

THE BOOK OF CRIES

A Netbook for the **Ravenloft**
and **Gothic Earth** settings

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Ravenloft

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“ In folklore, assumption by a human, through witchcraft or magic, of the form and nature of an animal. Belief in lycanthropy has been widespread since ancient times.

One of the best-known superstitions is a belief in werewolves, persons who consume human flesh or blood and change to, and from wolves. The term lycanthropy also applies to a psychosis in which victims believe themselves to be animals. There are so many kinds of lycantropy...”

Howard Duriver

FEBRUARY 8th, 758.

BAROVIA, Mt. Sawtooth

Trough the snow and cold of icy Sawtooth mountains, one hunchbacked figure was moving trough the night. From the woods it was heading to the hill, rags from the figure was waving in the wind. As a figure steps on top of hill, little cottage shows itself in the myst. Figure hurried like it was chased, making it's movements more grotesque. In front of the door he knocked hard and a stepping sounds in the hause became closer and closer. Door slowly opened and from both sides you could see a human figures looking at each other. Man knocked and woman opened the door. She was in dress with scarf, holding a candle in one hand, and with the other she reached man figure. He was pale faced, but his constitution was very strong, and covered with scars and fresh wounds. His long hair was muss up. Around his mouth was clotted blood. He came in and woman covered him with scarf. He sat in front of fire, and he cuddled up in attend to warm up. She was waiting for him and she gave him a prepared cup of hot liquid. He made a grimace when he swallowed first drink. She asked him: "Do you remember where were you?" while she was healing his cuts and wounds. "No" he answered and took a long drink. His pale face now started getting a more healthy colour. "This wound..." he torn apart his ragged shirt "...I think it was human-made". The wound was from the pitchfork. "Oh, Johnatan, why have you ran to the villages?" she asked with sadness in her eyes. "I was heading to the north, but the beast arrived in the village." Johnatan stand up finishing his drink and kissed woman. "Oh Nilen, why don't you go to safe place? I can't run all my life from house. The beast is thinking. It is going to village, now. It smells feast." "I'll never leave you, maybe some day it would leave you alone. Oh, it shouldn't happen'... If only you were not in the forest that night." Johnatan said: "Go to bed and sleep, my dear. I will come later."

She went to bed and fell asleep. She was very tired. She was waiting for him two days and she was wake all the time. Johnatan knew that. He looked in the fire and was thinking about it. Two years ago he was lumberjack in Hoessla, the southwest village. He was in the woods one night, and while he was working he heard a strange noise of moving something heavy trough the bush. In fear, he turned with axe in his hand. Big animal jumped from the bush and bite his left shoulder. Johnatan took axe and killed animal. Than he went home and cleaned up the wound. After seven days wound became festering. He went to the doctor with Nilen, but medications did not work. He was afraid, so he asked Adriela, Vistani witch, what's wrong with him. Old witch looked at him with eyes full of veneration: "Well..." she said "...there is old song about boar of the night. Listen to it young lad and try to find yourself in it."

*"Beware you people who walks trough the night,
In place of mist where is no light,
Stalk a boar with force of the dark,
The bloody fullmoon is his mark.*

*If you get lucky you will be dead,
having firm tomb above your head.
But if you get his animal sign,
Bloody fullmoon will be your underline."*

Johnatan was supestitious but he said: "You stupid witch get out of my way, I don't belive the word you say!"

He ran home and the same day he felt sick. The wound wasn't festering anymore but he was sweating. Nilen wasn't in the house. She went to her sister in Uselix with her two brothers, Imen and Hanes.

He was beggining to transform. His muscles became larger and he get a hairs all over his body. As he looked his arms they were getting brown spots. He felt pain. Than his head get slowly boar shape. His eyes was red and he run trough the door in the night. That night he buchered two dogs on the street. Villagers in the morning was suprised what could slayed dog like this. But Johnatan knows what.

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When Nilen came from Uselix he ask her to leave him. With cry he explain to her all. She was disgusted but she took him in embrace and cried with him. She stayed with him, and they decided to move from the village. Johnatan built cottage in the Sawtooth mountains, and when the moon is full and bright he run for milles away from Nilen. Two days later he came back. Story continues every month. He can not remember of his victims but villagers can. He killed seven cows, three sheeps in Hoessla, one kid, and two man in Uselix. People under Sawtooth are frightened and when the moon is full they locked up houses. Than beast hunt down animals.

of his wife move him foward, hoping that lycantopy will pass or found his way to kill his infection. 🐾

Autors note: Adventure seem to be simple, but with using of boars, villagers, and Vistani right DM can make good adventure.

Johnatan Kineday

3rd lvl. Human Wereboar

Neutral good human, Chaotic evil wereboar form

| | | | |
|-------------------------|-----------|------------|-------------------------------|
| Armor Class | 4 | Str | 18.42 (21) |
| Movement | 12 | Dex | 15 |
| Level/Hit Dice | 5+2 | Con | 13 |
| Hit Points | 38 | Int | 12(8) |
| THAC0 | 15 | Wis | 11 |
| Morale | elite(13) | Cha | 13 |
| No. of Attack | 1 | XP | 800 |
| Damage/Attack | | | 2d12 |
| Special Attacks | | | Nil |
| Special Defenses | | | Silver or +1 or better to hit |
| Magic Resistance | | | Nil |

Johnatan Kineday is not like other Wereboars. By day he is good person, shame about his "fullmoon deeds". He care about his wife and when he feel like he will transform he will run away from home trying to find some place where his "Beast" cannot harm anyone. But during the time, beast learned how to come to villages. It kills people and animals. It attacks like berserker, stabbing sticks in his victims, and then move victim with arms in one side and head in the other direction causing tearing wound further. When enemies are numerous he goes in the center fighting on his own way. When turned to beast, Johnatan is followed by 2d6 boars. Some boars were killed by Villagers, some by Johnatan (He knows that boars follow him and he kill them in human form). Johnatan has suicidal tendencies, but only love

MAY 21st, 756.

BAROVIA, Immol village

DM's note: In this adventure Lothar Brubaker is just a PC, and he can represent a small help for adventurers.

Lothar is educated and he is speaking Balok, Barovian and Mordentish language. Lothar has a good reputation along Barovia but people do not spread the word about that. He saved many people from their curses sending also werebeasts to the place where they can not return from.

Sir Lothar Brubaker

5th level human Paragon

Lawful good

| | | | |
|-------------------------|---|------------|-----|
| Armor Class | 6 | Str | 14 |
| Movement | 12 | Dex | 12 |
| Level/Hit Dice | 5 | Con | 10 |
| Hit Points | 29 | Int | 11 |
| THACO | 15 | Wis | 13 |
| Morale | 15 | Cha | 18 |
| No. of Attack | 1 | XP | 800 |
| Damage/Attack: | 2d6 2 Lethal guns, 1d4 dagger, 1d8 long sword | | |
| Special Attacks | Nil | | |
| Special Defenses | Nil | | |
| Magic Resistance | Nil | | |



Sir Lothar Brubaker was born in Levkarest, Borca 730. He was trained by his father, Linsdor Brubaker. He went from home four years ago and has been trying to find more good souls and start fight against evil lord in Barovia. His speciality is killing lycantropies.

His weapons are two "Lethal guns" which his father made from existing navy pistol. He also use silver long sword and dagger. First he's using guns than a long sword. In his inventory are "Supressors of disease". They are little silver daggers which Lothar use to kill lycantropy.

His abilities are:

Detect chaos (60 ft)

Natural disease imune

Lay on hands 10 hp per day

Cure disease (just natural)

Aura of protection

Turn undead

Offer solace

Expiation

*I'm sorry, but I don't deserve that.
It is dark and moon is full and light,
I smell evil on my door. Does death came for me?
I'm scared. Shaking wide eyes open. It is trying to
break the door. This is the end...*

Oswald Sintomas

This letter Oswald had in his hand at day he was butchered in house. He always lived alone, and his lack of presence in family circle was not taken seriously. But what was with poor Oswald? His guts is spread all over his house. His body is full of bites and his eyes... Expression shows like he saw devil himself.

What kind of dark force grab Oswald? Immol people is disguised and in fear...

Only two people know's what's wrong. And upon them lays response for Oswald death.

I.

As led by hypnotic force, man and woman walked through Immol streets. Woman was thin and in years but still beautiful. Man was fat, ugly, and with his clumsy movements he followed woman in black dress. His suit was dirty and shoes on his thin legs shows that he was walking through the mud.

They stop in front of an old house, and woman put a key in lock and unlock it. She let man get in, and after she looked does anybody follow them she came also. In room you can see stairs for upper floor, stairs for downstairs. In the middle of room is table with five chairs, and in one side of room is fireplace. There were no fire in fireplace.

Woman lights a candle, and puts it on the table. Man sat on chair and with handkerchief he begins to wipe sweat from his forehead. Woman stroked his bald head with smile, and man return her smile but it was closer to the grimace than to smile. Woman's eyes shows authority and firm. Her black dress looked very noble and expensive, and on the two finger's of right hand she had rings. She had black long hair and necklace with green stone on it. She gave long kiss to fatty mass, and he puts one hand on her breasts and the other on the hips. They continue to kiss each other while taking off their clothings. She were quickly naked but man was fighting with his pants. She helped him. After that they went upstairs. After twenty minutes of moaning voices they begin to talk. "Derrick" woman said "my love, did you forget something?"

"Ah, Rossana, he can wait." Derrick said heavy breathing.

But he stood up and put on robe which he found on the chair. Then he took a leather bag and went downstairs. Staggering down he turned to stairs to basement and unlocked door. Slowly he came in and from the table he took candle. He light up candle and closed door watching out not to make much noise. Through the gloomy and dark path Derrick walked down the circle stairs with candle in one and bag in the other hand. Few steps more and he is in the room filled with various things and in the center is a table. On each angle of table are leather belts. It seemed that someone was tied up by the table. He put a candle on the broken shelf near the table. Then Derrick moved the table and he looked cover on the floor. Derrick untied leather bag and reach for ring on the cover. He opened the cover and emptied a bag content in the hole. From the hole comes slurping sound...

II.

In same time Lendor and Grim were sitting in the in, talking about Oswald's misfortune. Oswald was their youngest brother.

Looking in his glass half full of drink said:

"What kind of demon caught this kid, Grim?"

"I don't know. Tough times for this world never ends. I smell something Lendor. Evil and dark." said Grim. "You are doctor. Did you saw that wounds, something bited poor Oswald till death."

"Not till death." mumble Lendor. "Oswald died from fear. I didn't saw ever like that scare expression."

"Let's go to father's house. Perhaps bitch Rossana will not be awake" said Grim standing up and leaving a copper coin on the table.

Fresh spring evening air was more than refreshment when Grim and Lendor came out from inn.

They walked slowly, thinking over and over again what happened to Oswald. They had daggers on their belts in case of danger. When they came to father's house door they heard someone talking in the room. Grim stops Lendor's hand, which was going to knock. He made a silent move and called Lendor to follow him. They went slowly at the other side of house and stand by the half – opened window. They recognize father's and their stepmother's voice.

"What now Rossana? Oswald is dead. I suggest that we get rid of the Nathan. Our plan did not succeed." Derrick said whispering.

"You stupid fool. Nathan is the key for our future. He did not fail his mission, he only showed how mean he can be." answered Rossana angry.

"PST, someone can hear us." said Derrick.

"I don't care. We will let Nathan do his job tomorrow night. It must be tomorrow night... Your creation will make us rich." said Rossana undervoiced.

"All right, I'll hide him in Ramnic's house before the moon become full. But something told me that..."

"You just do what I order, and everything will be all right." interrupted Rossana.

Grim looked at confused Lendor with revenge in his eyes and screaming "MONSTERS" jumped in the house through half opened window breaking glass. As he stood up, he took out dagger and with tears in his eye shout "What did you done with Nathan you two monsters... what? You are responsible for Oswald death. I'll kill you both."

"Calm down Grim, I will explain you..." whisper Derrick suprised. "Things took out of control."

Rossana with smile on her face said: "Look, big brother is here. You should stay at home watching out your little kid."

"You hide him didn't you? He didn't disappeared... You hide him. How he."

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Grim did not finish his sentence. He knocked down as Rossana said some nonunderstandable words and risen her hand up. Than she starts to cut flesh of Grim with her finger blade which she put after rising her hand. Sharp silver blade cuts deeply and deadly leaving thin but lethal wounds as Grim turns his eyes up and his mouth opened full of froth.

As Lendor saw that, he turned his back and ran trying not to make a single sound. He ran trough empty streets, until his breath gone, and he fell. Shaking and gasping he stood up and always turning around looking does anybody follow him. He went house and locked up his door. His wife asked him freighted:

“What’s wrong Lendor?”

“Oh no” said Lendor “there is nothing wrong...”

Lendor Sintomas

0 level human

True neutral

| | | | |
|-----------------------|----|------------|------|
| Armor Class | 10 | Str | 10 |
| Movement | 12 | Dex | 13 |
| Level/Hit Dice | 2 | Con | 7 |
| Hit Points | 11 | Int | 11 |
| THAC0 | 20 | Wis | 13 |
| Morale | 6 | Cha | 12 |
| No. of Attack | 1 | XP | none |

Damage/Attack: dagger 1d4 but only if there is no other option

| | |
|-------------------------|-----|
| Special Attacks | Nil |
| Special Defenses | Nil |
| Magic Resistance | Nil |

Lendor is a drunk who spends a lot of time (when he isn't at street) in the Immol inn. One dark night he came home freighted. Day after that his father came and told him that his older brother is dead. Lendor started to drink. He was constantly drunk by day and by the night. One month after that his wife left him. She was only left what he loved and with her gone his heart. He will never forgive himself that he left his brother die and that he did not seek revenge for brother's death. Slowly, day by day, from this man only left ruin. Lendor was a good doctor before he started to drink.

Rossana and Derrick

Derrick and Rossana are husband and wife. Their attempt to kill Ramnic, Immol nobleman, was successful. They get a nobleman's fortune and his death was one in the line of brutal massacres in Immol. After murder of Ramnic they moved on the

hills above village. Derrick has his own laboratory in which he makes experiments.

Rossana Sintomas

4th level human Necromancer

Lawful Evil

| | | | |
|-------------------------|---------------------------------|------------|-----|
| Armor Class | 10 | Str | 10 |
| Movement | 10 | Dex | 14 |
| Level/Hit Dice | 4 | Con | 12 |
| Hit Points | 10 | Int | 18 |
| THAC0 | 19 | Wis | 17 |
| Morale | 13 | Cha | 10 |
| No. of Attack | 1 | XP | 500 |
| Damage/Attack: | Blade finger 1d6 + 1d4 (poison) | | |
| Special Attacks | Spells | | |
| Special Defenses | Nil | | |
| Magic Resistance | Nil | | |

Rossana was born in Zeidenburg, Barovia. She studied dark arts from good masters. Her father was Necromancer and he was killed by priest. Rossana married Derick after her first husband dissapearing. She has a powerful blade finger, which she hides till fight begins. It is poisoned.

Spells:

1st level: Corpse link, Exterminate, Locate link, Chromatic Orb, Magic Missile

2nd level: Skeletal hands

Rossana worked with Derick upon making of terrible creation. Combined parasite with animal body liquids they created potion, which they used on Nathan. Nathan was youngest brother of Lendor. He disappeared six months ago.

Derrick Sintomas

1st level doctor

Lawful evil

| | | | |
|-------------------------|---------------------------------|------------|-----|
| Armor Class | 10 | Str | 12 |
| Movement | 10 | Dex | 14 |
| Level/Hit Dice | 1 | Con | 12 |
| Hit Points | 10 | Int | 15 |
| THAC0 | 20 | Wis | 14 |
| Morale | 10 | Cha | 8 |
| No. of Attack | 1 | XP | 100 |
| Damage/Attack: | Scalpel 1d3, backstab 1d4 +1d10 | | |
| Special Attacks | Nil | | |
| Special Defenses | Nil | | |
| Magic Resistance | Nil | | |

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Derrick is short, fat and ugly man. He learned his son Lendor, art of medicine. When Rossana came he fell in love. He found beautiful woman and she get opportunity to gain fortune. He is not good in combat. But it is possible that he will give you backstab if he get chance. Than if your armor is six or more he will cause critical hit because of his his medical skills.

attack in human form but he dwells only 1d2 dmg. But in hybrid form he attacks with powerful claws. If attack succeed he attack with bite 2d4. For every point of damage Nathan dwells enemy gets 2% chance to be infected. ☠

Nathan Sintomas

1st level Werebat

Neutral evil

| | | | |
|-----------------------|----|------------|-----|
| Armor Class | 5 | Str | 15 |
| Movement | 10 | Dex | 12 |
| Level/Hit Dice | 1 | Con | 12 |
| Hit Points | 20 | Int | 10 |
| THACO | 16 | Wis | - |
| Morale | 12 | Cha | - |
| No. of Attack | 3 | XP | 600 |

Damage/Attack: 1d4, 1d4

Special Attacks See below

Special Defenses See below

Magic Resistance Nil

Poor result of experiments and human sick nature, Nathan is now only a puppet controled by evil parents. Rossana and Derrick hide him in basement and everybody they told that he dissappeared. Nathan changed his shape even in human form. His face gets some bizzare look.

“In this form, it retains its humanoid shape but takes on the added features of a bat. The arms extend to become willowy and leather wings form under them, the teeth sharpen into deadly fangs, and the snout protrudes from the face. The nails stretch into deadly claws and the eyes spawn an inner glow when light hits them.”

Monster manual

Nathan is hybrid form of infected werebat. He can

JULY 23rd , 756

INVIDIA, Beltis village

The last Knight of the kindness

*I will never find the burning domes and sands,
where reigns the sun no dare deadly snow,
Nor seeking mountain dark the landscapes,
for the man long lost to where no pathway goes...*

Summoning

Night came upon the hill near village Beltis. On the hill you can only see a dark shadow which is to be man in the robe. Robe black as a night covers strong big figure who was sitting on the rock. Figure was looking to the village way. In his big hand was a book with blue covers. Then figure took off his robe and now body in full plate armor showed himself in the dark.

Gabriel Moonlight was paragon, last knight of the kindness. There were eight of them. In fight against evil they died slowly one by one. Gabriel passed a long way. Through many forms of evil, he made his way upon the golden path fighting them over and over again. He lost everything he had. Their parents were killed by Malocchio Aderre. When Malocchio found out that Gabriel is Paragon he sent squad of his ill natured mercenaries who killed his father, mother and two sisters. Paragon Gabriel is seeking retribution. Killing filled his life. He sent many Aderre's mercenaries to death encountering on his way many other evils. He slayed zombies of Thuksa Kluhn, vampires, lycantropies, and witches. Now his path came for an end. He found what he was seeking. Gabriel three years ago met a lass named Lucretia in Curriculo. He fell in love with her and that last for an year. She told him that she would be her forever. Then Malocchio put Gabriel's head on bounty. Lucretia showed her real nature then and went to Malocchio giving him an information about Gabriel. Aderre made a trap in Lucretia's house and when Gabriel came five mercenaries attacked. Gabriel draw his navy gun and shot one mercenary. Then he killed with two handed sword three mercenaries. He get one powerful blow by mercenary's long sword in the left shoulder, while the other mercenary started to

retreat watching his friends falling decapitated. With rigid movement Gabriel attacks the last mercenary. Two handed sword passed through mercenary's chainmail armor. Then he looked up to Lucretia with sadness in his eyes. He said "why". He found no answer. She stood with blank expression. Gabriel turned his back and tears appeared in his eyes. She belied her own words, the promises she gave become grave of all hope.

Knight's death

Gabriel remembered all this, and while he was walking down the hill. He came in Beltis village in dawn. Then he came in front of one old ruined house. He came in through the entrance without door. Gabriel light torch and opened hidden door in dusty room. This passage led down under the house. After forty feet of walking down the stairs he came to only two feet wide and six feet tall path encircled with rocky walls. He crawl through passage slowly and after few minutes he found himself in one dark room. In the center was a statue of knight with shield and sword. One of walls had shelf. He walked to the shelf and beneath books he found blue key. It was covered with dust like the other things in the room. He put key in the pocket and with book in one and torch in other hand he quickly moved forward to the path. But he stumble over first step and fell hitting his head on the wall. He fell unconsciousness. Gabriel woke up having no idea how long he was lying without consciousness. In the room was dark and something smelled rot. He heard clumsy steps approaching him. Underground room was very cold but nails and teeth Gabriel felt was colder.

The Book of Untrustworthy

New wizard spells for Ravenloft.-

- Spell 1st level

Thorned crown

Saving throw: None
Range: 40 ft + 5 ft per lvl.
Duration: 2 rounds
Special: Usable only by good and neutral characters

When Thorned crown is casted target creature under or level equal to casters suffers 1d8 damage per round. If creature is level above the casters then caster suffers 1d4 damage per round. Above 5th level of caster damage is doubled, above 10th is tripled...

-Spells 2nd level

Goregut

Saving throw: Death
Range: 60 ft + 10 ft per casters level
Duration: 1d4 round +1 per level
Special: Usable only by good and neutral characters

With this spell caster cause painful stomachache causing target lose his hit points by one each round. Target also can not fight as he fight without pain so thac0 of target is reduced by 3. Damage also is not full so penalty is 1. Spell does not work on undead.

Delirium

Saving throw: Special
Range: 20 ft + 3 ft per level
Duration: 1d6 round +1 per casters level

Delirium is powerful spell allows caster to make a cube 10 x 20 ft and every creature in this area of effect suffers to fall in delirium state. They get +2 on damage roll, +1 on thac0 roll and they attacked first person near to them. Creatures level equal to casters or less have 10 % chance not to be affected. Creatures one level above casters have 30 % chance to make saving throw. Two level above caster have 40 % and esc...

-Spell 6th level

Stone blast

Saving throw: None
Range: 20 wide x 20 high x 100 long ft
Duration: 1 round

Powerful blast of stone created by caster very fast goes through the enemies causing in first 20 ft 3d10 dmg, and from 20 to 100 ft causing 3d8 dmg.

Book gives 5 HP permanently to first person who read it.

Gabriel Moonlight was trying to find key for opening this knowledge. He wanted to give this book to unseen companion who was fighting against evil. But now book is lying under Gabriel's skeleton hand together with the key.

DM's note: Also there is Gabriel's two handed sword named "Ultimate desire" which has +4 roll on damage but gives -2 on thac0, and can be used only by characters with strength 18 and above. DM choice is allowing this sword entering his adventure.

Guardian's of the Blue Tome

Guardians of blue tome are gruesome creatures known as ghouls and ghosts. This gory and malignant horrors are very cunning and they feed on flesh and corpse.

Ghouls are vaguely recognizable as once having been human, but have become horribly disfigured by their change to ghouls. The tongue becomes long and tough for licking marrow from cracked bones, the teeth become sharp and elongated, and the nails grow strong and sharp like claws.

Combat: Ghouls attack by clawing with their filthy nails and biting with their fangs. Their touch causes humans (including dwarves, gnomes, half-elves, and halflings, but excluding elves) to become rigid unless a saving throw versus paralyzation is successful. This paralysis lasts for 3-8 (2+1d6) rounds or until negated by a priest.

Any human or demi-human (except elves) killed

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by a ghoulish attack will become a ghoul unless blessed (or blessed and then resurrected). Obviously, this is also avoided if the victim is devoured by the ghouls. Ghoul packs always attack without fear.

These creatures are subject to all attack forms except sleep and charm spells. They can be turned by priests of any level. The magic circle of protection from evil actually keeps ghouls completely at bay.

Habitat/Society: Ghouls and ghouls are most frequently encountered around graveyards, where they can find plenty of corpses on which to feed.

Ecology: Ghouls (and ghouls, as described later) delight in revolting and loathsome things -- from which we draw our adjectives "ghoulish" and "ghastly."

Ghast are so like ghouls as to be completely indistinguishable from them, and they are usually found only with a pack of ghouls. When a pack of ghouls and ghouls attacks it will quickly become evident that ghouls are present, for they exude a carrion stench in a 10' radius which causes retching and nausea unless a saving throw versus poison is made. Those failing to make this save will attack at a penalty of -2.

Worse, the ghast shares the ghoulish ability to paralyzation, and their attack is so potent that it will even affect elves. Paralysis caused by a ghast lasts for 5-10 (4+1d6) rounds or until negated by a priest's remove paralysis spell.

Ghouls, like ghouls, are undead class and thus sleep and charm spells do not affect them. Though they can be struck by any sort of weapon, cold iron inflicts double normal damage. Clerics can turn them beginning at 2nd level. The circle of protection from evil does not keep them at bay unless it is used in conjunction with cold iron (such as a circle of powdered iron or an iron ring).

Monster manual

Ghouls and ghouls are following by the ghast Kirknetar. This evil being lives for many years and on his back has many fights. Adventures who were in Beltis call this seven feet horror "fiend from yonder" because many of them after meeting him did not survive or if they survive they were convinced that Kirknetar came from the most evil plane. Kirknetar looks like ghast but different size. He is seven feet tall, with long white hair. He got many scars all around him and his claw like fingers are powerful force with whom he killed many people. Some dark lords respect

this illdisposed undead character calling him "The Worthy".

Kirknetar

"Fiend from yonder"

4th level 214 years old ghast
Chaotic evil

| | | | |
|-------------------------|------------------------|------------|--------------|
| Armor Class | 3 | Str | 18.54 |
| Movement | 15 | Dex | 14 |
| Level/Hit Dice | 5 | Con | - |
| Hit Points | 94 | Int | 14 (cunning) |
| THAC0 | 12 | Wis | - |
| Morale | 15 | Cha | - |
| No. of Attack | 3 | XP | 1300 |
| Damage/Attack: | 1d4 +3, 1d4 +3, 1d8 +3 | | |
| Special Attacks | | | See below |
| Special Defenses | | | See below |
| Magic Resistance | | | Nil |

"Blood of a living called him back,
again to slay, and ate us alive,
fiend from yonder will cut your neck,
prepare for your first and stygian dive."

From dark Invidian poetry

Tunsala sisters

npc characters in Ravenloft

Tunsala sisters symbolize pact of female adventures formed 35 years ago and to overtake any knowledge they can reach. They also don't care about price which they pay in their battles. They kill anything that stands on their way. Many families were killed because they refused to cooperate with Tunsala. Tunsala have eight members. Each of them has his own speciality. There are two leaders. First one is Margot La Nocio and her rival is Alexandra Noth. Six other members are less experienced.

Tunsala sisterhood looted all over Invidia and Borcaso Malocchio Aderre and Ivana Boritsi sent their fighters to hunt them. But all units vanished. Tunsala then calmed down for month or more and then attack again.

Margot La Nocio

8th level Human Assassin

Lawful evil

| | | | |
|-------------------------|---------------------------------|------------|-----|
| Armor Class | 8 | Str | 16 |
| Movement | 15 | Dex | 17 |
| Level/Hit Dice | 8 | Con | 13 |
| Hit Points | 25 | Int | 14 |
| THACO | 14 | Wis | 15 |
| Morale | 15 | Cha | 12 |
| No. of Attack | 1 | XP | 800 |
| Damage/Attack: | Vampyric cry's dagger 1d4 +2 +1 | | |
| Special Attacks | backstab multiplier x3 | | |
| Special Defenses | Nil | | |
| Magic Resistance | Nil | | |

Margot is highly skillful assassin. She kills very fast and brutal. She is one of the first members of Tunsala. In every inn in Invidia she was left someone killed. She is very beautiful and that magnetize man. She was known as a "seducer of young and wealthy" among the people.

Class abilities:

1. Backstab as Thief

2. Thieving Skills, with 40 initial percentage points and 20 for each level above first; Base scores shown in table A below, including all modifications except Dexterity and race, table B below.

3. Percentage chance of Critically Hitting (but not Critically Fumbling) increased by Backstab Multiplier in general melee, by Backstab Multiplier plus one on surprise attacks.

4. Innate Disguise ability. This ability is always active when the character is conscious or merely asleep, it is inactive if a character is slain or knocked unconscious. The disguise is similar in general effect to that produced by a Hat of Disguise, but has the following properties: a) it can only be changed one time per day per character level, b) it has a 5% chance per character level of duplicating a given individual, c) suspicion about the disguise will result in its being seen through (although its unique nature will not usually be revealed) with a probability equal to 50% plus 5% times (suspector's level - character



level), and d) it will otherwise only be revealed by True Seeing and similar magics, and does not radiate magic. A change in Disguise takes one full round to complete. The character can always revert to his or her own appearance whenever allowed to change.

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Vampiric cry's dagger

Looks like cross with circle (as on picture).
Damage is +1 but it deals 1d8 damage to vampires. It gives also +3 on thac0.

history of Vampiric Cry's dagger

Made in Lamordia by blacksmith George Uperland, by request of nightmare executioner Radule Hougung. He was assassinated by Margot in 750. and Vampiric cry's finished as her weapon. Weapon is made from unusual black silver.

Alexandra Noth

6th level Human Pit fighter
Lawful evil

| | | | |
|-----------------------|----|------------|-----|
| Armor Class | 3 | Str | 17 |
| Movement | 15 | Dex | 16 |
| Level/Hit Dice | 6 | Con | 14 |
| Hit Points | 33 | Int | 13 |
| THAC0 | 13 | Wis | 15 |
| Morale | 15 | Cha | 13 |
| No. of Attack | 1 | XP | 700 |

Damage/Attack: Mangler two handed sword 1d10
(gives +1 dmg on AC = 1,2,3) +1(str .adjustment)

| | |
|-------------------------|-----|
| Special Attacks | Nil |
| Special Defenses | Nil |
| Magic Resistance | Nil |

Alexandra Noth was born in Borca. She loves to show her skill to everyone, and she was fighting for money in the bars in which people payed to look fights or bet on fighters. She always wears her Mangler sword and after every kill she makes one cut on the blade. On her sword are eighty nine cuts and they all represent her skill in killing. With silver blade she sent some lycantropies to their eternal sleep.

Characteristics of Pit Fighter class

Pit Fighters are similar to the Gladiator. Both fight for the entertainment of others, but this is where the comparison ends. Gladiators fight in open arenas for the public or the rich. They usually fight in such a way as to rouse the crowd, so as to gain popularity. Many a popular Gladiator has gained a position as hero or upper classman because of his deeds in the arena.

Pit Fighters, on the other hand, fight in back alleys, back rooms, tavern basements, and other unwholesome environs. The people they entertain are usually of questionable ethics, or background. They

don't desire fame, they just want to collect their money and leave.

Attribute Requirements: Pit Fighter requires scores in Strength, Constitution, and Dexterity of at least 14.

Weapon Proficiencies: Required: Martial Arts Specialized, and Specialization in a pit weapon.

Non-Weapon Proficiencies: Required: Steetwise. Suggested: Disguise, Healing, Acrobatics, and Ambedexterity.

Equipment: Pit Fighters start with a suit of pit armour, any pit weapons they have proficieny in, and 1d4+1x10 in gold.

Special Benefits: A Pit Fighter can gain thief proficiencies without paying the extra slot. They gain



a +2 to hit and a -1 to armour class when in an enclosed area. They receive all the bonuses from Two Weapon Style Specialization when using pit weapons. They also learn to defend themselves better when wearing pit armor. This is a function of the Pit Fighters Level, as shown below.

| Level | AC in Pit Armour |
|-------|------------------|
| 1 | 6 |
| 3 | 5 |
| 5 | 4 |
| 7 | 3 |
| 9 | 2 |
| 11 | 1 |
| 13 | 0 |
| 15 | -1 |
| 18 | -2 |

Special Hindrances: Any person, other than shadey underworld types, will react at a -4 to the Pit Fighter

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if they are aware of his profession. Pit Fighters, because of their experience with a certain strict fighting style are hindered by armour heavier than studded leather. This will effect both their armour class and their THACO, as shown.

Hide, Ring Mail, Chain Mail, Scale Mail

-1AC/ -1 THACO

Banded Mail, Bronze Plate Mail, Heavy Scale

-2AC/ -2 THACO

Plate Mail, Field Plate, Full Plate

-2AC/ -3 THACO

In addition, pit fighters are unable to uses shields.

Mangler

Mangler is beautiful powerful sword which adds +1 damage on creatures that wear Armor class 1,2 or 3.Mangler is with Margot's Vampyric cries dagger only magical items that Tunsala sisterhood discovered in 35 years of their existence. Mangler has on its blade eighty nine cuts.

Hystory of Mangler

Mangler is not unique weapon. There are two Mangler's. Alexandra's Mangler was found by Maria Andiso 20 year's ago. Maria was old member of Tunsala, she perished by Alexandra's navy gun in the fight against each other. They was fighting for the place of Tunsala leader before Margoth came. No one knows where Maria found Mangler or where is the other.

Other Members of Tunsala

Other party mambers are 4th level Human Necromancer Josefina Borrey, 3rd level Vistani Thief Ronda Wissani, 5th level Human fighter Daniela Beneux, 4th level Human Illusionist Ann Tureot, 3rd level Human Rouge Lisa Denberin, and 4th level Half Vistani Fighter Joana Ysonni. Tunsala are hiding in Bleak sisters mountains in Invidia. Their habitation is on the field within mountains hidden by the cliffs, and to that field leads only one way trough the caves filled with traps.

DM's note: DM can make land, treasuries and npc as he like, depends of players level and magical items using in game. In this story there is two magical items and for most adventures this is too much. Instead of VC dagger and Mangler DM ca use normal items.

GRIES HAG

There is not dawn,
nightfall took my hand...

I.

Howard caught breath as he saw his three friends fall in agony. His pistol dropped and he reached for dagger but it was too late. In shock he started to scream as he heard a terrible voice laughing. His friends were unidentifiable. Something ripped their skin of leaving muscles opened on cold winter night. Still they were shrieking and crying for help. Howard turned his back and started to run like never before. He ran through the night hearing their horses squealing in torment. Few moments after he heard any voice, and he thought that he escaped. He ran for few minutes more and then he collapsed in the snow. Breathing heavily and rapidly he stood up looking in the way he came. Nothing moved... He turned to the back and he saw a abyss deep down from the cliff. Then he heard something, and turning to the voice source he howled and in vast horror he turned and without thinking he jumped into abyss.

II.

There is a legend about Gries old hag who slaughtered many inhabitants of north eastern Borca. Specialy suffered Lechberg in which town has settled cousin of Ivana Boritsi, Ivan Dilisnya. Some villagers vanished and later found separated into parts filled with strange symbols cutted into their skin or without skin. Many of them were still alive while "something" ripped their skin off. Ivan was incensed by that happenings and sent grunts to investigate what performed such monstrosities. All of them except one wounded warrior vanished by the unidentifiable dread. Wounded warrior was in fear and once black hair now was white as snow. Ivan blind from madness sent now thirty armed fighters who had many battles on their back, and their leader was wick hunter Dave Keuner, well experienced fighter against evil witches. Seven days later some

farmers were attacked by living dead dressed in Ivan's guard dirty uniforms. One of them was not clothed in uniform but he just howled without his arms and attacked biting. He was full of horrid scars. Ivan Dilisnya silenced and said: "Let witch do her work frightening the villagers, that Shadow Rift origin will do our work. Rise their taxes and tell them that I will protect their miserable souls from harm." Ivan done nothing except killing zombies witch reised. In some way he showed some respect to the unnameless hag. Much later he heard a story about Gries hag. Then his respect was rised. Even in a daylight as he was in the woods hunting, he constantly turned around watching out that hag don't come and take his soul.

Herris

**10th level Very old Human Diabolical crone
Chaotic evil**

| | | | |
|-------------------------|-----------------|------------|-----------|
| Armor Class | 4 | Str | 18.85 |
| Movement | 15 | Dex | 14 |
| Level/Hit Dice | 10 | Con | 15 |
| Hit Points | 47 | Int | 18 |
| THAC0 | 12 | Wis | 18 |
| Morale | 15 | Cha | - |
| No. of Attack | 1 | XP | 9000 |
| Damage/Attack: | claw like nails | | 1d6 + 6 |
| Special Attacks | | | Spells |
| Special Defenses | | | Spells |
| Magic Resistance | | | See below |

Herris is 1100 years old hag came from whoknows where. Collecting human parts of body she made her dwelling with human bones covered with skin. The walls of her habitation is filled with children heads. She sacrifice little kids to her deity Amon, Duke of hell. Herris had three wishes asked from

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Amon. First was to make her nearly immortal, making her lives for 2000 years (but she can be killed before she reach set age), second was to have one young lad as her sexual toy every week (from every land in Core disappears usually people – one of the reasons is revealed) and third and most malignant and sick wish is to make company “in the bed” (or how the hell they called that) Amon himself. After 3rd wish Amon sent her back to the Core as his exemplary servant.

Herris has also occult powers:

-lesser occult power: Supernatural protection

-minor occult power: Bestow curse

-medial occult power: Create magical items

Saving throws are next:

PPD: 6

RSW: 10

PP: 9

BW: 12

S: 11

Herris as a witch uses spells. She got 5 spells 1st level, 5 spells 2nd level, 4 spells 3rd level, 3 spells 4th level and 1 spell 5th level.

Appearance

Gries hag is seven feet tall, dark green skin filled with tattoos of child's bodies in terrible convulsions. Her mouth are large filled with sharpened black teeth. Her tongue is splited like snake tongue. One eye is red and the other is black. Nose finish like hook. She is not thin, you can say that Herris is muscled. Herris hands are large, ending with sharp yellow nails. Over her body she has red robe with drawings of demons. Except cloak wich hides her ugly body she is naked.

Combat

Herris walks hunchbacked and when she attack stands up to her full height. First she summons her undead servants (rised with Animate dead spell), then she cast spells. After making her prey defenseless she attack with nails carnaging with sick laughter.

Attacking her with silver weapon adds +1 on damage roll, but not thac0.

Oh yes, one more thing, Herris got 35% chance to call her lord Amon in help, in case she need it.

FALKOVNIA

Haunts of Nachtfliegen

Woods

Tomb of Grief

Surrounded by trees in darkly parts of Nachtfliegen Woods lies big tomb covered with weed and soil. Made from unusual fire red stone with great pentagram which express five elements controlled by one main element soul. There is a name on the tomb "Here sleep Aminodeus Tusanii, All of you who came here, leave, for blood I did not tasted in my life I will do it lately." Only key to the tomb is blood from vein poured on the pentagram. As blood touches the tomb device pushes the tombstone down opening the little passage into dark. With candle or torch you can see stairs covered with dust. Pathway leads in the room filled with murky water. From the water on the north guides stairs to the iron door. If any person touches the door from the water will come three guards red skull zombies.

Red Skull Zombie

3rd level

Lawful evil

| | | | |
|-------------------------|----------|------------|---------------|
| Armor Class | 8 | Str | - |
| Movement | 9 | Dex | - |
| Level/Hit Dice | 3 | Con | - |
| Hit Points | 21,17,17 | Int | - |
| THAC0 | 17 | Wis | - |
| Morale | 10 | Cha | - |
| No. of Attack | 1 | XP | 300 |
| Damage/Attack: | 1d6 | | |
| Special Attacks | | | Dust of Death |
| Special Defenses | | | Nil |
| Magic Resistance | | | See below |

Red skull zombies look like humans with shriveled red skin. The most noticeable thing about them is that their heads are shriveled to the point where only a red skull remains.

Combat: *These strange creatures attack by pummeling their opponents. Also, once every 5 rounds, a red skull zombie may breathe the "Dust of Death" on an opponent. If the opponent fails their save vs. breath weapon, they will take on the appearance of a red skull zombie, and die in 1-4 rounds, and arise a week later as a red skull zombie. Casting ** cure disease ** will prevent death, or if the character is already dead, stop them from arising as a red skull zombie. Red skull zombies are not undead, and are not affected by priests attempts to turn them, or by holy water. However, they can be slain by a ** cure disease ** spell.*

Habitat/Society: *Red skull zombies live in loosely organized packs. They were originally created by a mage's experiment, and now reproduce by using the "Dust of Death" on humanoid.*

Ecology: *Red skull zombies have no natural enemies, but fight as a way of "life".*

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On the door there is sign of pentagram. When turned doors opened. Now one corridor leads to the dark room. On the left and right there is sealed coffins. In front there is two doors. Each of them leads to its passage. First passage leads to one room with guard. Guard is wight Torxahan. He can talk and he always ask a riddle. If someone answer his riddle he

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will let them pass to the main room. If soul fail to answer the question he will attack.

Torxahan

1st level Wight
Lawul evil

| | | | |
|-------------------------|-----|------------|---|
| Armor Class | 5 | Str | - |
| Movement | 12 | Dex | - |
| Level/Hit Dice | 1 | Con | - |
| Hit Points | 13 | Int | - |
| THACO | 15 | Wis | - |
| Morale | 15 | Cha | - |
| No. of Attack | 1 | XP | 1000 |
| Damage/Attack: | 1d4 | | |
| Special Attacks | | | Energy drain |
| Special Defenses | | | Hit only by silver or +1 or better magical weapon |
| Magic Resistance | | | See below |

In ages long past, the word "wight" meant simply "man." As the centuries have passed, though, it has come to be associated only with those undead that typically inhabit barrow mounds and catacombs.

From a distance, wights can easily be mistaken for any number of humanoid races. Upon closer examination, however, their true nature becomes apparent. As undead creatures, wights are nightmarish reflections of their former selves, with cruel, burning eyes set in mummified flesh over a twisted skeleton with hands that end in sharp claws.

Combat: Wights are fierce and deadly foes in combat. When attacked, they are unharmed by any weapons that are not forged from silver or enchanted in some manner.

The wight attacks with its jagged claws and powerful blows, inflicting 1-4 points of damage with each successful strike. In addition to this physical harm, the wight is able to feed on the life essence of its foes. Each blow that the wight lands drains one level from the victim, reducing Hit Dice, class bonuses, spell abilities, and so forth. Thus, a 9th-level wizard struck by a wight loses 1-4 hit points and becomes an 8th-level wizard; he has the spells and hit points of an 8th-level wizard and he fights as an 8th-level wizard.

Persons who are slain by the energy draining powers of a wight are doomed to rise again as wights under the direct control of their slayer. In their new form, they have the powers and abilities of a normal wight but half their experience levels, class abilities, and Hit Dice. If the wight who "created" them is slain, they will instantly be freed of its control and gain a portion of its power, acquiring the normal

4+3 Hit Dice of their kind. Once a character becomes a wight, recovery is nearly impossible, requiring a special quest.

Wights are unaffected by sleep, charm, hold or cold-based spells. In addition, they are not harmed by poisons or paralyzation attacks.

Wights can be engaged and defeated by individuals who are well prepared for battle with them. Physical contact with holy water is deadly to wights and each vial splashed on one burns it for 2-8 points of damage. In addition, a raise dead spell becomes a powerful weapon if used against the wight. Such magic is instantly fatal to the creature, utterly annihilating it.

Wights cannot tolerate bright light, including sunlight, and avoid it at all costs. It is important to note, however, that wights are not harmed by exposure to sunlight as vampires are.

Habitat/Society: Like the other undead that infest the world, wights live in barrow mounds, catacombs, and other sepulchral places. They despise light and places which are vibrant with living things. As a rule, the wight is hateful and evil, seeking to satisfy its hatred of life by killing all those it encounters.

Although wights are often found in small groups, they are actually solitary creatures. Without exception, encounters with multiple wights will be a single leader and a number of lesser creatures which it has created to serve it. In these cases, the leader of the group will be more than willing to sacrifice some or all of its minions to assure its own survival or victory.

Ecology: Like all undead, wights exist on both the Prime Material and Negative Material planes simultaneously. It is this powerful link to the negative world that gives them their fearsome level-draining ability. Further, it is this draining which provides them with sustenance.

As they are not living creatures and have no rightful place in our world, many animals can sense the wight's presence. Dogs will growl or howl with alarm, horses will refuse to enter an area which wights inhabit, and birds and insects will grow silent when the creature passes near them. In addition, their presence will gradually cause the plant life around their lairs to wither and die, marking the region as unclean

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The main room is body preparation room and there are many old things, but none of them are usable. There is one old silver dagger. Everyone that touches him get a curse of insult. Cursed creature must in every sentence spoken put one insult. That

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reduce his charisma to 1.

The other passage is long 30 yrd. and finish in one big crypt. In the crypt there are one big tombstone on which written

"For my truly sorry, I must confess, for someone is curse and for someone is bless."

The answer spoken loud is "Death". And then tombstone rises and skeleton lord comes out.

Aminodeus Tusanii

3rd level Alchemical vampire

Lawful evil

| | | | |
|-------------------------|---|------------|------|
| Armor Class | 0 | Str | - |
| Movement | 14 | Dex | - |
| Level/Hit Dice | 3 | Con | - |
| Hit Points | 46 | Int | - |
| THAC0 | 13 | Wis | - |
| Morale | 16 | Cha | - |
| No. of Attack | 1 | XP | 7000 |
| Damage/Attack: | 1d4 or special | | |
| Special Attacks | Blood Drain, Poison | | |
| Special Defenses | Hit only by magical or iron weapons, Regeneration | | |
| Magic Resistance | Nil | | |

Alchemical vampires are only found in Kislova, creations by the domain lord Baroness Ilsabet Obour. They are similar to nosferatu, but do not gain power as they age. Other differences are below.

Appearance: *An alchemical vampire generally retains the appearance it had in life, looking like a normal human being. The only difference is that when not actually interacting with other beings, their faces tend to take on a strange blankness of expression that indicates their lack of true emotion and life.*

Combat: *Alchemical vampires attack once with sharp fingernails for 1d4 points of damage, injecting a deadly poison into the bloodstream of their victim. An unsuccessful save vs. poison causes 40 points of damage, a successful one only 10 points of damage. Only creatures which have an active bloodstream and are affected by poisons need check for this. Alchemical vampires can also cause a loss of 1 point of Con per round with their bite, like a nosferatu. Unlike their more common kin, alchemical vampires do not have any ability to transform into mist or animals.*

Only iron weapons or ones of magical origin can affect an alchemical vampire. They regenerate from all other weapons too quickly to be affected.

Alchemical vampires also regenerate 2 hp per turn while they are away from direct sunlight. If reduced to 0 hit points, they will dissolve into an acidic fluid (which causes 5 hp dmg to living tissue only, no save). This fluid is capable of flowing at the alchemical vampire's full movement rate, and will immediately attempt to find a dark area in which to regenerate.

Alchemical vampires are not affected by sunlight, except the above lack of regeneration. They must rest 8 hours of every day in some dark place away from sunlight or they gradually lose hit points until they are destroyed. An alchemical vampire can be defeated by driving an iron stake through its heart, but that only renders them inert until the stake is removed. To permanently destroy it, the body of the vampire must be dissolved in strong acid.

Habitat: *Alchemical vampires live only in the domain of Kislova, where they act as the elite guard of the domain lord. Unless they have been ordered to work as a squad, they tend to work and hunt alone.*

Ecology: *As undead beings, alchemical vampires have no place in the natural ecology.*

Monster manual

Aminodeus was transported from Kislova by his servants, then he made his grave-catacomb. Baroness Ilsabet Obour gave him privilege "to rest" after he defend her from attacks of some priests who attended to kill her. His servants were buried and made undead, guarding his tomb. Not very often Aminodeus walks out from grave and feed on first living. There are many frighten stories about him, about his ruthless and bloodthirsty murders, and blood sucked bodies found all over Nachtfliengen Woods.

DM note: When encountered by rainy day, Aminodeus will escape, and summon zombies as his help.

Bounty hunter

New class for Ravenloft

Intro

Winter dawn in the Aerie village was cold and misty. Several villagers were on the main street opening their shop's and inn's. They paused their works as they saw man on the horse. His coat was grey and he had hat on the head. Following him was another horse with body tied on the saddle. The body had two holes in the shoulder from the gun, and blood turned to ice. Raider stop over big house and tied the body. After that he picked body and threw in front of the house. Few moments later one fat little man came out.

"You should not bring him here. I've got children and wife, and I don't want to upset them" he said.

"I've done my job. Give me what I deserve." answered gray figure.

Fat little man gave him small bag and said: "There is more than I promised. Get rid of the body..."

Figure smiled and walked to the horse and got up on the horse. Grey raider was followed with one's blank eye's.

Bounty hunter

"is made for quick and deadly killing of abomination's of the man"

Ability Requirements: Strength 13

Dexterity 14

Constitution 13

Prime Requisites: Strength, Dexterity

Any race can be bounty hunter. Of course humans are most common. Bounty hunter is character based on hunting bountied heads for money. His main weapon are pistols.

Alignment

Bounty hunter can be of any alignment. Neutral characters will take any bounty that is not truly evil or it depends of character what act he will perform. Good bounty hunters hunt only evil persons, lycantropies, vampires and other monsters. Evil bounty hunters hunt whatever they like to hunt. Bounty hunters can hunt each other also, but they must be in good neutral, good evil, evil good, evil neutral, evil evil, neutral evil and neutral good hunt combination.

Combat abilities

B. hunters use most fire weapons, any kind of pistol or gun. They attack with two pistols and then they use another one which they carry on the belt or under coat. Hunters hide their weapons specially in Barovia, because of order of Strahd von Zarovich. When Bounty hunter shoots out his guns he takes out any other weapon.

Abilities

First skill of B. hunter is assassination, and with that ability he gives x2 on backstab (include guns).

Second his ability is cutthroat. With that new ability any "non special" character hunters level or less is killed if hunter perform cutthroat from victim's back.

Chance to perform cutthroat on higher level is 50% on one level above hunters, 40% on two esc.

Bounty hunter can "hide in shadows" with same characteristics as thief.

Bounty hunter has his own extraordinary feature. That is "Presence". With that feature B. hunter where ever he came people know of his proximity and they treat him with respect. They are kind if he is good alignment or they avoid him if he is evil. Bounty hunter can use two weapons in one round in level three and above.

Arms and armor

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Bounty hunter can use any weapon and armor. He can specialise also. His main weapon are guns but it could be any.

Miscellaneous

Bounty hunters roll 1d8 hit dice per level. Reaching level 6 they add one hit point on their roll. Bounty hunter has 5 initial weapon proficiencies and he gets 4 per level. He also gets 3 initial non weapon proficiencies and 3 per level. Saving throws are same as warriors.

| Level | Hit dice (d8) | Experience |
|-------|---------------|---------------|
| 1 | 1 | 0 |
| 2 | 2 | 2000 |
| 3 | 3 | 5000 |
| 4 | 4 | 11,000 |
| 5 | 5 | 23,000 |
| 6 | 6+1 | 46,000 |
| 7 | 7+1 | 90,000 |
| 8 | 8+1 | 140,000 |
| 9 | 9+1 | 220,000 |
| 10+ | +3 hp\lvl. | +280,000\lvl. |

| | | | | | | | | | | | | | | |
|-------|----|----|----|----|----|----|----|----|----|----|----|----|----|----|
| Level | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 10 | 11 | 12 | 13 | 15 |
| Thac0 | 19 | 18 | 17 | 16 | 15 | 14 | 13 | 12 | 11 | 10 | 9 | 8 | 7 | 6 |

DM's note: Bounty hunters can be both PC and NPC, and they are very rare. Many of them are under command of Malocchio Aderre and Ivan Dilisnya. Some of them are freelance, but all bounty hunters with good alignment are not by command of any darklord.

Lydia Inolin

7th level Human Bounty hunter
Chaotic neutral

| | | | |
|-------------------------|---|------------|-----|
| Armor Class | 4 | Str | 14 |
| Movement | 16 | Dex | 18 |
| Level/Hit Dice | 7 | Con | 14 |
| Hit Points | 42 | Int | 12 |
| THAC0 | 13 | Wis | 12 |
| Morale | 16 | Cha | 11 |
| No. of Attack | 2 | XP | 700 |
| Damage/Attack: | 2d4 two handed bastard sword, damage by range of army pistol modifier | | |
| Special Attacks | Back stab, cutthroat | | |
| Special Defenses | Nil | | |
| Magic Resistance | Nil | | |

Lydia is greedy bounty hunter which only seeks good payment for her tasks. She became very rich and

respectable among people in Richemulot, Borca, Invidia and Falkovnia.

On her back there is nearly three hundred bounties performed by herself alone or with crew of mercenaries. She survived task in which she had to kill Count Strahd von Zarovich. She attacked him supported by six mercenaries. They all had experience her level, but she was only who escaped wounded from the collision. She killed alchemical vampire Silovius Brocul in Kislova, so lord Baroness Ilsabet Obour tried and still trying to hunt her down. Lydia has also affinity to females and she avoid males. She is lesbian but she can go to bed also with man. She will rather take task if it was given by female.

Her weapons are:

3 army pistols

Decider bastard sword (silver)

Dagger 1d4

"She is dark, deep, and sensual. Her hands are like waves of joy when they are hugging me. Softy breasts are gently warm pillow in winters night's. Her lips tastes sweeter than honey, when they are kissing me."

Annet Denault (Lydia's lover)

Lydia is six feet tall. She has black hair and black eyes. Hot tempered as many Invidians Lydia is not one who makes deal. If you make her nervous she will not try to make peaceful solution, specially if one who provokes is male.



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Lydia is muscled but her skill and dexterity is that wich hepls her make trough adventures.She is beautiful and always wears black armors and robes.

Darkon abominations

There are two evil creatures in Darkon when encountered finish fatal for adventures. One is wondering ancient lich Korukam and second is deadly mummy Denu – Dae.

Korukam

2nd level ancient Lich
Chaotic evil

| | | | |
|-------------------------|------------------------------------|------------|-------|
| Armor Class | 0 | Str | 19 |
| Movement | 6 | Dex | - |
| Level/Hit Dice | 2 | Con | - |
| Hit Points | 114 | Int | 20 |
| THAC0 | 9 | Wis | 22 |
| Morale | 18 | Cha | - |
| No. of Attack | 1 | XP | 12000 |
| Damage/Attack: | 1d10 +3 (Ring) | | |
| Special Attacks | See below | | |
| Special Defenses | +1 or better magical weapon to hit | | |
| Magic Resistance | 50% | | |

The lich is, perhaps, the single most powerful form of undead known to exist. They seek to further their own power at all costs and have little or no interest in the affairs of the living, except where those affairs interfere with their own.

A lich greatly resembles a wight or mummy, being gaunt and skeletal in form. The creature's eye sockets are black and empty save for the fierce pinpoint of light which serve the lich as eyes. The lich can see with normal vision in even the darkest of environments but is unaffected by even the brightest light. An aura of cold and darkness radiates from the lich which makes it an ominous and fearsome sight. They were originally wizards of at least 18th level.

Liches are often (75%) garbed in the rich clothes of nobility. If not so attired, the lich will be found in the robes of its former profession. In either case, the clothes will be tattered and rotting with a 25% chance of being magical in some way.

Combat: *Although a lich will seldom engage in actual melee combat with those it considers enemies, it is more than capable of holding its own when forced into battle.*

The aura of magical power which surrounds a lich is so potent that any creature of fewer than 5 Hit Dice (or 5th level) which sees it must save vs. spell or flee in terror for 5-20 (5d4) rounds.

Should the lich elect to touch a living creature, its aura of absolute cold will inflict 1-10 points of

damage. Further, the victim must save vs. paralysis or be utterly unable to move. This paralysis lasts until dispelled in some manner.

Liches can themselves be hit only by weapons of at least +1, by magical spells, or by monsters with 6 or more Hit Dice and/or magical properties.



The magical nature of the lich and its undead state make it utterly immune to charm, sleep, enfeeblement, polymorph, cold, electricity, insanity, or death spells. Priests of at least 8th level can attempt to turn a lich, as can paladins of no less than 10th level.

A lich is able to employ spells just as it did in life. It still requires the use of its spell books, magical components, and similar objects. It is important to note that most, if not all, liches have had a great deal of time in which to research and create new magical spells and objects. Thus, adventurers should be prepared to face magic the likes of which they have never seen before when stalking a lich. In addition, liches are able to use any magical objects which they might possess just as if they were still alive.

Defeating a lich in combat is difficult indeed, but managing to actually destroy the creature is harder still. In all cases, a lich will protect itself from annihilation with the creation of a phylactery in which it stores its life force. This is similar to a magic jar spell. In order to ensure the final destruction of a lich, its body must be wholly annihilated and its phylactery must be sought out and destroyed in some manner. Since the lich will always take great care to see to it that its phylactery is well hidden and protected this can be an undertaking fully as daunting as the defeat of the lich in its physical form.

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Habitat/Society: Liches are usually solitary creatures. They have cast aside their places as living beings by choice and now want as little to do with the world of men as possible. From time to time, however, a lich's interest in the world at large may be reawakened by some great event of personal importance.

A lich will make its home in some ominous fortified area, often a strong keep or vast subterranean crypt.

When a lich does decide to become involved with the world beyond its lair, its keen intelligence makes it a dangerous adversary. In some cases, a lich will depend on its magical powers to accomplish its goals. If this is not sufficient, however, the lich is quite capable of animating a force of undead troops to act on its behalf. If such is the case, the lich's endless patience and cunning more than make up for the inherent disadvantages of the lesser forms of undead which it commands.

Although the lich has no interest in good or evil as we understand it, the creature will do whatever it must to further its own causes. Since it feels that the living are of little importance, the lich is often viewed as evil by those who encounter it. In rare cases, liches of a most unusual nature can be found which are of any alignment.

The lich can exist for centuries without change. Its will drives it onward to master new magics and harness mystical powers not available to it in its previous life. So obsessed does the monster become with its quest for power that it often forgets its former existence utterly. Few liches call themselves by their old names when the years have drained the last vestiges of their humanity from them. Instead, they often adopt pseudonyms like "the Black Hand" or "the Forgotten King." Learning the true name of a lich is rumored to confer power over the creature.

Ecology: The lich is not a thing of this world. Although it was once a living creature, it has entered into an unnatural existence.

In order to become a lich, the wizard must prepare its phylactery by the use of the enchant item, magic jar, permanency and reincarnation spells. The phylactery, which can be almost any manner of object, must be of the finest craftsmanship and materials with a value of not less than 1,500 gold pieces per level of the wizard. Once this object is created, the would-be lich must craft a potion of extreme toxicity, which is then enchanted with the following spells: wraithform, permanency, cone of cold, feign death, and animate dead. When next the moon is full, the potion is imbibed. Rather than death, the potion causes the wizard to undergo a

transformation into its new state. A system shock survival throw is required, with failure indicating an error in the creation of the potion which kills the wizard and renders him forever dead.

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Once upon a time there was a powerful mage. He was helping people in their needs and lots of them came to ask their favors. But as his knowledge rises he became more and more interested in dark force. He performed dark ritual and one night as legend says, people from the village saw glowing red light on the hill where was mage's house. Then they heard frightful screaming. In the morning some of them, who had guts, went to the wizard's house to check what was going on last night. They discovered hole instead the house. Everything was destroyed, and there were no sign of a mage.

Some children were playing lately near the hole and they disappeared, and villagers closed the hole with ground.

After many people saw some figure in old mages robe wondering around. Many souls were lost when they encountered him by the night.

Korukam is tall, one of most scared looking lich in all Core. His red eyes will astoned any man who tries to escape. He has black robe with magical resistance up to 50%. His laughter lows morale of everyone under 5th level by 4.

What is true story people do not know. In fact, mage Korukam was calling dark forces from abyss and he succeeded. He contact Overlord Ankhtepot who made him Lich. Now guided by supreme evil he rises death all over Darkon and wait. When the time is done he will summon his undead army and perform unholy war against all living.

Korukam's: treasury

Korukam have no treasury except things on himself. He has undead crown which helps him to rise more undead (+2 on necromancy skill), then two rings "Korukam's curse" and "Long hand of evil". "Korukam's curse" casts curse in wich he change creature on wich casted in ugly person and lower his charisma my 7. "Long hand of evil" gives Korukam ability to atack with more strenght.

Denu – Dae

3rd level Greater Mummy
Chaotic evil

| | | | |
|-------------------------|-----|------------|-------|
| Armor Class | 0 | Str | 21 |
| Movement | 9 | Dex | - |
| Level/Hit Dice | 3 | Con | - |
| Hit Points | 118 | Int | 18 |
| THACO | 9 | Wis | 19 |
| Morale | 17 | Cha | - |
| No. of Attack | 1 | XP | 10000 |
| Damage/Attack: | 3d6 | | |
| Special Attacks | | See below | |
| Special Defenses | | See below | |
| Magic Resistance | | Nil | |

Also known as Anhktepots Children, greater mummies are a powerful form of undead created when a high-level lawful evil priest of certain religions is mummified and charged with the guarding of a burial place. It can survive for centuries as the steadfast protector of its lair, killing all who would defile its holy resting place.

Greater mummies look just like their more common cousins save that they are almost always adorned with (un)holy symbols and wear the vestments of their religious order. They give off an odor that is said to be reminiscent of a spice cupboard because of the herbs used in the embalming process that created them.

Greater mummies are keenly intelligent and are able to communicate just as they did in life. Further, they have an inherent ability to telepathically command all normal mummies created by them. They have the ability to control other mummies, provided that they are not under the domination of another mummy, but this is possible only when verbal orders can be given.

Combat: Greater mummies radiate an aura of fear that causes all creatures who see them to make a fear check. A modifier is applied to this fear check based on the age of the monster, as indicated on the Age & Abilities table at the end of this section. The effects of failure on those who miss their checks are doubled because of the enormous power and presence of this creature. The mummy's aura can be defeated by a remove fear, cloak of bravery, or similar spell.

In combat, greater mummies have the option of attacking with their own physical powers or with the great magic granted to them by the gods they served in life. In the former case, they may strike but once per round, inflicting 3d6 points of damage per attack.

Anyone struck by the mummy's attack suffers



the required damage and becomes infected with a horrible rotting disease that is even more sinister than that of normal mummies for it manifests itself in a matter of days, not months. The older the mummy, the faster this disease manifests itself (see the Age & Ability table at the end of this entry for exact details). The disease causes the person to die within a short time unless proper medical care can be obtained. Twenty four hours after the infecting blow lands, the character loses 1 point from his Strength and Constitution due to the effects of the virus on his body. Further, they lose 2 points of Charisma as their skin begins to flake and wither like old parchment. No normal healing is possible while the disease is spreading through the body, and the shaking and convulsions that accompany it make spell casting or memorization impossible for the character. Only one form of magical healing has any effect -- a regenerate spell will cure the disease and restore lost hit points, but not ability scores. All others healing spells are wasted. A series of cure disease spells (one for each day that has passed since the rotting was contracted) will temporarily halt the infection until a complete cure can be affected. Regaining lost ability score points is not possible through any means short of a wish.

The body of a person who dies from mummy rot begins to crumble into dust as soon as death occurs. The only way to resurrect a character who dies in this way is to cast both a cure disease and a raise dead spell on the body within 6 turns (1 hour) of death. If this is not done, the body (and the spirit within it) are lost forever.

Greater mummies can be turned by those who have the courage and conviction to attempt this feat;

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however, the older the mummy, the harder it is to overcome in this fashion. Once again, the details are provided on the Age & Abilities Table. They are immune to damage from holy water, but contact with a holy symbol from a non-evil faith inflicts 1d6 points of damage on them. Contact with a holy symbol of their own faith actually restores 1d6 hit points.

Perhaps the most horrible aspect of these creatures, however, is their spell casting ability. All greater mummies were priests in their past lives and now retain the spell casting abilities they had then. They will cast spells as if they were of 16th through 20th level (see below) and will have the same spheres available to them that they did in life. Greater mummies receive the same bonus spells for high Wisdom scores that player characters do. Dungeon Masters are advised to select spells for each greater mummy in an adventure before the adventure starts. For those using Legends & Lore in their games, greater mummies are most often priests of Osiris, Set, and Nephthys. For those using The Complete Priest's Handbook, they are usually associated with the worship of ancestors, darkness, death, disease, evil, guardianship, and revenge. (If neither of these works is being used in the campaign, simply assign the mummy powers as if it were a standard high-level cleric.)

Greater mummies can be harmed only by magical weapons, with older ones being harder to hit than younger ones. Even if a weapon can affect them, however, it will inflict only half damage because of the magical nature of the creature's body.

Spells are also less effective against greater mummies than they are against other creatures. Those that rely on cold to inflict damage are useless against the mummy, while those that depend on fire inflict normal damage. Unlike normal mummies, these foul creatures are immune to non-magical fire. The enchanting process that creates them, however, leaves them vulnerable to attacks involving electricity; all spells of that nature inflict half again their normal damage. In addition, older mummies develop a magic resistance that makes even those spells unreliable.

Greater mummies, like vampires, become more powerful with the passing of time in Ravenloft. The following table lists the applicable changes to the listed statistics (which are for a newly created monster) brought on by the passing of time:

Age & Ability Table

| Age | To Hit | AC | HD | THAC0 |
|------------|--------|----|------|-------|
| 99 or less | +1 | 2 | 8+3 | 11 |
| 100-199 | +1 | 1 | 9+3 | 11 |
| 200-299 | +2 | 0 | 10+3 | 9 |

| | | | | |
|-------------|----|----|------|---|
| 300-399 | +2 | -1 | 11+3 | 9 |
| 400-499 | +3 | -2 | 12+3 | 7 |
| 500 or more | +4 | -3 | 13+3 | 7 |

| Age | Align | Wis | Magic | Disease |
|-------------|--------|-----|-------|-----------|
| 99 or less | LE | 18 | Nil | 1d12 days |
| 100-199 | LE | 19 | 5% | 1d10 days |
| 200-299 | LE, CE | 20 | 10% | 1d8 days |
| 300-399 | CE, LE | 21 | 15% | 1d6 days |
| 400-499 | CE | 22 | 20% | 1d4 days |
| 500 or more | CE | 23 | 25% | 1d3 days |

| Age | Level | XP | Fear | Mummies |
|-------------|-------|--------|------|---------|
| 99 or less | 16 | 18,000 | -1 | 1d4 |
| 100-199 | 17 | 10,000 | -2 | 2d4 |
| 200-299 | 18 | 12,000 | -2 | 3d4 |
| 300-399 | 19 | 14,000 | -3 | 5d4 |
| 400-499 | 20 | 16,000 | -3 | 6d4 |
| 500 or more | 20 | 18,000 | -4 | 7d4 |

Notes:

To Hit indicates the magical plus that must be associated with a weapon before it will inflict damage to the mummy.

AC is the Armor Class of the monster.

HD are the number of hit dice that the mummy has. Greater mummies are turned as if they had one more Hit Die than they actually do, so a 250 year old (10+3) is turned as if it had 11 Hit Dice. Any mummy 300 years old or older is turned as a "special" undead.

THAC0 is listed for the various Hit Dice levels of the mummy to allow for easy reference during play.

Alignment As the mummy grows older, it becomes darker and more evil. In cases where two alignments are listed, there is a 75% chance that the mummy will be of the first alignment and a 25% chance that it will be of the second. Thus, a 300 year old mummy is 75% likely to be chaotic evil.

Wisdom is the creature's Wisdom score. When employing their spells, greater mummies receive all of the bonus spells normally associated with a high Wisdom. Further, as they pass into the higher ratings (19 and beyond) they gain an immunity to certain magical spells as listed in the Player's Handbook.

Magic is the creature's natural magic resistance. As can be seen from the table, old mummies can be very deadly indeed.

Disease is the length of time it takes for a person infected with the mummy's rotting disease to die.

Level indicates the creature's level as a priest. Older mummies have access to far greater magics than younger ones and are thus more dangerous than younger ones.

XP lists the number of experience points

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awarded to a party for battling and defeating a greater mummy of a given age.

Mummies indicates the number of normal mummies that the creature will have serving it when encountered.

Fear indicates the penalty to those making fear checks due to the evil influence of the greater mummy's foul aura.

Habitat/Society: Greater mummies are powerful undead creatures that are usually created from the mummified remains of powerful, evil priests. This being the case, the greater mummy now draws its mystical abilities from evil powers and darkness. In rare cases, however, the mummified priests served non-evil god in life and are still granted the powers they had in life from those gods.

Greater mummies often dwell in large temple complexes or tombs where they guard the bodies of the dead from the disturbances of grave robbers. Unlike normal mummies, however, they have been known to leave their tombs and strike out into the world -- bringing a dreadful shroud of evil down upon every land they touch.

When a greater mummy wishes to create normal mummies as servants, it does so by mummifying persons infected with its rotting disease. This magical process requires 12-18 hours (10+2d4) and cannot be disturbed without ruining the enchantment. Persons to be mummified are normally held or charmed so that they cannot resist the mummification process. Once the process is completed, victims are helpless to escape the bandages that bind them. If nothing happens to free them, they will die of the mummy rot just as they would have elsewhere. Upon their death, however, a strange transformation takes place. Rather than crumbling away into dust, these poor souls rise again as normal mummies. Obviously, this process is too time consuming to be used in actual combat, but the greater mummy will often attack a potential target in hopes of capturing and transforming it into a mummy. All mummies created by a greater mummy are under its telepathic command.

Ecology: The first of these creatures is known to have

been produced by Anhktepot, the Lord of Har'akir, in the years before he became undead himself. It is believed that most, if not all, of the greater mummies he created in his life were either destroyed or drawn into Ravenloft with him when he was granted a domain. A number of these creatures are believed to serve Anhktepot in his domain, acting as his agents in other lands he wishes to learn what is transpiring in other portions of Ravenloft.

The process by which a greater mummy is created remains a mystery to all but Anhktepot. It is rumored that this process involves a great sacrifice to gain the favor of the gods and an oath of eternal loyalty to the Lord of Har'akir. If the latter is true, then it may lend credence to the claim of many sages that Anhktepot can command every greater mummy in existence to do his bidding. If this is indeed the case, it makes the power of this dark fiend far greater than is generally supposed.

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As answer to Korukam's pretension to form an undead army, Overlord Anhktepot sent one of most trusted servants to take his own part in this war. Overlord Anhktepot knows that he is also on strike by Korukam's forces.

Denu – Dae is 250 years old Greater Mummy and he posses mummies as his servants. He collects also many inhabitants of Darkon and makes them undead. His lair is somewhere in border with Nova Vaasa, but no one can figure true location.

DM's note: It is really a Dm's choice for the location of great Denu – Dae crypt. He can also manage crypt.

Tale of Cassandra

Story of Black lady

I.

Cassandra Curree was born in Vallaki, Barovia. When she was 14 years old their parents gave her to Elaso Eirey to be his wife. Elaso lived in out of Levkarest, Borca. He had there little keep. He was nearly 40 years older than her, but their parents was not interested what will perverted fat swine do with her daughter. Two years after, Elaso became ill. Day by day he was getting worse. All family doctors doesn't knew what kind of illness grabbed Elaso. He died after one week and Cassandra became successor of Eirey fortune as a keep. Few days after Cassandra's family was killed in their home in Vallaki, so Cassandra take on fortune from their parents. Her brother was successor of family fortune but he died with father and mother. Some people said that Cassandra performed retribution on all of them who let her fall in ill natured Elaso's hands.

II.

Cassandra hired private army to guard her in keep. There are thirty five of them and her personal guard is warrior Cellidia. Cassandra murdered her husband and her family. Now far from village and their eyes she paint. Her painting is not simply one. It has it's own personality. On that paint wich Cassandra worked on for month's there is so called "righter of wrongs". That is eight feet tall young female body with short red hair and red eyes. She has green dress on the body and her hands are huge with very long fingers finishing with sharp nails. Young woman is pale and looks very dismal. When Cassandra finished her painting she dismissed half of her mercenaries living only Cellidia with on the command of 15 warriors. She called some strange folks in her keep. Many of them was mages and alchemists.

III.

As time passes by everything changes, but face of young Cassandra no. Her guards became older and greyhaired. People have not forgotten what happened to Elaso, and in the halfdark of inn's they talked about undying Black lady. Some of them went to steal gold and other fortunes but they didn't came back. One day Cassandra was out of her keep with their gurads when angry crowd from nearby village accused her for Necromancy. People hired five witch hunters and guided by them they cought Cassandra and killed her. Her guards died defending her and Cellidia escaped. Cassandras body was burned and mob went to her keep and took all valuables. They left one large painting of old evil witch. They saw that picture and then they left house without stoping to see if there was anthing left of expensive.

IV.

What really happend is fascinating. Cassandra ordered to put a spell on the painting that painting goes older but Cassandra not. She left world of living but her spirit is trapped inside hag on painting. Every night hag comes out from painting, and lurks in the keep. Hag is very powerful and she is Crone eight level. For difference of the other crones she uses mage spells. She is something like old hag wizard. She got large hands with long fingers, her skin is blue and eyes are green. Her head has not hair and she has few teeth in mouth.

Her nails are black and when she succeed to hit her enemy if it is living it must take saving throw for decease. Nails are five inches long and very hard and sharp. Maybe if pulled out someone can make nice decease daggers.

Cassandra Curree

8th level Wizard Crone

Lawful evil

| | | | |
|-------------------------|------|-----------------|-------|
| Armor Class | 4 | Str | 14 |
| Movement | 10 | Dex | 8 |
| Level/Hit Dice | 8 | Con | 13 |
| Hit Points | 41 | Int | 16 |
| THACO | 9 | Wis | 18 |
| Morale | 15 | Cha | - |
| No. of Attack | 1 | XP | 10000 |
| Damage/Attack: | 1d10 | | |
| Special Attacks | | Spells, decease | |
| Special Defenses | | Nil | |
| Magic Resistance | | Nil | |

Cassandra is not undead. She is alive but in some different way. During the day she is inside the painting, and she is then invulnerable. If someone touch and try to harm painting, he will be turned to undead permanently. If ecouted Cassandra will talk to anyone except good characters. She talks in riddles.

Saving throws:

| | |
|-----|----|
| PPD | 7 |
| RSW | 11 |
| PP | 10 |
| BW | 13 |
| S | 12 |

Spells 1st level: Chill touch, Color spray, Detect undead, Find familiar, Jump.

Spells 2nd level: Continual light, Detect invisibility, Knock, Protection from cantrips, Shatter, Spectral hand.

Spells 3rd level: Fireball, Gust of wind, Hold undead, Protection from normal missiles, Slow, Vampiric touch.

Spells 4th level: Contagion, Detect scrying, Enervation,

Cassandra is not immortal. When she dies her soul will take Vecna, and she will became her servant.

Count Istvan

“...and just enter my friend, there is always room for traveler.”

Count Istvan Heronius

6th level human warrior
Chaotic evil

| | | | |
|-------------------------|--------------|------------|------|
| Armor Class | 1 | Str | 16 |
| Movement | 15 | Dex | 15 |
| Level/Hit Dice | 6 | Con | 18 |
| Hit Points | 40 | Int | 15 |
| THAC0 | 3 | Wis | 14 |
| Morale | 17 | Cha | 8 |
| No. of Attack | 1 | XP | 3200 |
| Damage/Attack: | Istvan's axe | 1d20 | |
| Special Attacks | | Nil | |
| Special Defenses | | Nil | |
| Magic Resistance | | Nil | |

from white gold in combination with some strange metal.

DM's note: Uncle Istvan can be excellent encounter for any adventures (and if some DM want's to get rid of some boring Adventurer).

House of Heronius is south of lake Rigor, Falkovnia. Owner of the house is Count Istvan Heronius, who was once illdisposed warrior in service of Malocchio Aderre, who gave him fortune and title.

He is seven feet tall with long black hair and beard. He is very strong and evil. He offers his house for every who needs a safe sleeping place. But there is only one catch in this story. The place is far from “safe”.

Count Istvan Heronius known as “Uncle Istvan” had more cuts on his axe than any slayer in Falkovnia. He keep his bloody trophies in large basement of his house. His wicked game starts with kindness. First he offers wine to strangers and drink with them until they get drunk. When they are asleep he take his axe and cut heads of their bodies.

When their is no visitors to his home, Istvan leaves his house and lurks for lost travelers.

“Do not fear of Rigors dark waves and deeps, do not be afraid even of angry Falkovnian villagers, fear one man....Istvan.”

Istvan axe is actually common lumberjack axe but it is more heavy and it sharpened every day by Istvan making it sharpen more than any sword. It is made

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Written by Stanislav Radosavljevic
All locations, Kingdoms, Kings, and other are true Ravenloft.
Creatures are from Ad&d monster compedium.
Images are by Luis Royo and other.

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