

The Hive Queen (Timor) (Zherisia)

Timeline

c595	Born on Prime Material Timor.
c610	Timor becomes a domain with the Hive Queen's mother as darklord.
620 BC	The Hive Queen is transformed and becomes darklord of Timor.
744 BC	Timor and Paridon form the Zherisia cluster.
c750 BC	The Hive Queen begins to hear the <i>Fang of the Nosferatu</i> .
755 BC	The Hive Queen attempts to disrupt the Bloody Jack murders.
760 BC	The present day.

Powers Checks

Caress (Betrayal: callousness and contempt for the plight of the city dwellers: 4%): Wis -2, Con +2
 Enticement (Violence: cruelty: 4%): Cha +2
 Invitation (Betrayal: seduction and betrayal of the wizard: 4%): Spell resistance.
 Embrace (Betrayal and Violence: premeditated murder of her mother: 2%): Transformation into an advanced marikith queen.
 Creature (Violence: rampage through Timor: 8%): Becomes darklord of Timor. Int +2, Dex +2, Con +2, bonus HD. Poison saves are Cha-based, not Con-based. Deflection bonus to AC.

Base stats

S 10 D 14 C 12 I 14 W 13 Ch 14
 Human (high fantasy)
 Racial: Int +2
 Levelling: Int +2, Cha +1
 Powers Checks: Dex +2, Con +4, Int +2, Wis -2
 Size changes: Str +16, Dex -4, Con +8
 CR 13 (11 [base] + 1 [template] + 1 [darklord abilities])

760 BC (Current day stats)

CR 13 XP 25,600

Female Advanced Marikith Queen

CE Huge Aberration

Init: +1 (Dex) Senses: Darkvision 120 ft, low light vision, Perception +23

Defense

AC 29 Touch 12 Flat 28 (+1 Dex, -2 size, +17 natural, +3 deflection)

Hp 176 (8 + 14d8 + 105)

Fort +12 Ref +8 Will +9

SR 24

Offense

Spd 40', climb 20'

Melee Bite +17 (1d8+8 plus poison) and sting +17 (1d8+8 and poison) and 4 claws +17 (1d8+8 and grab)

Space/Reach: 15'/15'

S 26 D 12 C 24 I 20 W 11 Ch 17

☞ Domains of Dread ☞

BAB +11 CMB +21 (+25 grapple) CMD 35 (39 vs trip)

Feats

Alertness, Combat Reflexes, Intimidating Prowess, Lightning Reflexes, Improved Unarmed Strike, Deflect Arrows, Blind-fight, Rending Claws

Skills

Acrobatics +19 (15), Bluff +10 (7), Climb +22 (3), Disable Device +14 (13), Intimidate +25 (7), Knowledge (dungeoneering) +14 (6), Knowledge (local) +14 (9), Knowledge (nobility) +10 (5), Perception +23 (15), Sense Motive +13 (11), Spellcraft +10 (2), Stealth +11 (15), Survival +15 (12), Use Magic Device +18 (15).

Languages

Timorese*, Draconic, Zherisian.

Treasure

None

Special

Poison (DC 20) – 1d4 Con (bite) or none/paralysis and transformation, 1/rd for 6 rds, 1 save

Hive mind

Light sensitivity

Voice mimicry

Sinkhole of evil

Mastery +3

Cadislav Mircea (Sanguinia) (The frozen Wastes)

Timeline

584 BC	Born in Prime Material Sanguinia.
590 BC	Parents die of the plague.
606 BC	Plague returns to Sanguinia; seals himself and his friends up in his castle. Aristocrat.
607 BC	Becomes darklord of Sanguinia.
755 BC	The Frozen Reaches cluster forms.
760 BC	Present day.

Powers Checks

Caress (Blasphemy: abandons nation to protect himself from plague: 4%; 606 BC): Disease enters castle.

Enticement (Betrayal and Violence: throwing infected friends off battlements: 16%; 606 BC): Gains some surgeon abilities.

Invitation (Betrayal and Violence: more violence towards infected friends: 8%; 607 BC): Infected with the plague. Bonus feats (part of vampire template)

Embrace (Black Magic: experimenting on sick friends to find cure for plague: 16%; 607 BC): Aristocrat levels change to alchemist levels.

Creature (Black Magic: cursing guards who left him to die: 4%; 607 BC): Becomes vrykolaka and darklord of Sanguinia. Drain humours.

Base stats

S 10 D 14 C 11 I 115 W 12 Ch 14 (high fantasy)

Racial: Int +2

Levelling: Str +1, Dex +1

Template: Str +6, Dex +10, Wis +4, Cha +2

Favoured class: skills

CR 11 (8 [levels] + 1 [template] + 1 [darklord abilities] + 1 [PC level treasure])

760 BC (Current day stats)

CR 11 XP 12,800

Male Human Mature Vrykolaka Alchemist (Chirurgion Plaguebringer) 9

CE Medium Undead (augmented humanoid, human)

Init: +11 (Dex, feat) Senses: Darkvision 60 ft; Perception +25

Defense

AC 24 Touch 18 Flat-footed 16 (+7 Dex, +5 natural, +1 deflection, +1 dodge)

hp 89 (8 +8d8 +45); fast healing 5

Fort +12, Ref +17, Will +8

DR 10/magic and silver

Channel resistance +6

Immune undead traits

Resist cold 10, electricity 10

☞ Domains of Dread ☞

Offense

Spd 30 ft

Melee +9 2 claws (1d4+4 plus disease)
+9/+4 dagger (1d4+4)

Ranged +14/+9 bomb (5d6+4 fire or 3d6+4 fire + 9 rds confusion or 9 rds contagion, fog cloud or stinking cloud)

Space/Reach: 5'/5'

S 17 D 25 C - I 17 (19) W 16 Ch 16 (18)

BAB +6/+1 CMB +9 (+13 grappling; 2 checks per round) CMD 27 (29 vs grapple)

Feats

Brew Potion, Catch Off-Guard, Extra Discovery, Greater Grapple, Improved Grapple, Improved Unarmed Strike, Skill Focus (disguise), Skill Focus (heal), Throw Anything, Alertness, Combat Reflexes (8 AoO/round), Dodge, Improved Initiative, Lightning Reflexes, Toughness

Skills

Bluff +19 (7), Craft (alchemy) +25 (3; 9 from headband; +7 in lab), Diplomacy +9 (5), Disguise +9 (2), Heal +16 (7), Intimidate +10 (6), Knowledge (arcana) +9 (2), Knowledge (nature) +14 (7), Perception +25 (9), Perform (sing) +7 (3), Perform (string instruments) +7 (3), Ride +10 (3), Sense Motive +22 (9), Sleight of Hand +15 (5), Spellcraft +9 (2), Stealth +20 (5), Survival +9 (3)

Languages

Sanguine*, Draconic, Celestial, Infernal, Abyssal

Treasure

(35,500 gp/46,000 gp)

Alchemist's lab, boots of the winterlands, cauldron of brewing, cloak of resistance +2, gauntlets of rust, headband of Int and Cha +2 [Craft (alchemy)], ring of feather falling, ring of protection +1.

Special

Alchemy

Anaesthetic

Bombs (5d6, 13/day, DC 18)

Discovery: smoke bomb

Confusion bomb

Plague bomb

Stink bomb

Infuse plague vial

Plague vial

Infused curative

Swift alchemy

Swift poisoning

Children of the night

Create spawn

Disease: bubonic plague (DC 21), syphilis (as cackle fever; DC 20), red ache (DC 19), the shakes (DC 17)

Fever sleep (DC 18)

Spider climb

Swarm form

☞ Domains of Dread ☞

Reduced vulnerability (sunlight; can enter any house in Sanguinia except rooms kept spotlessly clean)

Drain humours

Mastery +4

Sinkhole of evil

Extracts

(6/5/4); DC 14 + spell level

1 – *anticipate peril, bomber's eye, comprehend languages, cure light wounds, disguise self, expeditious retreat, identify, illusion of calm, jump, longshot, negate aroma, polypurpose panacea, shield, shock shield, targeted bomb admixture, true strike, vocal alteration, youthful appearance*

2 – *alchemical allocation, alter self, animal aspect, barkskin, blood transcription, blur, bull's strength, cure moderate wounds, elemental touch, false life, invisibility, levitate, resist energy, lesser restoration, skinsend, touch injection, transmute potion to poison*

3 – *absorb toxicity, amplify elixir, beast shape I, burst of speed, draconic reservoir, eruptive pustules, gaseous form, haste, remove blindness/deafness, remove disease, resinous skin*

Morgoroth (Avonleigh) (The Shadowlands)

Timeline

606 BC	Lussimar (the Ebonbane) possesses the Grand Caliph of the Southern Empire. The Ahltrian sack the Great Kingdom in the Heretical Wars. The Knights of the Circle, led by Kateri Shadowborn and Elena Faithhold, lead the defense.
c606 BC	Morgoroth born.
610 BC	The Ebonbane is driven from the world. Kateri retires.
611 BC	The Ebonbane is forged into a sword and kills Kateri Shadowborn. The Shadowborn Manor domain forms.
612 BC	Ferran Shadowborn born. Elena Faithhold unleashes the War of Evil.
620 BC	Aurora Shadowborn born.
626 BC	Alexi traps the Ebonbane within his body. The Circle is founded.
640 BC	Morgoroth plane shifts to Avonleigh in the Great Kingdom hoping to escape his crimes. He creates Tergeron Manor in a single night and falls in love with Aurora.
645 BC	He confesses his love for Aurora.
646 BC	Lambert arrives from Morgoroth's home world and is killed. Morgoroth kills Ferran, kidnaps Aurora and kills all the Knights of the Circle. The domain of Avonleigh forms. Morgoroth tries to escape again but is trapped inside the mirror.
c676 BC	The Circle reaches an agreement with Morgoroth to keep the Ebonbane trapped after Alexi's death?
c744 BC	Morgoroth freed from the mirror.
747 BC	The Shadowlands form.
751 BC	Gondegal becomes head of the Circle.
760 BC	Present day.

Powers Checks

Caress (Black Magic: necromancy: 4%; c638 BC): Nemesis
Enticement (Black Magic: creating the Headsman's Axe: 16%; c639 BC): +1 level.
Invitation (Black Magic: necromancy: 16%; 640 BC): Star-crossed love. +1 level.
Embrace (Black Magic, Violence and Betrayal: killing Ferran: 100%; 646 BC): +1 level.
Creature (Black Magic and Betrayal: kidnapping Aurora and killing the Knights of the Circle: 100%; 646 BC): Becomes darklord of Avonleigh.

Base stats

S 8 D 11 C 12 I 14 W 15 Ch 15 (high fantasy)
Racial: Int +2 (human)
Levelling: Int +2, Cha +1
Aging: Middle
Favoured class: skills
CR 16 (12 [levels] + 1 [PC-level treasure] + 3 [darklord abilities])

760 BC (Current day stats)

CR 16 XP 76,800

Male Middle Aged Human Necromancer 13

CE Medium Humanoid (Human)

Init: +6 (Dex, feat) Senses: Life sight (13 rds/day); Perception +16

Defense

AC 13 Touch 12 Flat-footed 11 (+2 Dex, +1 armour)

hp 87 (6 +12d6 +39)

Fort +10, Ref +9, Will +14

Resist cold 20

Offense

Spd 30 ft.

Melee Masterwork dagger +8/+3 (1d4+1; crit 19+)

Ranged Ray +8

Space/Reach: 5'/5'

S 8 (12) D 11 (15) C 12 (16) I 19 (23) W 16 Ch 17

BAB +6 CMB +7 CMD 19 (18)

Feats

Combat Casting, Craft Magic Arms & Armour, Craft Wondrous Item, Destructive Dispel, Dispel Synergy, Disruptive Spell, Greater Spell Focus (necromancy), Improved Initiative, Intensified Spell, Scribe Scroll, Spell Focus (necromancy), Command Undead

Skills

Craft (alchemy) +18 (9), Fly +15 (10), Knowledge (arcana) +22 (13), Knowledge (engineering) +14 (5), Knowledge (geography) +14 (5), Knowledge (history) +14 (5), Knowledge (local) +14 (5), Knowledge (nature) +14 (5), Knowledge (planes) +22 (5; 13 in headband), Knowledge (religion) +22 (5; 13 in headband), Linguistics +12 (3), Perception +16 (13), Spellcraft +22 (13), Use Magic Device +11 (8)

Languages

Tergeron*, Nidalan, Draconic, Abyssal, Infernal, Celestial, Darkonese, Mordentish

Treasure

(105,000 gp/140,000 gp)

Belt of physical perfection +4, cloak of resistance +3, bracers of light fortification and armour +1, gauntlets of rust/arrow snaring, goggle of night, headband of vast intellect +4, ring of major cold resistance, ring of counterspells, staff of necromancy

Permanent *lesser age resistance*

Special

Bonded object (staff)

Command Undead (9/day) (DC 19)

Grave touch (9/day)

Quickened necromancy

Quash necromancy

Master of Tergeron

Control reflections

Summon spirits

Sinkhole of evil

Mastery +3

☞ Domains of Dread ☞

Spells Known

Opposition schools: Evocation, Enchantment

(4/6+1/6+1/5+1/5+1/4+1/3+1/1+1); DC = 16 + spell level; 18 + spell level for Necromancy

0 – *acid splash*, *arcane mark*, *bleed*, ~~*dancing lights*~~, ~~*daze*~~, *detect magic*, *detect poison*, *disrupt undead*, ~~*flare*~~, *ghost sound*, *haunted fey aspect*, ~~*light*~~, *mage hand*, *mending*, *message*, *open/close*, *prestidigitation*, ~~*ray of frost*~~, *read magic*, *resistance*, *spark*, *touch of fatigue* (all)

1 – ~~*charm person*~~, *chill touch*, *detect undead*, *identify*, *grease*, *hold portal*, *magic aura*, *ray of enfeeblement*, *unseen servant*, *ventriloquism*

2 – *arcane lock*, *blindness/deafness*, *command undead*, *false life*, *fog cloud*, *glitterdust*, *ghoul touch*, *spectral hand*, *spider climb*, *web*

3 – *blink*, *dispel magic*, *healing thief*, *haste*, *major image*, *ray of exhaustion*, *stinking cloud*, *tongues*, *vampiric touch*

4 – *animate dead*, *black tentacles*, *contagion*, *enervation*, ~~*ice storm*~~, *lesser age resistance*, *phantasmal killer*, *screaming*, *stoneskin*

5 – *magic jar*, *major creation*, *passwall*, *permanency*, *possess object*, *suffocation*, *summon monster V*, *telekinesis*, ~~*wall of force*~~

6 – *acid fog*, *eyebite*, *greater dispel magic*, *ice crystal teleport*, *circle of death*, *true seeing*, *summon monster VI*, *unwilling shield*

7 – *finger of death*, *limited wish*, *plane shift*, *project image*, *waves of exhaustion*

Sodo (Paridon) (Zherisia)

Timeline

? BC	Born in Prime Material Zherisia to the Mular tribe.
551 BC	Becomes darklord of Zherisia
586 BC	Sodo gains the Fang of the Nosferatu and completes the first Blood Rite
599 BC	The next Blood Rite.
612 BC	The third Blood Rite; the pattern is noticed and Bloody Jack gets his name.
625 BC	The fourth Blood Rite.
638 BC	The fifth Blood Rite
651 BC	The sixth Blood Rite.
664 BC	The seventh Blood Rite.
677 BC	The eighth Blood Rite
690 BC	The ninth Blood Rite.
703 BC	The tenth Blood Rite; Bloody Jack severs the limbs of his victims. Evidence stolen from the police headquarters.
716 BC	The eleventh Blood Rite; murders shop clerks.
729 BC	The twelfth Blood Rite; all exsanguinated with 2 puncture wounds.
740 BC	The Grand Conjunction strips Zherisia of its farmland; Paridon is beset by famine.
742 BC	Roja attempts to wrest control of the Fang; the dopplegangers are exposed and paranoia cripples the city. Two Bloody Jack cycles (prostitutes and the elderly).
744 BC	Timor and Paridon form the Zherisia cluster. Sodo is driven out of the sewers.
755 BC	Emil Bollenbach builds a golem Bloody Jack. Sodo loses the Fang of the Nosferatu.
760 BC	Present day.

Powers Checks

Caress (Betrayal and Violence: betrays one of the elders of his tribe: 32%; c542 BC): Contempt, Int +2

Enticement (Betrayal and Violence: more betrayal: 16%; c544 BC): Dex +4

Invitation (Betrayal and Violence: murderous betrayal: 16%; c546 BC): Con +4

Embrace (Betrayal and Violence: sadistic betrayal: 16%; c548 BC): Int +2, Wis +2

Creature (Betrayal and Violence: destroys all the elders in his tribe and assumes the form of the clan leader: 16%; 551 BC): Becomes darklord of Zherisia. Horrifying appearance, soothing touch, altered change self, immune to mind affecting effects, addicted to pain.

Base stats

S 18 D 13 C 12 I 113 W 14 Ch 13 (base doppleganger)

Levelling: Dex +1, Int +1

Powers Checks: Dex +4, Con +4, Int +4, Wis +2

Favoured class: skills

CR 11 (3 [base] + 6 [template] + 1 [darklord abilities] + 1 [PC level treasure])

Domains of Dread

760 BC (Current day stats)

CR 11 XP 12,800

Male Dread Doppelganger Rogue (Charlatan) 3 Master Spy 5

CE Medium Monstrous Humanoid (shapechanger)

Init: +4 (Dex) Senses: Darkvision 60 ft; Perception +15

Defense

AC 21 Touch 17 Flat-footed 16 (+4 Dex, +4 natural, +2 deflection, +1 dodge)

hp 99 (10 +3d10 +8d8 +36)

Fort +11, Ref +16, Will +15

Evasion

Immune to mind affecting effects

Offense

Spd 30 ft

Melee +13 2 claws (1d8+4 plus 4d6 sneak attack)

+13/+8 dagger (1d4+4)

Ranged +13/+8

Space/Reach: 5'/5'

S 18 D 18 C 16 I 18 W 16 Ch 13

BAB +9 CMB +13 (+15 grappling; chokehold, strangler) CMD 30 (32 vs grapple) (26)

Feats

Chokehold B, Deceitful B, Dodge, Great Fortitude, Improved Grapple, Improved Unarmed Strike, Iron Will, Strangler

Skills

Acrobatics +9 (0), Appraise +12 (5), Bluff +22 (7), Climb +13 (6), Diplomacy +12 (8), Disable Device +14 (3), Disguise +32 (7), Escape Artist +21 (8), Intimidate +11 (7), Knowledge (arcana) +15 (8), Knowledge (dungeoneering) +12 (5), Knowledge (history) +10 (3), Knowledge (local) +14 (7), Knowledge (nobility) +14 (7), Knowledge (religion) +10 (3), Linguistics +13 (6), Perception +15 (9), Sense Motive +17 (6), Sleight of Hand +12 (5), Stealth +20 (8), Use Magic Device +7 (3)

+20 Disguise while using change shape ability; +4 Bluff while using change shape ability

Languages

Zherisian*, Draconic, Aklo, Balok, Darkonese, Elven, Infernal, Vaasi, Abyssal, Rajian, Akiri

Treasure

(45,500 gp/62,000 gp)

Boots of elvenkind, cloak of elvenkind/resistance +2, hat of disguise, ring of invisibility, ring of protection +2, vest of escape

Special

Detect thoughts (at will)

Change self (alter self, monstrous physique I)

Mimicry

Perfect copy

Glamour

Underhanded (1/day)

Rumourmonger

Natural born liar (+2 bonus to Bluff after 1st successful Bluff for 24 hours)

Evasion

☞ Domains of Dread ☞

Sneak attack +4d6
Glib lie
Mask alignment
Elude detection (constant)
Nonmagical aura (2/day)
Superficial knowledge
Concealed thoughts
Quick change
Slippery mind
Immune to mind affecting effects
Horriying appearance
Soothing touch
Addicted to pain
Sinkhole of evil

With the Fang of the Nosferatu:

DR 15/adamantine
SR 20

Tiyet (Sebua) (The Amber Wastes)

Timeline

544 BC	Born in the Black Land on the Prime Material Plane.
551 BC	Pharaoh Ankhtepot is murdered in his sleep by his priests.
563 BC	Marries Pharaoh Khamose. Frames Nufreeri for adultery, who is executed. Becomes Grand Wife. Begins affair with Zordenahkt.
564 BC	Khamose discovers affair. Tiyet becomes ancient. Zordenahkt poisons himself. Kills Khamose and becomes darklord of Sebua.
635 BC	A few settlers begin building new buildings in Anhalla before Tiyet drives them off.
746 BC	The Amber Wastes form.
760 BC	Present day.

Powers Checks

Caress (Betrayal and Violence: murders Grand Wife: 16%; 563 BC): Becomes Grand Wife.

Enticement (Blasphemy and Betrayal: begins affair: 4%; 563 BC): Summon swarm

Invitation (Blasphemy: worship of Apophis: 16%; c563 BC): Control weather

Embrace (Black Magic, Blasphemy and Betrayal: uses black magic to escape justice for adultery: 100%; 564 BC): Becomes ancient dead.

Creature (Violence: kills Pharaoh: 32%; 564 BC): Becomes darklord of Sebua.

Base stats

S 8 D 13 C 12 I 14 W 12 Ch 16 (high fantasy)

Racial: Cha +2 (human)

Levelling: Cha +3

Template: Str +10, Dex +6, Int +2, Wis +8, Cha +4

Favoured class: skills

CR 17 (12 [levels] + 4 [template] + 1 [PC-level treasure])

760 BC (Current day stats)

CR 17 XP 102,400

Female Human Rogue (Deadly Courtesan) 6 Courtier 7 Rank 4 Ancient Dead

NE Medium Undead (augmented humanoid)

Init: +8 (Dex, feat) Senses: Darkvision 60 ft; Perception +25

Defense

AC 34 Touch 18 Flat-footed 29 (+4 Dex, +8 natural, +8 armour, +3 deflection, +1 dodge)

hp 166 (8 +12d8 +91 +13)

Fort +4, Ref +13, Will +13

Evasion

Uncanny dodge

Immune fire

DR 5/-

Resist blows

Rejuvenation

Channel resistance +5

Offense

Spd 30 ft

Melee +13 touch (1d4+4)

+10 touch (1d4+10 with Power Attack)

+13/+8 dagger (1d4+4, plus sneak attack)

Space/Reach: 5'/5'

S 18 D 19 C - I 16 W 20 Ch 25

BAB +9 CMB +13 CMD 31 (26)

Feats

Alertness, Combat Reflexes, Dodge, Improved Initiative, Lightning Reflexes, Power Attack, Skill Focus (Bluff), Toughness, Iron Will

Skills

Acrobatics +15 (8), Appraise +9 (3), Bluff +30 (10), Climb +15 (8), Craft (calligraphy) +8 (2), Diplomacy +24 (10), Disguise +13 (3), Escape Artist +13 (6), Fly +8 (4), Handle Animal +12 (2), Intimidate +15 (5), Knowledge (arcana) +9 (3), Knowledge (geography) +10 (4), Knowledge (history) +11 (5), Knowledge (local) +12 (6), Knowledge (nature) +8 (2), Knowledge (nobility) +11 (5), Knowledge (religion) +11 (5), Perception +25 (13), Perform (dance) +14 (4), Perform (sing) +14 (4), Sense Motive +27 (11), Sleight of Hand +13 (6), Stealth +18 (11), Survival +11 (3), Use Magic Device +15 (5)

Languages

Akiri*, Draconic, Abyssal, Pharazian

Treasure

(100,000 gp/140,000 gp)

Amulet of natural armour +3, bracers of armour +8, ring of protection +3

Special

Sneak attack +4d6

Convincing lie (10 days)

Honeyed words

Evasion

Uncanny dodge

Bardic performance (13 rds)

Fascinate (DC 20)

Inspire competence +2

Detect poison

Rumourmonger

Bonus feat (Iron Will)

Elaborate defence +2

Flee

Glib lie

Contacts

Rejuvenation

Resist blows

Immune fire

Pristine appearance

Gaze of despair (DC 23)

Terrifying (2)

☞ Domains of Dread ☞

Kiss of death (1d4 Con, DC 23; permanent in Sebua)
Rending gaze (DC 23; save each round: sickened; staggered; nauseated; paralysed)
Summon swarm
Control weather
Change shape (owl, monkey)
Create spawn
Delay damage from touch
Demand submission (ancient dead)
Spell resistance 20
Dependence (hearts)
Mastery +7
Sinkhole of evil



**Chapter four:
Lost in the Mists**

Anton Mísroí (Souragne)

Timeline

c602 BC	Born in Prime Material Souragne.
635 BC	Kills wife and her “lover,” who kill him in turn. Souragne forms.
c650 BC	Meets the Maiden of the Swamp and becomes a loah.
714 BC	Chicken Bone appears in Souragne.
760 BC	Present day.

Powers Checks

Caress (Violence: violence and greed as plantation master: 4%; c622 BC): Xenophobia

Enticement (Betrayal and Violence: murder of enemies and insubordinate servants: 16%; c630 BC): Gains bard level.

Invitation (Betrayal and Violence: murder of wife’s lover: 8%; 635 BC): Str +2

Embrace (Betrayal and Violence: murder of wife: 8%; 635 BC): Dex +2

Creature (Black Magic: dark pact to survive: 16%; 670 BC): Becomes darklord of Souragne. Corpse lord (subsumes previous ability bonuses).

Base stats

S 12 D 14 C 11 I 15 W 8 Ch 15 (high fantasy)

Racial: Dex +2 (human)

Levelling: Int +1, Cha +3

Template: Str +4, Dex +2 from corpse lord/Powers checks

Favoured class: skills

CR 20 (17 [levels] + 2 [template] + 1 [PC-level treasure])

760 BC (Current day stats)

CR 20 XP 307,200

Male Human Corpse Lord Oracle 18

LE Medium Undead (augmented humanoid)

Init: +8 (Dex, feat) Senses: Darkvision 60 ft; Perception +15

Defense

AC 35 Touch 18 Flat-footed 31 (+4 Dex, +7 natural, +4 deflection, +10 armour of bones)

hp 210 (8 + 17d8 +108 +18)

Fort +13, Ref +16, Will +14

Channel Resistance +11

DR 5/magic or slashing

Dr 10/bludgeoning with armour of bones

Immune cold, electricity, magic missile

Resist fire 10, acid 10

Offense

Spd 30 ft

Melee +20/+15/+10 unholy wounding rapier +3 (1d6+6+1 Con; crit 18+, +2d6 against good) plus slam +15 (1d6+4)

+20 slam (1d6+7)

Ranged +17/+12/+7

Space/Reach: 5’/5’

☞ Domains of Dread ☞

S 16 D 18 C - I 16 W 8 Ch 18 (22)
BAB +13 CMB +16 CMD 34 (30)

Feats

Brew Potion, Craft Wondrous Item, Eschew Materials, Greater Spell Focus (necromancy), Improved Initiative, Lightning Reflexes, Oracular Intuition, Spell Focus (necromancy), Spell Penetration, Toughness, Undead Master, Weapon Finesse

Skills

Acrobatics +9 (0), Appraise +8 (5), Bluff +16 (7), Climb +16 (0), Diplomacy +16 (7), Heal +7 (5), Intimidate +19 (10), Knowledge (geography) +10 (7), Knowledge (history) +10 (4), Knowledge (local) +10 (7), Knowledge (nature) +12 (9), Knowledge (planes) +24 (18), Knowledge (religion) +12 (6), Perception +15 (16), Perform (dance) +12 (6), Ride +12 (8), Sense Motive +19 (13), Spellcraft +20 (10), Stealth +9 (0), Survival +13 (14), Swim +8 (0), Use Magic Device +16 (10)

Languages

Souragnien*, Darkonese, Druidic, Vaasi

Treasure

(400,000 gp/530,000 gp)

Unholy wounding rapier +3, headband of Charisma +4, amulet of mighty fists +3/amulet of natural armour +4, boots of elvenkind, cloak of elvenkind/cloak of resistance +4, gloves of swimming and climbing, lantern of revealing, ring of protection +4/ring of minor acid resistance, ring of greater revelation (armour of bones), staff of necromancy

Special

Legalistic

Spirit sense

Swamp strider

Swampwalk

Resist life

Voice of the grave (-6 save penalty)

Armour of bones

Miasma (DC 25)

Zombie master

Zombify

Illusion of humanity

Undying soul

Mastery +6

Sinkhole of evil

Spells

DC 16 + spell level, 18 + spell level for Necromancy; CL +20 vs SR

At will – *dancing lights, prestidigitation, ghost sound, mage hand, detect magic, read magic, spark, detect poison, create water*

8/day – *inflict light wounds, cause fear, charm person, comprehend languages, hideous laughter, murderous command, ray of sickening*

8/day – *inflict moderate wounds, false life, instrument of agony, augury, hold person, desecrate, death knell*

7/day – *inflict serious wounds, animate dead, bestow curse, sands of time, water walk, wind wall*

☞ Domains of Dread ☞

7/day – inflict critical wounds, fear, divine power, divination, imbue with spell ability, fleshworm infestation

7/day – mass inflict light wounds, slay living, scrying, unhallow, raise dead, righteous might

7/day – mass inflict moderate wounds, circle of death, plague storm, harm, antilife shell

6/day – mass inflict serious wounds, control undead, blasphemy, ethereal jaunt, control weather

5/day – mass inflict critical wounds, horrid wilting, unholy aura, oath of blood

3/day – wail of the banshee, cursed earth

Chardath Spulzeer (Aggarath)

Timeline

136 BC	Construction begins on Castle Spellseer in Amn in Prime Material Toril. Completed 40 years later.
183 BC	Kartak Spellseer born.
217 BC	Kartak is convicted of a string of murders and flees.
219 BC	Tregas Spellseer changes the family name to Spulzeer to distance the family from Kartak.
237 BC	Kartak becomes a lich.
569 BC	Kartak is killed and trapped bodiless in Castle Spulzeer.
c694 BC	Chardath born.
c695 BC	Marble born.
696 BC	Kelamar Spulzeer lynched. Kaisha Spulzeer arrives at the Castle.
729 BC	Kaisha dies. Chardath becomes lord of Castle Spulzeer, falls under the sway of Kartak's phylactery, and murders Marble.
749 BC	Finds Maleffluent and given half of Kartak's powers by a genie. Aggarath forms. The dagger is held by cultists who believe it holds a trapped fiend.
c751 BC	Aggarath comes into the possession of Professor Arcanus.
c755 BC	Chardath finally learns how to harness the remains of Kartak's power.
760 BC	Present day.

Powers Checks

Caress (Blasphemy: unnaturally close love for Marble: 8%; c710 BC): Incipient madness

Enticement (Blasphemy: blasphemy and faithlessness after Marble's murder: 4%; 729 BC): Madness. Minor magic.

Invitation (Violence: has rogues hunt down and beat up Esmerel, his first love, for leaving him: 16%; c739 BC): Minor magic.

Embrace (Blasphemy: years and years of debauchery: 4%; 749 BC): Finds Maleffluent and the genie.

Creature (Violence: attempts to destroy Kartak: 4%; 749 BC): Becomes darklord of Aggarath.

Base stats

S 15 D 13 C 15 I 15 W 8 Ch 8 (high fantasy)

Racial: Dex +2 (human)

Levelling: Dex +2

Aging: old

Madness: Int -1, Wis -4, Cha -2

Favoured class: hp

CR 9 (8 [levels] + 2 [PC-level treasure] - 1 [madness, age penalties])

760 BC (Current day stats)

CR 9 XP 6,400

Male Human Magus 9

CE Medium Humanoid (human)

Init: +4 (Dex) Senses: Perception +7

☞ Domains of Dread ☞

Defense

AC 18 Touch 16 Flat-footed 14 (+4 Dex, +2 natural, +2 deflection)

hp 71 (8 + 8d8 + 9 + 9)

Fort +9, Ref +9, Will +6

Offense

Spd 30 ft

Melee +11/+6 vorpal improved incorporeal bane (+3/+3d6) battleaxe +2 (1d8+4; crit x3)

+9/+4 vorpal improved incorporeal bane (+3/+3d6) battleaxe +2 (1d8+11; crit x3)

with Power Attack

+8/+3

Ranged +10/+5

S 12 (14) D 14 (18) C 12 I 16 W 6 Ch 8

BAB +6 CMB +8 CMD 24 (20)

Feats

Extra Arcane Pool, Intensified Spell, Lunge, Power Attack, Spell Penetration, Toughness, Weapon Focus (battleaxe)

Skills

Acrobatics +13 (9), Appraise +5 (2), Bluff +7 (8), Knowledge (arcana) +12 (6), Knowledge (local) +8 (5), Perception +7 (9), Sense Motive +7 (9), Spellcraft +12 (6)

Languages

Vaasi*, Elven, Draconic, Infernal

Treasure

(170,000 gp)

Amulet of natural armour +2, belt of Str +2/Dex +4, cloak of resistance +2, ring of protection +2

Maleffluent: vorpal improved incorporeal bane (+3/+3d6) battleaxe +2; *detect magic* and *find traps* at will; *major image* 2/day; *haste* 3/day; Int 17, Wis 10, Cha 17; Ego 21; can't dominate Chardath

Special

Spellstrike

Spell recall

Improved spell combat

Arcane pool (+3; 9/day)

Arcane accuracy (+3; 1 point)

Arcane strike (2 points; melee attacks as touch attacks)

Empowered magic (1/day)

Knowledge pool

Mad

Summon earth elementals (3/day: 1 large, 1 medium, 1 small)

Undying soul

Sinkhole of evil

☞ Domains of Dread ☞

Spells

(5/6/5/4); DC 13 + spell level

0 – *acid splash, arcane mark, dancing lights, daze, detect magic, disrupt undead, flare, ghost sound, light, mage hand, open/close, prestidigitation, ray of frost, read magic, spark (all)*

1 – *shocking grasp, enlarge person, colour spray, grease, shield, mage armour, ray of enfeeblement, vanish*

2 – *bear's endurance, frigid touch, glitterdust, mirror image, pyrotechnics, web*

3 – *fly, force hook charge, ray of exhaustion, slow, stinking cloud, vampiric touch*

The God Brain (Bluetspur)

Timeline

581 BC	Illithids spawn Bluetspur from the land once known as Thaan. Refugees flee from the rural areas into Barovia; the people in the cities are never heard from again.
739 BC	Vampiric illithids created by the High Master Illithid and Lyssa von Zarovich.
740 BC	The Grand Conjunction rips Bluetspur out of the Core.
760 BC	Present day.

Powers Checks

Unknown.

Possibly created deliberately by the illithids, as either an experiment or to trap the God Brain.

Possibly created as a normal (perhaps the first, or the last) elder brain, or when Seldrid (a human) formed an obscene alliance with the illithids to preserve their dying elder brain.

Base stats

Unique

760 BC (Current day stats)

CR 20 XP 307,200

Neuter Illithid Elder Brain

LE Gargantuan Aberration

Init: +9 (Int) Senses: Blindsight 100 ft; Perception +32

Defense

AC 29 Touch 12 Flat-footed 29 (-2 Dex, +17 natural, +8 deflection, -4 size)

hp 373 (8 + 19d8 +280), regeneration 5

Fort +20, Ref +4, Will +21

DR 10/-

Immune cold, mind-affecting effects, paralysis, poison, sleep, stun, critical hits, sneak attacks

Resist fire 10, electricity 10

SR 30

Offense

Spd Swim 15 ft

Melee +16 8 tentacles (1d6+1 plus grab +2d6 sneak)

Ranged +13

Space/Reach: 20'/10'

S 12 D 7 C 38 I 28 W 29 Ch 26

BAB +15 CMB +20 CMD 36

Feats

Spell Penetration, Spell Focus (enchantment), Greater Spell Focus (enchantment), Quicken Spell-like Ability (*mass suggestion*), Quicken Spell-like Ability (*dominate person*), Great Fortitude, Lightning Reflexes, Iron Will, Improved Iron Will, Ability Focus (*nightmare*)

Skills

Bluff +28 (20), Intimidate +31 (20), Knowledge (arcana) +32 (20), Knowledge (dungeoneering) +29 (20), Knowledge (local) +19 (10), Knowledge (nature) +19 (10),

☞ Domains of Dread ☞

Knowledge (planes) +29 (20), Knowledge (religion) +29 (20), Perception +32 (20), Sense Motive +32 (20), Spellcraft +32 (20), Stealth +6 (20), Swim +29 (20), Use Magic Device +28 (20)

Languages

Telepathy 100 ft

Treasure

None

Special

Extended compulsions (all compulsions +50% duration)

Evisceration (as mi-go)

Mind blast (at will, stunned 3d4 rds, DC 28, 60 ft cone)

Mind thrust (20d10 damage, DC 28, as neothelid)

Psychic crush (DC 28, as neothelid)

Telepathic awareness (constant *detect thoughts*, 1 mile spread, DC 28)

Psychic drone (on surface: Will save or shaken, DC 18; underground/on Mt Makab: Will save or sickened, DC 23; beneath Mt Makab: Will save or as sickened with -4 penalty, DC 28; in presence: Will save or staggered, DC 28)

Agile mind (use Int for initiative)

Seeds of madness (any mental contact requires two Madness saves, DC 28; DC 23 in other domains)

Far reaching (can use mind-affecting SLAs anywhere in Bluetspur as though it originated from that position, but loses that power for 24 hours; can use them in other domains, but lose them for 1 week)

Mastery +8

Sinkhole of evil

Spell-like abilities

DC 18 + spell level; DC 20 + spell level for Enchantment (and *nightmare*); CL 22 for spell resistance

Constant – *detect magic, resistance, arcane sight*

At will:

2 – *hypnotic pattern, touch of idiocy, mad hallucination*

3 – *clairaudience/clairvoyance, seek thoughts, major image, suggestion, unadulterated loathing*

4 – *fear, phantasmal killer, charm monster, overwhelming grief, moonstruck, confusion, crushing despair, malicious spite, terrible remorse*

5 – *dream, wall of force, telekinesis, nightmare, mass pain strike, sending, sending, feeblemind, dominate person*

3/day:

6 – *greater dispel magic, repulsion, enemy hammer, mass suggestion*

7 – *greater scrying, waves of exhaustion, mass hold person, insanity*

8 – *demand, mass charm monster*

9 – *gate (within Ravenloft only), weird, dominate monster, mass hold monster*

Quickened *mass suggestion*, quickened *dominate person*

Hakí Shinpí (Rokushíma Taiyoo)

Timeline

c675 BC	Born in Prime Material Rokuma.
c705 BC	The first of his 6 sons are born.
740 BC	Divides his empire among his sons and dies (perhaps by hara-kiri for an honourable death). Becomes a geist and darklord of Rokushima Taiyoo. Within 6 weeks, 2 of his sons are murdered.
760 BC	Present day.
c763 BC	The Scattered Lotus Archipelago forms

Powers Checks

Caress (Violence: during his conquest: 2%; c700 BC): Reputation as great and noble leader, but unites enemies against him.

Enticement (Blasphemy: twisting the bushido: 4%; c710 BC): Loses samurai abilities. Clan members increase in loyalty.

Invitation (Betrayal and Violence: dishonourably turning his enemies against each other: 16%; c720 BC): Regains samurai abilities.

Embrace (Blasphemy, Betrayal and Violence: dishonouring his enemies to crush them with despair: 16%; c730 BC): Frightening presence?

Creature (Betrayal: divides his kingdom amongst all his sons instead of naming one successor: 4%; 740 BC): Becomes a geist upon death and darklord of Rokushima Taiyoo.

Base stats

S 15 D 14 C 14 I 10 W 12 Ch 11 (high fantasy)

Racial: Cha +2 (human)

Levelling: Str +1, Dex +1, Cha +1

Template: Cha +2

Aging: Old

Favoured class: skills

CR 11 (11 [levels] + 2 [template] - 2 [lack of resources])

760 BC (Current day stats)

CR 11 XP 12,800

Male Old Human Samurai 12 First Magnitude Geist

LE Medium Undead (Augmented humanoid, human, incorporeal)

Init: +1 (Dex) Senses: Darkvision 60 ft; Perception +25

Aura: frightful presence (10 ft, DC 20)

Defense

AC 15 Touch 15 Flat-footed 14 (+1 Dex, +4 deflection)

hp 118 (10 +11d10 +48)

Fort +12, Ref +5, Will +8

Immune Undead traits

Incorporeal

SR 22

Channel resistance +2

Greater resolve (6/day)

Rejuvenation

☪ Domains of Dread ☪

Offense

Spd Fly 20 ft. (perfect)

Melee [ethereal only] +16/+11/+6 katana +2 (1d8+3, crit 18+; +12 damage, -2 target AC with challenge; +6 to confirm critical hits with katana)

+13/+8/+3

Ranged +13/+8/+3

Space/Reach: 5'/5'

S - (13) D 12 C - I 12 W 14 Ch 18

BAB +12 CMB +13 CMD 28 (27)

Feats

Critical Focus, Deceitful, Flagbearer, Iron Will, Mounted Combat, Persuasive, Ride-by Attack, Spirited Charge, Weapon Focus (katana)

Skills

Bluff +17 (8), Diplomacy +16 (7), Fly +11 (0), Handle Animal +11 (4), Intimidate +17 (8), Knowledge (geography) +8 (7), Knowledge (history) +9 (5), Knowledge (local) +9 (8), Knowledge (nobility) +15 (5), Perception +25 (12), Ride +7 (9), Sense Motive +16 (11)

Languages

Rokuma*, Draconic

Treasure

(14,200 gp/21,000 gp)

Katana +2, o-yoroi +2

Special

No mount (invalidates Mounted Archer, and several feats)

Banner (allies gain +3 save vs fear, +2 to hit on charge, +1 to attack and damage otherwise)

Greater resolve (6/day; reroll Fort and Will saves)

Honour in all things (3/day; +4 to saves)

Honourable stand (1/day)

Warrior's demanding challenge (4/day; +12 attack, -2 AC vs others, DR 4/- against target)

Way of the samurai (reroll 3 times)

Rejuvenation

Geist

Spell resistance 22

Phantasmagoria (2/day); if he appears in illusions, can appear with frightful presence

Death's calling (can't affect sons or those directly acting on their orders)

Reduced channel resistance

Sinkhole of evil

Hernando Mouriros (Mictlan)

Timeline

703 BC	Born in Turon in the Holy Empire.
713 BC	His mother dies. He swears to make something of his life and joins the guards.
719 BC	Joins the Imperial Army.
730 BC	The Imperial Crusade begins.
740 BC	Has his father murdered and cuts off communication with his family.
746 BC	Mictlan forms.
760 BC	Present day.

Powers Checks

Caress (Betrayal: uses blackmail, adultery and bribery to rise through the ranks: 4%; 722 BC): Reputation for cruelty.

Enticement (Violence: brutality to people under his command: 4%; 725 BC): Cha +2

Invitation (Violence: cruelty during the Crusade: 8%; 735 BC): Inflict pain

Embrace (Betrayal and Violence: has his father murdered: 8%; 740 BC): Cause disease

Creature (Violence: butchers a city in Mictlan: 32%; 746 BC): Becomes darklord of Mictlan. Men are cursed. Burn. SR.

Base stats

S 12 D 15 C 13 I 15 W 8 Ch 13 (high fantasy)

Racial: Dex +2 (human)

Levelling: Int +1, Cha +1

Aging: middle aged

Powers checks: Cha +2

Favoured class: skills

CR 12 (10 [levels] + 1 [PC-level treasure] + 1 [darklord abilities])

760 BC (Current day stats)

CR 12 XP 19,200

Male Human Cavalier (Strategist) 11

LE Medium Humanoid (Human)

Init: +3 (Dex) Senses: Perception +10

Defense

AC 25 Touch 15 Flat-footed 22 (+3 Dex, +7 armour, +2 shield, +1 natural, +2 deflection) [+3 to target/-2 to others with challenge]

hp 76 (10 + 10d10 + 11)

Fort +9, Ref +7, Will +3

25% fortification

SR 23

Offense

Spd 30 ft

Melee +2 rapier +17/+12/+7 (1d6+2; crit 15+)

+2 rapier +21 (1d6+2; crit 15+ plus manoeuvre) on charge

+2 rapier +17/+12/+7 (1d6+13; crit 15+) with challenge

+14/+9/+4

☞ Domains of Dread ☞

Ranged +2 distance pistol +16/+11/+6 (1d8+2; crit x4, range 40 ft, ignore armour, misfire 1; 2 with paper cartridges; plus Point Blank Shot)

+2 distance pistol +13/+8/+3 (1d8+8; crit x4 with Deadly Aim; plus Point Blank Shot)

Space/Reach: 5'/5'

S 11 D 16 C 12 I 17 W 9 Ch 17

BAB +11 CMB +11 CMD 26 (23)

Feats

Deadly Aim, Improved Critical (rapier), Mounted Combat, Point Blank Shot, Precise Shot, Rapid Reload (pistol), Shield Wall, Target of Opportunity, Weapon Finesse, Weapon Focus (rapier)

Skills

Appraise +7 (4), Bluff +17 (11), Climb +8 (5), Diplomacy +17 (11), Handle Animal +10 (4), Intimidate +17 (11), Knowledge (engineering) +5 (2), Knowledge (history) +5 (2), Knowledge (local) +7 (1), Knowledge (nature) +4 (1), Knowledge (nobility) +7 (1), Knowledge (religion) +5 (2), Perception +10 (11), Ride +17 (11), Sense Motive +13 (11), Survival +5 (6), Swim +8 (5)

Languages

Turonese*, Mictlani, Draconic, Elven

Treasure

Buckler +1, light fortification mithral breastplate +1, distance pistol +2, rapier +2, amulet of natural armour +1/periapt of health, cloak of resistance +1, knight's pennon of battle, ring of protection +2

Special

Animal companion link

Banner (+3/+2)

Drill instructor (15 min)

Greater tactician (Shield Wall or Target of Opportunity, 8 rds, 3/day)

Lion's call (+3/+1)

For the King (+3 attack and damage, 1 rd)

Challenge (+11 damage, +3 dodge to AC)

Cavalier's charge

Mighty charge

Inflict pain (nauseated 1 rd, touch, Will DC 18)

Cause disease (touch, at will, Fort DC 18)

Burn (on death; as ring of retribution)

Mastery +3

Sinkhole of evil

Warhorse

Init +3; Senses lowlight vision, scent; Perception +9

AC 26, touch 12, flat-footed 23 (+3 Dex, +10 natural, -1 size, +4 armour)

Hp 76 (9d8+36)

Fort +10, Ref +9, Will +4; devotion +4

Speed 50'

Melee bite +11 (1d4+6) plus 2 hooves +11 (1d6+1)

Space 10 ft/5 ft

☞ Domains of Dread ☞

S 22 D 16 C 18 I 2 W 12 Ch 6

BAB +6 CMB +13 (+4 overrun) CMD 26 (28 vs overrun, 30 vs trip) (23)

Multiattack, Endurance, Improved Overrun, Greater Overrun, Power Attack, Run; Acrobatics +7 (3), Perception +9 (5), Swim +8 (1); Link, evasion; Attack, Combat Riding, Come,

Defend, Down, Fetch, Guard, Heel, Perform, Stay, Work

Equipment: Chain barding

Ilsabet Obour (Kislova)

Timeline

732 BC	Peto born.
737 BC	Born in Prime Material Kislova.
740 BC	Ilsabet's mother dies. War with Tygelt breaks out
743 BC	Begins training under Jorani. Orders the mutilation of the rebel leader. Janosk attacks Sundell and is beheaded. Begins poisoning prisoners.
744 BC	Peto marries Marishka. Ilsabet poisons her and Greta.
745 BC	Poisons Mihael. Marries Peto. Begins affair with Jorani. Goes to Sundell.
746 BC	Creates the alchemical vampires. Lekai born.
747 BC	Murders Sagesse.
748 BC	Poisons Peto and Jorani and loses Lekai. Kislova forms.
760 BC	Present day.

Powers Checks

Caress (Violence: orders the mutilation of the rebel leader: 4%; 743 BC): Dark warns Sundell of Kislova's treachery.

Enticement (Violence and Betrayal: poisons Marishka: 16%; 744 BC): Vampiric Charisma +4

Invitation (Violence and Black Magic: murders Emory and creates the alchemical vampire: 32%; 746 BC): Alchemical vampires.

Embrace (Blasphemy and Violence: murders Sagesse: 8%; 747 BC): Vampiric Charisma +6

Creature (Betrayal and Violence: poisons Peto and turns Jorani into an alchemical vampire: 16%; 748 BC): Becomes darklord of Kislova. Vampiric Charisma +8

Base stats

S 9 D 15 C 14 I 15 W 13 Ch 9 (high fantasy)

Racial: Int +2 (human)

Levelling: Int +3

Powers checks: Cha +8

Favoured class: hp

CR 13 (11 [levels] + 1 [PC-level treasure] + 1 [darklord abilities])

760 BC (Current day stats)

CR 13 XP 25,600

Female Human Alchemist (Reanimator) 12

LE Medium Humanoid (human)

Init: +2 (Dex) Senses: Perception +20

Defense

AC 20 Touch 15 Flat-footed 17 (+2 Dex, +3 armour, +2 natural, +1 dodge, +2 deflection)

hp 92 (8 + 11d8 + 24)

Fort +15, Ref +13, Will +8

Immune poison

Resist acid 10

☞ Domains of Dread ☞

Offense

Spd 30 ft

Melee +9/+4 wounding dagger +1 (1d4; crit 19+ plus poison)
+8

Ranged +12 bomb (5d4+5 fire)

S 9 D 15 C 14 I 20 W 13 Ch 17

BAB +9 CMB +8 CMD 26 (23)

Feats

Alertness, Brew Potion, Defensive Combat Training, Deft Hands, Dodge, Ghostsight, Great Fortitude, Master Alchemist, Throw Anything

Skills

Appraise +12 (4), Bluff +15 (12), Craft (alchemy) +27 (12), Diplomacy +11 (8), Disable Device +9 (2), Heal +12 (8), Knowledge (arcana) +12 (4), Knowledge (dungeoneering) +6 (1), Knowledge (geography) +6 (1), Knowledge (history) +6 (1), Knowledge (local) +6 (1), Knowledge (nature) +16 (8), Knowledge (nobility) +7 (2), Knowledge (planes) +6 (1), Knowledge (religion) +7 (2), Perception +20 (12), Sense Motive +12 (9), Sleight of Hand +21 (12), Spellcraft +9 (1), Stealth +14 (12), Survival +8 (4), Use Magic Device +10 (4)

Languages

Kislovian*, Draconic, Infernal, Abyssal, Elven, Dwarven

Treasure

(81,000 gp/108 gp)

Wounding dagger +1, amulet of natural armour +2/necklace of adaptation, bracers of armour +3, cauldron of brewing, cloak of resistance +3, ring of minor acid resistance, ring of protection +2

Lots of poisons

Special

Alchemy +12

Swift alchemy

Bomb (5d4+5; DC 21)

Mutagen

Poison use

Fast poisoning (swift action)

Concentrate poison

Poison conversion

Sticky poison

Alchemical vampire (create alchemically empowered obyri; as alchemical zombie)

Bottled ooze

Infusion

Vampiric Charisma (must feed off another's pain each day, or loses 1 Cha to minimum of 9)

Altered spelllist

Mastery +3

Sinkhole of evil

Formulae

(7/6/5/4); DC 15 + spell level

1 – *detect undead, cure light wounds, disguise self, endure elements, expeditious retreat, identify, keen senses, true strike, vocal alteration, youthful appearance, cause fear*

☯ Domains of Dread ☯

2 – alchemical allocation, blistering invective, blood transcription, darkvision, delay poison, false life, protection from arrows, touch injection, transmute potion to poison

3 – lesser animate dead, absorb toxicity, amplify elixir, arcane sight, haste, displacement, cure serious wounds

4 – detonate, freedom of movement, neutralise poison, vitriolic shield, universal formula, stonewalk, moonstruck

Jack Karn (Farelle)

Timeline

c690 BC Born in the Wildlands.
696 BC Driven out of the Wildlands after nearly causing the extinction of jackals.
697 BC Attacks the tinker and cursed. Farelle forms
760 BC Present day.

Powers Checks

Caress (Violence: vicious predation against the creatures of the Wildlands: 4%; c695 BC): Driven away from pack; pack nearly destroyed.

Enticement (Betrayal and Violence: leading Crocodile to his pack: 8%; c696 BC): DR. Retains intelligence.

Invitation (Violence and Betrayal: attacking townsfolk: 8%; c697 BC): Dominate canines.

Embrace (Violence: attacking the Vistani: 8%; 697 BC): Immunities.

Creature (Betrayal and Violence: savaging the tinker: 16%; 697 BC): Becomes a jackalwere and darklord of Farelle. , undying soul.

Base stats

S 19 D 19 C 19 I 10 W 12 Ch 14 (base jackalwere with class levels)

Levelling: Str +1, Con +1

Favoured class: skills

CR 10 (2 [base] + 7 [levels] +1 [darklord abilities] + 1 [PC treasure])

760 BC (Current day stats)

CR 10 XP 9,600

Male Jackalwere Barbarian (Savage Barbarian) 8

CE Medium Magical Beast (shapechanger) [human and hybrid form]

Init: +4 (Dex) Senses: Darkvision 60', low light vision, scent, Perception +11

Defense

AC 24 Touch 18 Flat 17 (+4 Dex, +4 natural, +3 dodge, +2 armour, +1 deflection) [-2 in rage]

Hp 138 (10 + 3d10 + 8d12 + 60 + 8) [+36 in rage]

Fort +16 Ref +11 Will +6 (+2 vs fear) [+4 superstition, +2 Will in rage]

DR 5/cold iron

Improved uncanny dodge

Immune nausea, sickening, mind affecting effects, evil eye, savage weapons

Offense

Spd 40'

Melee Unarmed strike +14/+9 (1d3+6)

Bite +14 (1d6+9) [hybrid only]

Bite +16 (1d6+11 plus grappling bonuses) [raging]

Bite +13 (1d6+17 plus grappling bonuses with Power Attack) [raging]

Space/Reach: 5'/5'

S 20 [24] D 19 C 20 [26] I 10 W 12 Ch 14

BAB +8 CMB +13 [+15] CMD 31 (24)

Domains of Dread

CE Small Magical Beast (shapechanger) [jackal form]

Init: +4 (Dex) Senses: Darkvision 60', low light vision, scent; Perception +11

Defense

AC 25 Touch 19 Flat 18 (+4 Dex, +4 natural, +3 dodge, +2 armour, +1 deflection, +1 size) [-2 in rage]

Hp 138 (10 + 3d10 + 8d12 + 60 + 8) [+36 in rage]

Fort +16 Ref +11 Will +6 (+2 vs fear) [+4 superstition, +2 Will in rage]

DR 5/cold iron

Improved uncanny dodge

Immune nausea, sickening

Offense

Spd 50'

Melee Bite +15 (1d6+9)

Bite +17 (1d6+11 plus grappling bonuses) [raging]

Bite +14 (1d6+17 plus grappling bonuses with Power Attack) [raging]

Space/Reach: 5'/5'

S 20 [24] D 19 C 20 [26] I 10 W 12 Ch 14

BAB +8 CMB +12 [+14] CMD 30 (23)

Feats

Alertness, Cleave, Cleaving Finish, Dodge, Power Attack, Raging Vitality

Skills

Acrobatics +11 (4), Bluff +9 (5), Climb +13 (5), Craft (blacksmith) +4 (1), Handle Animal +8 (3), Intimidate +13 (8), Knowledge (nature) +9 (6), Perception +11 (5), Sense Motive +3 (0), Stealth +11 (4), Survival +12 (6), Swim +10 (2)

[+2 Str based skills in rage]

Jackal form: +4 Stealth

Languages

Farellean*

Treasure

(25000 gp/33000 gp)

Amulet of mighty fists +1, amulet of natural armour +2, bracers of armour +2, cloak of resistance +2, ring of protection +1

Special

DR 5/cold iron

Sleep gaze (DC 13)

Weapon intuition

Change shape (jackal form: 12 min/day, then make Will save (DC 1/min cumulative) or forced into human form; hybrid: ten times that.)

Rage (23 rounds/day)

Fast movement

Animal fury

Internal fortitude

Intimidating glare

No escape

Superstition

Improved uncanny dodge

Naked courage

☪ Domains of Dread ☪

Dominate canines
Immune to weapons from savage cultures
Cannot strike first blow (nauseated)
Undying soul
Mastery +2
Sinkhole of evil

Ke Le Thanh (Dat Cua Nhen)

Timeline

c480 BC	The Empire conquers the Cua Song delta, crushing its indigenous peoples beneath a foreign elite.
611 BC	Foreigners begin trading with the Empire; in false history, these are now believed to be Rokuma.
680 BC	A trade war breaks out between the Empire and the Rokuma.
684 BC	The Rokumans crush the Empire and force it to open its borders; they are ceded the city of Cua Song as a trading post.
697 BC	Born in Prime Material Cua Song.
715 BC	Leads revolt against city leaders; wife, his family and most of his criminal gang are killed or executed in retaliation.
725 BC	Rebuilds position as major crime lord in Cua Song. Remarries, but all his sons turn out to be killed, sick, or imbeciles.
735 BC	Ke Meo Hoa, his daughter, born. The governor's mansion burns down. Dan Cua Nhen forms.
760 BC	Present day.
763 BC	The Scattered Lotus Archipelago forms.

Powers Checks

Caress (Violence: murder during first revolt: 16%; 715 BC): Family destroyed.
Enticement (Betrayal and Violence: actions as criminal: 4%; c720 BC): Dominate person (1/day)
Invitation (Betrayal and Violence: murder to wrest control of criminal empire: 8%; 725 BC): Dominate person (3/day)
Embrace (Betrayal: hypocrisy of selling opium to fund criminal empire: 8%; 726 BC): Dominate person (at will)
Creature (Violence: murder of the governor's family in fire, vows genocide: 32%; 735 BC): Becomes darklord of Dan Cua Nhen.

Base stats

S 12 D 15 C 13 I 14 W 11 Ch 12 (high fantasy)
Racial: Int +2 (human)
Levelling: Wis +1, Dex +1
Aging: old
Favoured class: skills
CR 10 (10 [levels] + 1 [PC-level treasure] - 1 [aging])

760 BC (Current day stats)

CR 10 XP 9,600
Male Human Ninja 6 Wizard (Scrollmaster) 5
LE Medium Humanoid (human)
Init: +6 (Dex, feat) Senses: darkvision 60 ft; Perception +17

Defense

AC 14 Touch 14 Flat-footed 12 (+2 Dex, +2 deflection, plus scroll shield)
hp 48 (8 + 5d8 + 5d6)
Fort +5, Ref +10, Will +13 (reroll once per day)
Uncanny dodge

Domains of Dread

Offense

Spd 30 ft, light steps

Melee masterwork dagger +8/+3 (1d4-1; crit 19+ plus 3d6 sneak)

Scroll blade +8/+3 (plus enhancement) (1d6-1 plus enhancement plus 3d6 sneak) plus

Ki Attack

Ranged Shuriken +8/+3 (1d2-1 plus 3d6 sneak; range 10') plus Ki Attack plus Point Blank Shot

Shuriken +6/+6/+1 (1d2-1 plus 3d6 sneak with Rapid Shot)

Shuriken +6/+6/+6/+1 (1d2-1 plus 3d6 sneak with Flurry of Stars)

Shuriken +4/+4/+4/+4/-1 (1d2-1 plus 3d6 sneak with both)

Hand of the apprentice scroll blade +11 (1d6-1 plus enhancement plus 3d6 sneak; range 30')

Space/Reach: 5'/5'

S 9 D 13 (15) C 10 I 18 (20) W 14 (16) Ch 14 (16)

BAB +6 CMB +5 CMD 19 (17)

Feats

Focused Spell, Improved Initiative, Improved Iron Will, Iron Will, Point Blank Shot, Quick Draw, Rapid Shot, Scribe Scroll, Weapon Finesse

Skills

Acrobatics +11 (6), Appraise +9 (1), Bluff +16 (10), Climb +8 (6), Craft (alchemy) +13 (5), Diplomacy +17 (5; 11 with headband), Disable Device +8 (3), Disguise +10 (4), Escape Artist +13 (8), Intimidate +11 (5), Knowledge (arcana) +13 (5), Knowledge (dungeoneering) +9 (1), Knowledge (engineering) +9 (1), Knowledge (geography) +9 (1), Knowledge (history) +9 (1), Knowledge (local) +13 (5), Knowledge (nature) +9 (1), Knowledge (nobility) +11 (3), Knowledge (planes) +9 (1), Knowledge (religion) +9 (1), Perception +17 (11), Sense Motive +17 (11), Sleight of Hand +13 (8), Spellcraft +11 (3), Stealth +14 (9), Swim +5 (3), Use Magic Device +8 (2)

Languages

Cua Song*, Rokuma, Draconic, Vechorite, Rajian, Mordentish

Treasure

(62,000 gp/82,000 gp)

Belt of Dex +2, cloak of resistance +2, goggles of night, headband of Int/Wis/Cha +2, ring of protection +2, ring of minor spell storing

Lots of scrolls and poisons

Special

Sneak attack +3d6

Poison use

No trace +2

Uncanny dodge

Light steps

Ki pool (6/day)

Ki attack – speed

Ki movement

Ki stealth

Flurry of stars

Smoke bombs

Poison bombs

☯ Domains of Dread ☯

Hand of the apprentice (8/day)

Scroll blade (*defending, keen, ki focus, shock, shocking burst, speed*)

Scroll shield

Dominate person (DC 18; as vampire ability)

Mastery +3

Sinkhole of evil

Spells

(4/5/3/2); DC = 15 + spell level

0 – *acid splash, arcane mark, bleed, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, haunted fey aspect, light, mage hand, mending, message, open/close, prestidigitation, ray of frost, read magic, resistance, spark, touch of fatigue (all)*

1 – *shield, illusion of calm, disguise self, silent image, lock gaze, memory lapse, true strike, reduce person, mage armour, identify*

2 – *invisibility, mirror image, hideous laughter, detect thoughts, see invisibility, accelerate poison, knock, whispering wind*

3 – *keen edge, haste, lightning bolt, dispel magic, deep slumber, hold person, suggestion, clairaudience/clairvoyance*

Leederik (the Phantom Lover) (Leederik's Tower)

Timeline

Unknown.

Hypothetically:

- c450 BC Black dragon born on Prime Material. Possibly in Cormyr on Toril.
- c564 BC Falls in love with a human woman. Content to watch her from afar.
- c565 BC Kills her lover to take his place. She kills herself, and he commits suicide over her grave. Leederik's Tower forms.
- 760 BC Present day.

Powers Checks

Caress (Violence: eating virgin sacrifices: 4%; c525 BC): Desire to be loved; able to feel love for humans.

Enticement (Black Magic and Violence: murders village to power a spell with their misery that will enable him to disguise himself as a human: 32%; c550 BC): Disguise self.

Invitation (Betrayal: stalks his beloved from afar, watching her disguised as a gargoyle or a human: 2%; c564 BC): Change shape. Loses some dragon abilities.

Embrace (Black Magic: seeks to become a perfect copy of his beloved's lover: 8%; c565 BC): Improved disguise self. She will not be fooled.

Creature (Betrayal and Violence: kills his lover's beloved: 8%; c565 BC): Becomes a ghost on death and darklord of Leederik's Tower. Change shape. Children of the night. Extended reach.

Base stats

S 25 D 12 C 21 I 14 W 17 Ch 14 (base dragon)

Template: Cha +10

CR 12 (6 [base] + 5 [template] + 1 [darklord abilities])

760 BC (Current day stats)

CR 12 XP 19,200

Male Black Dragon Fifth Magnitude Ghost

LE Medium Undead (augmented dragon, incorporeal)

Init: +5 (Dex, feat) Senses: dragon senses, lowlight vision, blindsense 60 ft, darkvision 120 ft; Perception +32

Aura: frightful presence (lover's room or 180 ft, DC 24)

Defense

AC 18 Touch 18 Flat-footed 17 (+1 Dex, +7 deflection)

hp 164 (8 + 13d8 + 98)

Fort +14, Ref +10, Will +12

Channel resistance +13

Incorporeal

DR 5/blessed weapons

Rejuvenation

Immune acid, undead traits

SR 22

☞ Domains of Dread ☞

Offense

Spd Fly 30 ft (perfect)

Melee incorporeal touch +10 (1d4 Str drain, DC 24)

Space/Reach: 5'/5'

S - (25) D 12 C - I 14 W 17 Ch 24

BAB +9 CMB +10 CMD 27 (26)

Feats

Alertness, Improved Initiative, Improved Vital Strike, Power Attack, Skill Focus (Stealth), Vital Strike, Weapon Focus (bite)

Skills

Fly +34 (14), Handle Animal +21 (14), Intimidate +24 (14), Knowledge (arcana) +19 (14), Perception +32 (14), Spellcraft +19 (14), Stealth +29 (14), Swim +32 (14)

Languages

Draconic*, Vaasi, Giant, *tongues*

Treasure

None

Special

Corrupt water (DC 24, 180 ft)

Speak with reptiles

Frightful presence

Rejuvenation

Entrancing appearance (lover only; gaze, DC 26, *charm person*)

Improved salient ability (entrancing appearance)

Mind games (*deep slumber, arcane lock*; quickened)

Greater mind games (*animate objects, animate dead, greater teleport*)

Aura of cold (at will; 1d6 cold plus 5d4 nonlethal and fatigued; Fort DC 24 for half damage and not fatigued; lover protected)

Draining touch (at will; 1d4 Str drain; DC 24)

Telekinesis (graveyard only)

Resist holy water (no damage; dazed 1 rd instead)

Driven away by *dispel evil, sunray*

Disguise self (at will; perfect copy of victim's dead lover; tactile illusion)

Change shape (mist, snake; *polymorph*)

Children of the night (graveyard only; 2d8 gargoyles or 3d6 venomous snakes)

Sweet scent, misty aura

Extended reach (can appear in other domains in lover's bedroom and nearby graveyard; spells and spell-like abilities can cross domain borders to affect those elsewhere in lover's house; has all his abilities in the Tower itself)

Mastery +7

Sinkhole of evil

Snake form

+2 nat AC (incorporeal only), scent, spd fly 20 ft (perfect), bite (as incorporeal touch) +10 (1d4+7 plus 1d4 Str drain plus poison; Fort DC 24; 1/round for 6 rounds; 1d2 Con; cure 1 save)

Gaseous form

Imm sneak attack and crit hits, fly 20 ft, can't run, pass all Fly checks

☞ Domains of Dread ☞

Spell-like Abilities

CL 14th

At will – *deeper darkness* (60 ft radius)

12/day – *animate objects* (doors only), *animate dead* (graveyard only), *greater teleport*

3/day – quickened *deep slumber*, *arcane lock*

Spells

CL 3rd

DC = 17 + spell level

At will – *dancing lights*, *detect magic*, *mending*, *message*, *read magic*, *arcane lock*, *deep slumber*

6/day – *alarm*, *mage armour*, *obscuring mist*

Lemot Sedium Juste (Scaena)

Timeline

c685 BC?	Born in Prime Material Scaena. Becomes known as a dramatist and comedic actor.
c726 BC?	Murders his acting troupe and burns the theatre down with the audience inside. Scaena forms.
760 BC	Present day.

Powers Checks

Caress (Betrayal: ruining his rivals: 4%; c732 BC):	Unable to perform tragedy.
Enticement (Betrayal: ruining his rivals: 2%; 732 BC):	Unable to write tragedy. Cha +2
Invitation (Violence and Betrayal: planning the premeditated murder of his actors: 8%; 732 BC):	Prodigy (bonus feat)
Embrace (Betrayal and Violence: sadistic murder of all of his actors: 16%; 732 BC):	Int +2
Creature (Violence: burning his audience to death: 16%; 732 BC):	Becomes a sorcerer and darklord of Scaena. Master of the stage, burn, dimensional steps, drain personality, undying soul.

Base stats

S 8 D 15 C 10 I 14 W 14 Ch 14 (high fantasy)
 Racial: Int +2 (human)
 Levelling: Dex +1, Int +1
 Powers checks: Int +2, Cha +2
 Age: Middle aged
 Favoured class: skills
 CR 8 (7 [levels] + 1 [darklord abilities])

760 BC (Current day stats)

CR 8 XP 4,800
 Male Human Sorcerer 8
 CE Medium Humanoid (human)
 Init: +2 (Dex) Senses: Perception +10
Defense
 AC 13 Touch 13 Flat-footed 10 (+2 Dex, +1 dodge)
 hp 22 (6 + 7d6 - 8)
 Fort +2, Ref +5, Will +9
Offense
 Spd 30 ft
 Melee +3 dagger +1 (1d4-1; crit 19+)
 +2
 Ranged +7 dagger +1 (1d4-1; crit 19+)
 +6
 Space/Reach: 5'/5'
 S 7 D 15 C 9 I 20 W 15 Ch 17 (19)
 BAB +4 CMB +2 CMD 15 (13)

☞ Domains of Dread ☞

Feats

Dodge, Eschew Materials, Greater Spell Focus (Illusion), Prodigy (Perform (act), Profession (playwright)), Quicken Spell-Like Ability (major image), Spell Focus (Illusion), Spell Specialisation (major image)

Skills

Bluff +15 (8), Knowledge (arcana) +9 (1), Knowledge (history) +10 (5), Knowledge (local) +8 (3), Knowledge (religion) +6 (1), Linguistics +8 (3), Perception +10 (8), Perform (act) +14 (8), Profession (playwright) +15 (8), Sense Motive +10 (8), Sleight of Hand +5 (3), Spellcraft +12 (4), Stealth +10 (8), Use Magic Device +11 (4)

Languages

Scaenan*, Zherisian, Mordentish, Darkonese, Rokuma, Vaasi, Balok, Draconic

Treasure

(7,300 gp/7,800 gp)

Dagger +1, headband of Charisma +2, cloak of resistance +1

Special

Superior concentration (can concentrate on 5 things at once; typically 3 scenes and 2 characters)

Master of the stage (illusions can only affect the stage area, can control sensation of time in illusions, DC +1)

Drain personality (victims suffer 1 Int drain/day on stage; no save)

Burn (full round action; as forest fire; theatre doors *arcane locked*)

Dimensional steps (as conjurer ability; step through the wood of the theatre)

Undying soul

Mastery +4

Sinkhole of evil

Spell-like Abilities

Save DC = 17 + spell level.

At will – *ghost sound, disguise self, mirror image, major image* (CL 10), *hallucinatory terrain, seek thoughts* (stage only), *detect thoughts* (stage only)

3/day – quickened *major image*

Maligno (Odiare)

Timeline

- c678 BC Guiseppe born in Gothic Italy (c1627).
738 BC Figlio created. Eventually slaughters the adults of his village and renames himself Maligno. Odiare forms.
760 BC Present day.

Powers Checks

Caress (Blasphemy: devotes himself to evil: 4%; 738 BC): Townsfolk unable to see him as anything other than a puppet.

Enticement (Violence: violence towards Guiseppe: 8%; 738 BC): Reconstruct. Sympathetic bond.

Invitation (Black Magic: forces Guiseppe to create more carrionettes: 8%; 738 BC): Immunity to magic, wooden. Unable to possess Guiseppe.

Embrace (Betrayal and Violence: attempts to possess Guiseppe: 8%; 738 BC): Animate toys.

Creature (Violence: murders all the adults: 32%; 738 BC): Becomes darklord of Odiare. Loses possession ability. Irresistible dance.

Base stats

S 10 D 17 C - I 17 W 12 Ch 15 (base advanced carrionette with class levels)

Levelling: Dex +1

Favoured class: None (construct)

CR 8 (1 [base] + 4 [levels] + 1 [template] + 2 [darklord abilities])

760 BC (Current day stats)

CR 8 XP 4,800

Male Advanced Carrionette Rogue 4

CE Diminutive Construct

Init: +8 (Dex, feat) Senses: Darkvision 60 ft, low light vision; Perception +10

Defense

AC 20 Touch 18 Flat-footed 16 (+4 Dex, +2 natural, +4 size)

hp 33 (10 + 1d10 + 4d8)

Fort +1, Ref +8, Will +2

Immune construct traits

Evasion

Trap sense +1

Uncanny dodge

Offense

Spd 15 ft

Melee straight razor +11 (1d4 plus 2d6 sneak) or silver needle +13 (1 plus 2d6 sneak plus paralysis; Will DC 16) or touch +13 (*irresistible dance*; Will negates, DC 20)

Ranged silver needle +13 (1 plus 2d6 sneak plus paralysis)

Space/Reach: 2 1/2'/0'

S 10 D 18 C - I 17 W 12 Ch 15

BAB +5 CMB +5 CMD 15 (11)

☞ Domains of Dread ☞

Feats

Combat Reflexes, Improved Initiative, Taunt, Weapon Finesse

Skills

Acrobatics +15 (3), Appraise +7 (1), Bluff +11 (6), Climb +22 (6), Disable Device +13 (4), Escape Artist +11 (4), Knowledge (local) +10 (4), Perception +10 (6), Perform (act) +11 (6), Sense Motive +8 (4), Sleight of Hand +11 (4), Stealth +28 (6); racial bonus +8 Climb

Languages

Italian*, Darkonese, Balok, Vaasi

Treasure

Boots of elvenkind, cloak of elvenkind, ring of climbing

Special

Snap shot

Sneak attack +2d6

Evasion

Trap sense +1

Trapfinding +2

Uncanny dodge

Paralysis (as carrionette, except Maligno can choose which limb is struck)

Savage (as carrionette)

Wooden (3d6 damage and slowed 3 rds from warp wood)

Immunity to magic (immune to all non-area affecting spells except fire, wood)

Reconstruct (carrionettes can repair 1 hp as a standard action up to half his damage; Guiseppe can heal 1d6 per round)

Sympathetic bond (take same damage Guiseppe does)

Undying soul (unless Guiseppe killed)

Mastery +2

Sinkhole of evil

Spell-like abilities

DC 12 + spell level, CL 6

At will: *animate objects* (toys only), *ventriloquism*

Malbus (the Ram-Headed, the Abomination) (Al Kathos)

Timeline

546 BC	Born on the Prime Material Plane, the Ninth Caliph of Al Kathos.
567 BC	Builds the five palaces of the senses to indulge his desire in. At this point, a witch.
576 BC	Breaks the laws of hospitality to steal two magical swords. Imprisons the merchant that bore them, who vanishes.
578 BC	Swears service to Ahriman for power.
581 BC	Sacrifices innocents to gain power.
583 BC	Kidnaps and seduces the daughter of the Emir.
586 BC	Breaks the laws of hospitality and blasphemes for the third time. Al Kathos forms.
760 BC	Present day.

Powers Checks

Caress (Blasphemy and Violence: breaks the laws of hospitality to steal some swords: 4%; 576 BC): Becomes grotesquely fat.

Enticement (Blasphemy: swears service to Ahriman for power and knowledge: 100%; 578 BC): Half a witch level.

Invitation (Black Magic and Violence: sacrifices fifty innocents for magical power: 100%; 581 BC): Witch level +1

Embrace (Blasphemy and Violence: breaks the laws of hospitality by kidnapping and seducing the Emir's daughter: 8%; 583 BC): Slave to his passions.

Creature (Blasphemy: breaks the laws of hospitality by striking a genie disguised as a shepherd who has been sent to redeem him, and refusing to return to piety: 100%; 586 BC): Becomes a div and darklord of Al Kathos. Speechless.

Base stats

S 15 D 13 C 15 I 15 W 8 Ch 8 (high fantasy)

Racial: Dex +2 (human)

Levelling: Dex +2

Aging: old

Madness: Int -1, Wis -4, Cha -2

Favoured class: hp

CR 9 (8 [levels] + 2 [PC-level treasure] - 1 [madness, age penalties])

760 BC (Current day stats)

CR 18 XP 153,600

Male Unique Div

NE Large Outsider (div, evil)

Init: +16 (Dex, feat) Senses: darkvision 60 ft, see in darkness, *true seeing*; Perception +34

Defense

AC 41 Touch 17 Flat-footed 33 (+8 Dex, +24 natural, -1 size)

hp 280 (10 + 23d10 + 144)

Fort +14, Ref +26, Will +21

DR 15/cold iron and good

☞ Domains of Dread ☞

Immune fire, poison

Resist acid 10, electricity 10

Offense

Spd 50 ft, fly 120 ft (good)

Melee Bite +31 (1d8+8 plus grab; crit 19+) plus 2 claws +31 (1d6+8 plus rend) plus gore +29 (1d10+4)

Bite +24 (1d8+22 plus grab; crit 19+) plus 2 claws +24 (1d6+22) plus gore +22 (1d10+11) with Power Attack

Ranged +36

Space 10 ft; Reach 10 ft (15 ft with gore)

S 27 D 34 C 22 I 19 W 24 Ch 27

BAB +24 CMB +33 CMD 55 (43)

Feats

Awesome Blow, Cleave, Combat Reflexes, Critical Focus, Improved Bull Rush, Improved Initiative, Improved Critical (bite), Multiattack, Power Attack, Staggering Critical, Stunning Critical, Voice of Wrath

Skills

Acrobatics +32 (24), Bluff +35 (24), Diplomacy +31 (24), Fly +25 (12), Intimidate +31 (24), Knowledge (arcana) +31 (24), Knowledge (planes) +31 (24), Knowledge (religion) +19 (12), Perception +34 (24), Sense Motive +30 (24), Spellcraft +22 (12), Use Magic Device +23 (12)

Languages

Midani*, Abyssal, Celestial, Draconic, Infernal, telepathy 100 ft (can't speak)

Treasure

None

Special

Rend (2 claws, 1d6+12)

Swallow whole (3d6+12 plus 4d6 energy damage; can choose each round what type of energy damage it deals; can swallow up to Large creatures; AC 34, 28 hp)

Trample (1d8+12, DC 30)

Terrible gaze (gaze attack; -4 to attack, saves, skills and abilities, 30 ft, Will DC 30)

Create ghul (any outsiders killed rise as ghuls in 1d4 rds, controlled by Malbus)

Shake faith (if strikes divine spellcaster, Will DC 30 or shaken 1d4 rounds; 1 rd if save successful)

Speechless (can't speak; all spell-like abilities and curses Silent)

Mastery +8

Sinkhole of evil

Spell-like Abilities

CL 20th; concentration +28

Constant – *true seeing*

At will – *align weapon, bestow curse* (DC 20), *detect magic, greater teleport* (self plus 50 lb of objects only), *fire shield, magic circle against good, scorching ray, telekinesis* (DC 23)

3/day – *blasphemy* (DC 25), *disintegrate* (DC 24), *dispel magic, forcecage* (DC 25), *protection from energy*

1/day – *geas/quest*

Malus Sceleris (Nosos)

Timeline

- 712 BC Born to two druids in Prime Material Nosos. Mother dies in childbirth.
732 BC Murders his father and ravages the forests his father was sworn to protect. Nosos forms.
760 BC Present day.

Powers Checks

- Caress (Betrayal and Blasphemy: breaks vow by hiring lumberjacks to destroy forests: 4%; c732 BC): Xenophobia.
Enticement (Betrayal: sends lumberjacks to their deaths at the hands of his father: 8%; 732 BC): Dominate person
Invitation (Violence and Betrayal: planning the premeditated murder of his father: 8%; 732 BC): Int +2, Cha +2
Embrace (Betrayal and Violence: watching his father die: 16%; 732 BC): Str +4, Con +4
Creature (Betrayal and Blasphemy: ravages the earth out of spite: 16%; 732 BC): Becomes darklord of Nosos. Dex +2, Cha +2, improved discoveries

Base stats

S 10 D 14 C 10 I 14 W 14 Ch 14 (high fantasy)
Racial: Int +2 (human)
Levelling: Cha +1
Age: Middle aged
Favoured class: skills
CR 8 (6 [levels] + 1 [darklord abilities] + 1 [PC-level treasure])

760 BC (Current day stats)

CR 8 XP 4,800
Male Human Alchemist (Plague Bringer) 7
NE Medium Humanoid (human)
Init: +2 (Dex) Senses: Perception +10
Defense
AC 19 Touch 13 Flat-footed 16 (+2 Dex, +6 armour, +1 dodge)
hp 42 (8 + 6d8 + 7)
Fort +8, Ref +9, Will +6
Disease resistance +4
Offense
Spd 30 ft
Melee +7 walking stick (club) +1 (1d6+2)
+6
Ranged +8 bomb (4d6+4 fire, 5' splash 8 dmg, Ref DC 17; plus fog cloud 7 rds, 10' splash, plus nausea or contagion – 2 saves)
Space/Reach: 5'/5'
S 13 D 15 C 13 I 19 W 15 Ch 20
BAB +5 CMB +6 CMD 19 (16)

☞ Domains of Dread ☞

Feats

Brew Potion, Dodge, Extra Discovery, Extra Discovery, Persuasive, Rhetorical Flourish, Throw Anything

Skills

Appraise +8 (1), Bluff +13 (5), Diplomacy +17 (7), Disguise +8 (0), Heal +9 (4), Intimidate +10 (0), Knowledge (engineering) +7 (3), Knowledge (geography) +9 (5), Knowledge (local) +11 (7), Knowledge (nature) + 10 (3), Knowledge (nobility) +11 (7), Perception +10 (5), Profession (speculator) +12 (7), Sense Motive +9 (7), Sleight of Hand +6 (2), Stealth +8 (7)

Languages

Nosan*, Darkonese, Mordentish, Vaasi, Draconic

Treasure

(17,600 gp/23,500 gp)

Club +1, glamered chain shirt +2, circlet of persuasion, cloak of ressitance +2, knight's pennon of parley

Special

Alchemy +7

Swift alchemy

Bomb (11/day)

Smoke bomb

Stink bomb

Plague bomb

Lingering plague

Delayed bomb

Plague vial

Fast poisoning

Poison use

Dominate person (as vampire ability, except duration 1d4 days; Malus sickened for 1 hour per level of victim afterwards)

Slightly altered spell list

Mastery +5

Sinkhole of evil

Formulae

(5/4/2): Save DC = 14 + spell level.

1 – *diagnose disease, comprehend languages, cure light wounds, disguise self, polypurpose panacea, shield, true strike, identify, expeditious retreat*

2 – *vomit swarm, transmute potion to poison, perceive cues, eagle's splendour, touch injection, aid, detect thoughts*

3 – *contagion, fungal infestation, remove disease, absorb toxicity, seek thoughts, tongues*

The Nightmare Man (The Nightmare Lands)

Timeline

- 683 BC The Nightmare Lands join the Core; how long they've been hidden in the Mists is unknown.
- 694 BC The Gathering Cloth is woven in Arbora from Nightmare silk.
- 714 BC Hazlik enters Ravenloft through the Nightmare Lands and falls under the influence of Hypnos.
- c731 BC Rudolph van Richten and Dr Gregorian Ilhousen visit the Nightmare Lands.
- 745 BC The Kantora Strangler is sent to the Clinic for the Mentally Distressed after 6 years of murders. The Illuminated Man join the Carnival.
- 747 BC The Nightmare Man sends the Night Terror Mandalain to harass Dr. Ilhousen; she is laid to rest a year later.
- 749 BC The Clinic for the Mentally Distressed is drawn into the Nightmare Lands.
- 750 BC The Nightmare Man steals away the fiancé of the wizard Mikael Trent, who later summons a bastellus.
- 760 BC Present day.

Powers Checks

Unknown.

Hypothetically:

Caress (Black Magic: buys artistic merit from a frightening witch: 4%; 665 BC): Disdain of his father. Creativity.

Enticement (Violence: beats his wife, causing her to miscarry their baby, a boy with red hair: 16%; 681 BC): Dreamwalking.

Invitation (Blasphemy and Violence: paints while his house burns down with everyone in it: 8%; 683 BC): Summon Night Terrors.

Embrace (Black Magic and Violence: summoning Night Terrors to pursue enemies: 8%; 683 BC): Spell-like abilities. The City of Nod is overrun.

Creature (Black Magic: dark pact to survive: 16%; 683 BC): Becomes a creature of dreams and darklord of the Nightmare Lands. Loses creativity.

Base stats

Unique

760 BC (Current day stats)

CR 21 XP 409,600

Male Unique Outsider

LE Medium Outsider (native, dream, augmented humanoid)

Init: +9 (Dex, feat) Senses: Darkvision 120 ft, low light vision; Perception +37

Aura: Fear (60 ft, DC 31 or shaken), frightful presence (30 ft, DC 31 or panicked)

Defense

AC 35 Touch 25 Flat-footed 30 (+5 Dex, +10 natural, +7 deflection, +3 luck)

hp 326 (10 + 27d10 +168), regenerate 10

Fort +15, Ref +21, Will +26 (+4 vs illusions)

DR 15/good and cold iron

☞ Domains of Dread ☞

SR 31

Illusion resistance

Protection from good

Offense

Spd 30 ft, fly 60 ft (perfect)

Melee +33 2 slams (2d6+3 +1 Str plus nightmare curse plus 10d6 sneak)

Ranged +33

Space/Reach: 5'/5'

S 16 D 21 C 22 I 21 W 26 Ch 25

BAB +28 CMB +31 CMD 56 (51)

Feats

Improve Initiative, Weapon Finesse, Combat Reflexes, Ability Focus (*deep slumber*, *nightmare*, *fear*), Flyby Attack, Combat Casting, Blind-Fight, Alertness, Combat Reflexes, Iron Will, Mobility, Intimidating Gaze

Skills

Appraise +11 (6), Bluff +32 (22), Diplomacy +13 (6), Disguise +26 (16), Fly +16 (11), Intimidate +34 (24), Knowledge (arcana) +21 (16), Knowledge (geography) +16 (11), Knowledge (history) +21 (16), Knowledge (local) +16 (11), Knowledge (nature) +16 (11), Knowledge (nobility) +16 (11), Knowledge (planes) +24 (16), Knowledge (religion) +16 (11), Perception +37 (22), Sense Motive +43 (26), Sleight of Hand +25 (17), Spellcraft +22 (17), Stealth +30 (22), Use Magic Device +24 (14)

Languages

Oneiros; telepathy 100 ft, tongues

Treasure

None

Special

Madness (1/day/person, 30 ft or anywhere within the same dreamscape, DC 31)

Master of terror (+2 save DC to SLAs)

Shape dreamstuff (at will, as *control weather*, *polymorph any object* or *animate objects*; can alter terrain)

Summon dreamspawn (HD of dreamspawn, animate dreams or nightmare creatures equal to dreamwalking modifier of facade)

Dreamwalking (at will)

Dreamwalking modifiers (each facade has a different modifier to DCs to alter dreamscapes through lucid dreaming)

Bound to relics (if destroyed, prevents regeneration and dreamwalking)

Entrap victims (those paralysed by Str loss from touch teleported back to the facade's lair)

Nightmare curse (DC 31; as *animate dream*. Can cast *dominate person* on those suffering Wis damage from nightmare curse—permanent without *remove curse*)

Multiple facades (each with their own special abilities):

The Nightmare Man: Create night terrors (nightmare creatures) in the real world (full rd action; 10 ft from sleeping creature)

Dream fire (30 ft line, 4d10 profane damage + horror check; half damage and shaken on successful Ref DC 29 save)

Dreamwalking modifier +21

Hypnos: DC for *deep slumber* and *suggestion* +2

Dreamwalking modifier +19

☞ Domains of Dread ☞

Morpheus: *Baleful polymorph* at will; shape dreamstuff ability affects the Terrain
Between

Dreamwalking modifier +19

Mullonga: DC for fear effects +2

Dreamwalking modifier +17

Ghost Dancer: Incorporeal (except to dreamers), cast *haste* on self 1/day

Dreamwalking modifier +15

The Rainbow Serpent: Poison on natural attacks (bite, not slam; as striped toadstool;
Fort DC 30)

Dreamwalking modifier +15

The Red Haired Child: Cast *charm monster*, *sanctuary* at will

Dreamwalking modifier +14

Undying Soul

Mastery +7

Sinkhole of evil

Spell-like abilities

DC 19 + spell level, DC 21 + spell level for those marked

Constant – *protection from good*, *detect thoughts*, *seek thoughts*, *tongues*

At will:

0 – *ghost sound*

2 – *invisibility*

3 – *deep slumber* (can affect elves)*, *suggestion*, *major image*, *deeper darkness*

4 – *fear**, *modify memory*, *confusion*

5 – *dream*, *nightmare**

6 – *permanent image*, *cloak of dreams*-

7 – *greater teleport*, *greater shadow conjuration*

8 – *greater shadow evocation*

3/day:

4 – *crushing despair*, *terrible remorse*

Quickened *phantasmal killer*

Serenissa d'Hubliet (Romagna)

Timeline

723 BC	Born on the Prime Material Plane.
735 BC	Begins looking after the twins.
739 BC	Murders the twins and burns down the Great Hall. Flees to Romagna.
741 BC	Seduces Etaine.
742 BC	Kills herself and tries to kill Etaine. Romagna forms.
760 BC	Present day.

Powers Checks

Caress (Betrayal: Bitterness and resentment towards her childhood companion for being noble: 2%; c735 BC): Xenophobia.

Enticement (Violence: murdering the twins: 32%; 739 BC): Cha +2

Invitation (Betrayal: covering up the death of the twins: 4%; 739 BC): Cha +2

Embrace (Blasphemy: burns down the Great Hall out of spite: 8%; 739 BC): Cha +2

Creature (Betrayal and Violence: attempts to kill Etaine: 16%; 742 BC): Becomes a ghost and darklord of Romagna.

Base stats

S 8 D 15 C 12 I 13 W 10 Ch 16 (high fantasy)

Racial: Cha +2 (human)

Levelling: Cha +1

Template: Cha +6

Favoured class: hp

CR 9 (6 [levels] + 3 [template])

760 BC (Current day stats)

CR 12 XP 6,400

Female Human Rogue 7 Rank 3 Ghost

CE Medium Undead (augmented humanoid, incorporeal)

Init: +6 (Dex, feat) Senses: darkvision 60 ft, Perception +18

Defense

AC 18 Touch 18 Flat-footed 17 (+1 Dex, +7 deflection)

hp 91 (8 + 6d8 + 49)

Fort +11, Ref +9, Will +4

Channel resistance +7

Incorporeal (gold weapons can strike her)

Immune undead traits

Rejuvenation

Evasion

Trap sense +2

Uncanny dodge

Offense

Spd Fly 30 ft (perfect)

Melee +8 incorporeal touch (1d8 + energy drain 2; DC 20; plus 4d6 sneak)

+7

S - (8) D 15 C - I 13 W 10 Ch 25

BAB +5 CMB +7 CMD 25 (24)

☞ Domains of Dread ☞

Feats

Blind-Fight, Deceitful, Improved Initiative, Persuasive, Weapon Focus (touch)

Skills

Acrobatics +12 (7), Appraise +7 (3), Bluff +19 (7), Diplomacy +19 (7), Disguise +9 (0), Fly +12 (0), Intimidate +9 (0), Knowledge (history) +4 (3), Knowledge (local) +8 (4), Knowledge (nobility) +8 (7), Perception +18 (7), Perform (act) +11 (1), Sense Motive +6 (3), Sleight of Hand +12 (7), Stealth +14 (7), Use Magic Device +17 (7)

Languages

Romagnan*, Draconic

Treasure

(6,000 gp)

Cloak of resistance +2, ring of protection +1

Special

Sneak attack +4d6

Evasion

Uncanny dodge

Trapfinding +3

Trap sense +2

Charmer (2/day)

Honeyed words (3/day)

Surprise attacks

Rejuvenation

Energy drain (2)

Invisibility (at will)

Phantasmagoria (*major images* only, at will)

Immune to turning

Held at bay by symbols of matrimony (as vampire)

Vulnerable to gold weapons

Invisible and unable to harm Romagnans

Influence natives (*rage, unadulterated loathing* 1/week; mostly unconscious)

Mastery +7

Sinkhole of evil

The Spirit of the House (The House of Lament)

Timeline

c350 BC	A castle is built on a gathering point of malignancy and evil.
436 BC	Dranzorg kidnaps Mara and seals her into the tower wall of his castle. Her suffering, on top of all the other cruelty the castle has seen, creates a phantasmagorum. It kills all the bandits.
c665 BC	A merchant family builds the modern House, and are killed.
c736 BC	The House becomes a domain in the Mists, if it hasn't before.
746 BC	The House of Lament appears in Borca.
760 BC	Present day.

Powers Checks

Unknown. Probably none.

Base stats

Unique

760 BC (Current day stats)

CR 15 XP 51,200

Genderless Unique Phantasmagorum

NE Colossal Haunt

Init: 10 Senses: Detect thoughts, lifesense; Perception +25

Special

Sinkhole of evil – rank 5 (agony, despair, fear, rage)

Detect thoughts (DC 25, constant, save every 6 hours)

Phantom shift

Suggestion (DC 25)

Gaslighting (DC 25, 1/day/character)

Spells

DC 15 + spell level + minimum ability modifier needed to cast spell; CL 20th

Notice DC 20 + spell level; Attack +15

At will – ghost sound, open/close, light, mage hand

6/hour – cause fear, silent image, animate rope, obscuring mist

6/hour – arcane lock, deep slumber, darkness, minor image, summon swarm, make whole, dust of twilight

5/day – illusory script, stinking cloud, fireball, deeper darkness, sands of time, major image

3/day – black tentacles, confusion, crushing despair, fear

3/day – nightmare, mind fog, hold monster, suffocation, persistent image

2/day – animate objects, summon monster VI

Thakok-An (Kalidnay)

Timeline

-1733 BC	Kalid-Ma is made the fifteenth Champion of Rajaat and charged with exterminating the tari (ratmen), which he does not complete.
-148 BC	Kalid-Ma and the other sorcerer-kings unite to trap Rajaat before he can destroy them.
440 BC	Ahmose Tanit becomes an ancient dead.
c510 BC	Thakok-An born in Kalidnay on Athas.
570 BC	Kalidnay forms. In Athas, the mindless body of Kalid-Ma destroys the city before being killed by Borys of Ebe, Kalak of Tyr and Hamanu of Urik; his mind is trapped inside the Orbs of Kalid-Ma.
c725 BC	Van Richten visits Kalidnay, defeats Ahmose Tanit and befriends Arametrius.
760 BC	Present day.

Powers Checks

Ma	Caress (Violence: viciousness as templar: 4%; c560 BC): Unrequited love for Kalid-Ma
	Enticement (Violence: more brutality: 4%; c565 BC): Half a level.
	Invitation (Betrayal: risking Kalid-Ma's life to earn his devotion when she foiled a plot against him: 2%; 570 BC): Inquisitor +1
	Embrace (Black Magic: researching how to turn Kalid-Ma into a dragon faster: 32%; 570 BC): Half a level
	Creature (Betrayal, Black Magic and Violence: murders family to power spell: 32%; 570 BC): Becomes darklord of Kalidnay. Inquisitor +1

Base stats

S 10 D 13 C 12 I 14 W 15 Ch 13 (high fantasy)
Racial: Wis +2 (half-elf)
Levelling: Wis +3
Favoured class: skills
CR 14 (13 [levels] + 1 [PC-level treasure])

760 BC (Current day stats)

CR 14 XP 38,400
Female Half-elf Inquisitor (Witch Hunter) 14
LE Medium Humanoid (Elf, Human)
Init: +8 (Dex, abl) Senses: low light vision; Perception +22
Defense
AC 19 Touch 13 Flat-footed 18 (+1 Dex, +5 armour, +1 natural, +2 deflection)
hp 94 (8 + 13d8 + 28)
Fort +13, Ref +7, Will +18 (+2 vs Enchantments)
Judgements
Stalwart
Immune sleep
Offense
Spd 30 ft
Melee +2 jurist bone club +12/+7 (1d6)
 Cestus +10/+5 (1d4; crit 19+)

☞ Domains of Dread ☞

Bone daggers (1d4-2; crit 19+ plus break to auto confirm crit or give 1d4 bleed)
Ranged +1 corrosive sling +12/+7 (1d4+1+1d6 acid)
Space/Reach: 5'/5'
S 10 D 13 C 12 (14) I 14 W 20 (24) Ch 13
BAB +10 CMB +10 CMD 23 (22)

Feats

Allied Spellcaster (can be swapped as standard action), Combat Casting, Disposable Weapon, Favored Judgment (human), Intimidating Gaze, Judgment Surge, Lookout, Outflank, Shielded Caster, Skill Focus (Sense Motive), Spell Focus (Enchantment), Splintering Weapon

Skills

Acrobatics +8 (7), Bluff +17 (7), Climb +8 (5), Diplomacy +17 (7), Disguise +12 (8), Escape Artist +12 (11), Heal +15 (5), Intimidate +27 (10), Knowledge (arcana) +10 (5), Knowledge (history) +5 (3), Knowledge (local) +5 (3), Knowledge (nature) +7 (2), Knowledge (nobility) +5 (3), Knowledge (religion) +7 (2), Perception +22 (10), Ride +7 (3), Sense Motive +33 (10), Spellcraft +13 (+20 to identify spells/items) (8), Stealth +11 (7), Survival +20 (10)

Languages

Tyrian*, Elven*, Draconic, Auran

Treasure

(139,00 gp/185,000 gp)

Corrosive sling +1, hide armour +1, jurist bone club +2, cestus, amulet of natural armour +1, belt of Constitution +2, boots of teleportation, cloak of resistance +2, headband of Wisdom +4, metamagic rod (Extend), ring of mind shielding, ring of protection +2/ring of the ram

Special

Elf blood

Elven immunities

Conversion inquisition

Swaying word (1/day, DC 24, dominate person 1 min)

Greater bane (+2, +4d6, 14 rds/day)

Intimidating gaze

Knowledgeable defense (+4 saves, AC to spells identified with Spellcraft)

Solo tactics

Swap teamwork feat (7/day)

Stalwart

Spell scent (1/day)

Judgments (2; 5/day; +1 bonuses vs humans; judgement surge 1/day)

Destruction (+5 damage)

Fast healing 5

Justice (attack +3/+6)

Piercing (+5 concentration and SR)

Purity (+3/+6 saves)

Resiliency (DR 3/chaos)

Energy resistance 10

Smiting (magic, law, adamantium)

Witch's bane (-2 AC, save to those who cast spells in 30 ft)

Mastery +1

Sinkhole of evil

☞ Domains of Dread ☞

Spells

DC = 17 + spell level; 18 + spell level for Enchantment

At will – *detect poison, read magic, light, detect magic, guidance, sift*

7/day – *shield of faith, divine favour, command, expeditious retreat, litany of sloth, wrath*

7/day – *cure moderate wounds, detect thoughts, hold person, blistering invective, brow gasher, confess*

6/day – *heroism, arcane sight, dispel magic, retribution, witness*

5/day – *fear, greater invisibility, hold monster, forced repentance*

3/day – *geas/quest, mass castigate, greater forbid action*

Torrence Bleysmith (Staunton Bluffs)

Timeline

c600 BC	Born in Prime Material Mourette, the youngest of five children in five years.
c618 BC	The other siblings stop competing; the rivalry with his brother August intensifies.
c625 BC	Sent to the capital with his brother.
628 BC	Sent home again after his father is humiliated by their competition.
629 BC	War with the Avergnites breaks out.
630 BC	Betrays his brother and nearly destroys the Stauntonians. Commits suicide. Staunton Bluffs forms.
760 BC	Present day.

Powers Checks

Caress (Black Magic: curses father and brother when sent home from capital: 4%; 628 BC): Confounded at every turn.

Enticement (Betrayal: sells secrets to the Avergnites in hope of destroying his brother: 16%; 630 BC): Cha +2

Invitation (Betrayal: leads August and the Stauntonian military into an ambush: 32%; 630 BC): Int +2

Embrace (Black Magic: performs ritual to seize minds of the Stauntonian peasants: 8%; 630 BC): Dex +2, Int +2

Creature (Betrayal, Black Magic and Violence: drives Stauntonian peasants to certain death to try to win back Staunton: 16%; 630 BC): Becomes a ghost and darklord of Staunton Bluffs. Wis +4.

Base stats

S 12 D 13 C 12 I 14 W 13 Ch 14 (high fantasy)

Racial: Dex +2 (human)

Levelling: Wis +1, Int +1

Powers checks: Dex +2, Int +4, Wis +4, Cha +2

Template: Cha +4

Favoured class: skills

CR 12 (9 [levels] + 2 [template] + 1 [darklord abilities])

760 BC (Current day stats)

CR 12 XP 19,200

Male Human Fighter 8 Bard (Archaeologist) 2 Second Magnitude Ghost

LE Medium Undead (augmented humanoid, incorporeal)

Init: +3 (Dex) Senses: darkvision 60 ft; Perception +26

Aura: frightful presence (20 ft, DC 20)

Defense

AC 17 Touch 17 Flat-footed 15 (+1 Dex, +1 dodge, +5 deflection)

hp 107 (10 + 7d10 + 2d8 + 50)

Fort +13, Ref +10, Will +13

Bravery +2

Channel resistance +8

☞ Domains of Dread ☞

Uncanny dodge
Incorporeal
Rejuvenation
Immune undead traits

Offense

Spd Fly 30 ft (perfect)
Melee incorporeal touch +12 (11d6, DC 20)
Ranged +12
Space/Reach: 5'/5'
S - (10) D 17 C - I 19 W 18 Ch 20
BAB +9 CMB +12 CMD 29 (27)

Feats

Combat Expertise, Combat Reflexes, Defensive Weapon Training (+2; heavy blades), Dodge, Improved Feint, Iron Will, Mobility, Skill Focus (Bluff), Spring Attack, Weapon Finesse, Weapon Focus (longsword)

Skills

Acrobatics +12 (6), Bluff +24 (10), Diplomacy +18 (10), Fly +13 (0), Handle Animal +11 (3), Intimidate +14 (6), Knowledge (local) +10 (2), Knowledge (nobility) +10 (2), Perception +26 (10), Perform (dance) +11 (3), Perform (string instruments) +11 (3), Ride +12 (6), Sense Motive +13 (6), Stealth +18 (10), Survival +10 (3), Use Magic Device +16 (8)

Languages

Avergnite*, Draconic, Infernal, Halfling, Mordentish

Treasure

(13,000 gp)
Bracers of armour +1, cloak of resistance +2, ring of protection +2

Special

Bravery +2
Armour training 2
Weapon training (bows)
Archaeologist's luck (+1, 9 rds/day)
Bardic knowledge +1
Clever explorer +1
Rejuvenation
Apostate
Corrupting appearance (able to be suppressed)
Corrupting touch
Frightful presence (able to be suppressed)
Forgotten
Only able to manifest at night or during thunderstorms
Hanging rope (if linked to the rope around his neck, held 1d6 rounds; causes Horror)
Bones (shaken by damage to bones)
Cannot harm Avergnites
Create spawn (cannot harm Avergnites)
Master of the castle
Mastery +5
Sinkhole of evil

☞ Domains of Dread ☞

Spells

DC = 15 + spell level

At will – *read magic, resistance, know direction, prestidigitation, unwitting ally*

4/day – *borrow skill, invigorate, timely inspiration*

Tsien Chang (I'Cath)

Timeline

c650 BC	Born in Kara-Tur (probably in T'u Lung).
c670 BC	Murders her father and reduces her mother and brothers to imbeciles. Becomes provincial governor.
686 BC	The last of her four daughters are born.
694 BC	Creates the magical bells. Stops aging.
728 BC	Builds the Palace of Bones.
732 BC	Beats Nightingale to death and slays the emperor when he tries to intervene. I'Cath forms.
760 BC	Present day.

Powers Checks

Caress (Violence, Black Magic and Betrayal: poisons father and destroys her mother and brothers: 100%; c670 BC): Xenophobia, flexible enhancement becomes a profane bonus.

Enticement (Black Magic and Betrayal: ties her souls (and those of her daughters) to magical bells: 32%; 694 BC): Unaging. Phylactery.

Invitation (Violence: mass murder of suitors to create the Palace of Bones: 8%; 728 BC): Wizard +1

Embrace (Betrayal, Blasphemy and Violence: beats Nightingale to death to thwart the gods: 8%; 732 BC): Wizard +1

Creature (Betrayal, Blasphemy and Violence: breaks her oath of loyalty and murders the emperor: 16%; 732 BC): Becomes darklord of I'Cath. Change shape.

Base stats

S 10 D 14 C 12 I 15 W 13 Ch 13 (high fantasy)

Racial: Str +2 (human)

Levelling: Int +3, Wis +1, Cha +1

Age: Middle aged

Favoured class: skills

CR 20 (19 [levels] + 1 [PC-level treasure])

760 BC (Current day stats)

CR 20 XP 307,200

Female Human Wood Elementalist Wizard 20

NE Medium Humanoid (human)

Init: +6 (Dex) Senses: Darkvision 120 ft, see invisible and ethereal 120 ft; Perception +30

Defense

AC 29 Touch 20 Flat-footed 29 (+6 Dex, +4 natural, +4 deflection, +5 armour)

hp 172 (6 + 19d6 + 100)

Fort +15, Ref +16, Will +20

SR 18

Immune magic missiles, detect thoughts, discern lies

Displacement (20% concealment)

Offense

Spd 30 ft

Melee +12/+7 dancing mithral dagger +2 (1d4+2; crit 19+) +10/+5

Domains of Dread

Ranged +16/+11

Ray +17/+12

Space/Reach: 5'/5'

S 11 D 13 (22) C 11 (20) I 19 (23) W 15 (19) Ch 15

BAB +10 CMB +10 CMD 40 (34)

Feats

Craft Rod, Craft Staff, Craft Wand, Craft Wondrous Item, Defensive Combat Training, Dimensional Agility, Elemental Spell, Empower Spell, Enlarge Spell, Extend Spell, Greater Spell Penetration, Improved Counterspell, Quicken Spell, Scribe Scroll, Spell Penetration, Weapon Focus: Ray, Wizard Weapon Proficiencies

Skills

Bluff +12 (10), Craft (alchemy) +11 (2), Craft (calligraphy) +10 (1), Craft (traps) +10 (1), Fly +15 (6), Intimidate +20 (18), Knowledge (arcana) +29 (12; 20 with headband), Knowledge (dungeoneering) +13 (4), Knowledge (engineering) +13 (4), Knowledge (geography) +13 (4), Knowledge (history) +18 (9), Knowledge (local) +18 (9), Knowledge (nature) +29 (12; 20 with headband), Knowledge (nobility) +13 (4), Knowledge (planes) +20 (11), Knowledge (religion) +20 (11), Linguistics +10 (1), Perception +30 (16), Sense Motive +14 (10), Spellcraft +24 (15)

Languages

Shou*, Draconic, Abyssal, Infernal, Celestial, Rokuma

Treasure

(665,000 gp/880,000 gp)

Dancing mithral dagger +2, amulet of natural armour +4/brooch of shielding/hand of glory, bag of holding II, belt of physical might (Dex and Con) +4, boots of teleportation, cauldron of seeing with true seeing/cauldron of the dead, minor cloak of displacement, major crown of blasting, efficient quiver, headband of mental prowess (Int and Wis) +4, metamagic rods (bouncing, dazing, disruptive, focused, intensified, persistent, selective, sickening), greater metamagic rod of maximise, ring of animal friendship/ring of spell storing, ring of counterspells/ring of mind shielding, ring of protection +4, robe of eyes/black robe of the archmagi, staves (abjuration, cackling wrath, conjuration, many rays, transmutation, weather)

Special

Arcane bond (ring)

Opposition school (metal)

Flexible enhancement +5, 2 abilities (Str, Dex, Con, Wis; profane bonus)

Splintered spear (9/day, +19 attack, 1d6+9 +3 bleed, 100 ft)

Phylactery (reforms on 4th round unless all 4 bells destroyed)

Change shape (at will; treant, plant shape III)

Mastery +2

Sinkhole of evil

Treant form

Size Huge; Str +8, Dex -2, Con +4, nat AC +6, low light vision, DR 10/slashing, vulnerable to fire, 2 slams (2d6+4), trample (2d6+6), rock throwing (180 ft), double damage against objects

Spells

(4/7/7/6/6/6/6/5/5/5): Opposition schools: Metal.

Save DC = 16 + spell level; CL +24 for overcoming SR.

0 – *acid splash, arcane mark, bleed, dancing lights, daze, detect magic, detect poison, disrupt undead, flare, ghost sound, haunted fey aspect, light, mage hand, ~~mending~~, message, open/close, prestidigitation, ray of frost, read magic, resistance, spark, touch of fatigue (all)*

1 – *alter winds, animate rope, charm person, magic missile, ray of enfeeblement, grease, expeditious retreat, protection from good, mage armour, liberating command, snapdragon fireworks*

2 – *entangle, protection from arrows, web, mirror image, resist energy, alter self, scorching ray, invisibility, blindness/deafness, touch of idiocy*

3 – *cloak of winds, tongues, tree shape, wind wall, dispel magic, ~~lightning bolt~~, fly, haste, hold person, deep slumber, fireball*

4 – *charm monster, hallucinatory terrain, minor creation, plant growth, sirocco, enervation, bestow curse, fear, stone shape, resilient sphere, dimension door*

5 – *command plants, fabricate, mirage arcana, telepathic bond, hold monster, teleport, feblemind, cone of cold, break enchantment, permanency*

6 – *tree stride, flesh to stone, ~~disintegrate~~, contingency, unwilling shield*

7 – *control weather, liveoak, scouring winds, spell turning, reverse gravity, greater teleport*

8 – *transmute metal to wood, mass charm monster, protection from spells, wall of lava, irresistible dance, ~~stormbolts~~*

9 – *control plants, refuge, winds of vengeance, time stop, prismatic sphere, energy drain, imprisonment*

Yagno Petrovna (G'Henna)

Timeline

674 BC	Born in Barovia in the mountains north of Krezk.
696 BC	After being locked out of home at night by his brother Yoshtoi, he begins to pray to Zhakata, building an altar in a cave and sacrificing animals to it. Probably a rogue or a commoner at this point.
c700 BC	Murders Yoshtoi, Wladimir (family retainer), and two shepherd twins, Elessi and Evanda, and covers it up.
702 BC	Attempts to sacrifice his nephew but is caught and chased into the Mists. G'Henna forms. He and Jugo Hesketh spread the new religion.
715 BC	Attempts to summon an aspect of Zhakata. Malistroi is trapped in the House of Bones.
740 BC	G'Henna is ripped out of the Core in the Grand Conjunction. They believe the rest of the Core has been destroyed as a sign of Zhakata's displeasure and start to panic.
745 BC	Malistroi attempts to conquer G'Henna with a fiendish army.
760 BC	Present day.

Powers Checks

Caress (Blasphemy: pledges service to the evil "god" Zhakata: 16%; 696 BC): New confidence, xenophobia.

Enticement (Blasphemy and Violence: torturously sacrificing animals to Zhakata: 4%; 697 BC): Cha +2

Invitation (Betrayal, Blasphemy and Violence: sacrificing Yoshtoi and Wladimir to Zhakata: 8%; c700 BC): Bonus feat (Weapon Focus (dagger))

Embrace (Blasphemy and Violence: murdering shepherds: 16%; 701 BC): Cha +2, bonus feat (Creature of the Id)

Creature (Betrayal, Blasphemy and Violence: attempts to sacrifice nephew: 16%; 702 BC): Becomes darklord of G'Henna. Becomes a cleric. Altar of Zhakata.

Base stats

S 13 D 11 C 14 I 11 W 14 Ch 13 (high fantasy)

Racial: Wis +2 (human)

Levelling: Wis +2, Cha +1

Powers Checks: Cha +4

Favoured class: skills

CR 13 (11 [levels] + 2 [Powers Checks] + 1 [PC-level treasure])

760 BC (Current day stats)

CR 14 XP 38,400

Male Human Cleric 12

LE Medium Humanoid (human)

Init: +0 Senses: Perception +13

Defense

AC 17 Touch 12 Flat-footed 17 (+5 armour, +2 deflection)

hp 81 (8 + 11d8 +24)

Fort +12, Ref +6, Will +14

Resist fire 20

☞ Domains of Dread ☞

Offense

Spd 30 ft (20 ft)

Melee +13/+8 unholy dagger +2 (1d4+3; crit 17+, +2d6 damage to good creatures)

Ranged +10/+5

Space/Reach: 5'/5'

S 13 D 11 C 14 I 13 W 18 Ch 18

BAB +9 CMB +10 CMD 22 (22)

Feats

Ancestral Legacy (Petrovna), Creatures of the Id, Combat Casting, Extend Spell, Improved Critical (dagger), Reach Spell, Scribe Scroll, Selective Channelling, Weapon Focus (dagger)

Skills

Bluff +8 (4), Diplomacy +10 (3), Heal +10 (3), Intimidate +13 (9), Knowledge (arcana) +8 (4), Knowledge (local) +8 (7), Knowledge (religion) +8 (4), Perception +13 (9), Sense Motive +13 (6), Spellcraft +10 (6), Survival +9 (1), Use Magic Device +8 (4)

Languages

Balok*, Infernal

Treasure

(86,000 gp/108,000 gp)

Armoured coat +1, unholy dagger +2, candle of invocation (LE), cloak of resistance +2, ring of protection +2, minor crown of blasting, strand of prayer beads

Special

Aura (overwhelming law, evil)

Channel negative energy (7/day, 6d6, DC 20)

Domains: Catastrophe, Fire

Destructive Smite +6 (7/day)

Fire Bolt (7/day, 1d6+6)

Deadly Weather (60 ft radius, 12/day)

Spontaneous casting (inflict spells)

Altar of Zhakata (300 ft)

Preach the word (DC 20)

Brand the heathen

Polymorph (DC 20)

Luck, fast healing 1

Mastery +4

Sinkhole of evil

Typical Spells

DC 14 + spell level

0 – *create water, read magic, light, detect magic*

1 – *obscuring mist, cure light wounds, true strike, shield of faith, protection from good, summon monster I*

2 – *owl's wisdom, bear's endurance, silence, grace, produce flame, spiritual weapon*

3 – *chain of perdition, call lightning, prayer, summon monster III, bestow curse, dispel magic*

4 – *divine power, unholy blight, wall of fire, air walk, summon monster IV*

5 – *spell resistance, flame strike, fire shield, summon monster V*

6 – *animate objects, harm, summon monster VI*

Yubaehan (The Poison Sea)

Timeline

- c100 BC Born on the Prime Material Plane, as a sea imperial dragon named Yonggwang (Dragon's light).
- c600 BC Begins to resent duties. Renames itself Yongcheon (Heavenly dragon).
- c660 BC Tricked into being trapped in a game of machak tiles.
- 760 BC Present day.
- 763 BC Freed by carelessly knocking down the wall while setting up a game. Ravages the land it was charged to maintain. The Poison Sea (Dokyuumi) becomes its own domain. The Scattered Lotus Cluster forms.

Powers Checks

- Caress (Betrayal: begins demanding tribute to fulfil duties: 4%; c600 BC):
- Enticement (Blasphemy: aspires to overthrow the Dragon Lord: 32%; c650 BC): Half an age category.
- Invitation (Violence and Betrayal: attacks peasants: 16%; c660 BC): Age category +1. Trapped in machak tiles.
- Embrace (Betrayal and Violence: ravages the land and poisons the sea: 100%; 763 BC): Half an age category.
- Creature (Blasphemy and Violence: kills the Dragon Lord and sinks the land beneath the sea: 100%; 763 BC): Becomes a brine dragon and darklord of the Poison Sea.

Base stats

S 40 D 7 C 23 I 23 W 20 Ch 21 (base dragon)
CR 17 (17 [base])

760 BC (Current day stats)

CR 17 XP 102,400

Male Brine Dragon Wyrm

NE Huge Dragon (water)

Init: +2 (Dex, feat) Senses: dragon senses, lowlight vision, blindsense 60 ft, darkvision 120 ft; Perception +32

Aura frightful presence (330 ft, DC 27)

Defense

AC 39 Touch 6 Flat-footed 39 (-2 Dex, +33 natural, -2 size)

hp 306 (12 + 23d12 + 144)

Fort +20, Ref +14, Will +19

DR 20/magic

Immune acid, poison, paralysis, sleep

SR 28

Offense

Spd 60 ft, fly 200 ft (poor), swim 60 ft

Melee Bite +37 (2d8+22 plus 1d2 Str, DC 28) plus 2 claws +37 (2d6+15) plus 2 tail slaps +35 (2d6+22)

Bite +30 (2d8+36 plus 1d2 Str, DC 28) plus 2 claws +30 (2d6+29) plus 2 tail slaps +28 (2d6+36) with Power Attack

Bite +37 (6d8+22 plus 1d2 Str, DC 28) with Vital Strike

Space 15 ft; Reach 10 ft (15 ft with bite)

☞ Domains of Dread ☞

S 40 D 7 C 23 I 23 W 20 Ch 21
BAB +24 CMB +41 CMD 49 (53 vs trip)

Feats

Awesome Blow, Greater Vital Strike, Hover, Improved Bull Rush, Improved Initiative, Improved Vital Strike, Lightning Reflexes, Multiattack, Power Attack, Skill Focus (Swim), Vital Strike, Wingover

Skills

Bluff +32 (24), Diplomacy +32 (24), Fly +17 (24), Heal +32 (24), Knowledge (arcana) +33 (24), Knowledge (geography) +32 (24), Knowledge (nature) +32 (24), Perception +32 (24), Sense Motive +32 (24), Survival +32 (24), Swim +56 (24), Use Magic Device +32 (24)

Languages

Draconic*, Aquan, Rokuma, Cua Song, Celestial, Auran, Sylvan

Treasure

None

Special

Breath weapon (100 ft line, 22d6 acid, DC 28)
Capsize
Crush (2d8+22, DC 28)
Corrupt water (1/day, as black dragon except it affects sea water too)
Water breathing
Mastery +5
Sinkhole of evil

Spell-like Abilities

CL 24th; concentration +29
At will – *control water, obscuring mist, speak with animals, water breathing*
3/day – *horrid wilting* (DC 23)

Spells

DC 15 + spell level; CL 17th; concentration +22
At will – *arcane mark, detect magic, detect poison, mage hand, message, open/close, prestidigitation, read magic, resistance*
8/day – *colour spray, feather fall, flare burst, ray of enfeeblement, touch of the sea*
7/day – *alter self, detect thoughts, invisibility, make whole, slipstream*
7/day – *aqueous orb, deep slumber, dispel magic, sleet storm*
7/day – *ball lightning, ice storm, greater invisibility, solid fog*
7/day – *break enchantment, dismissal, teleport, wall of force*
6/day – *fluid form, true seeing, transformation*
6/day – *control weather, mass fly, plane shift* (excluding self)
4/day – *seamante, screen*

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Ravenloft

Night is falling.
The Mists are rising.
Embrace the darkness.