

The Witch of the Mists

A One-Round Living City Tournament

by Ed Gibson

One of the more unusual calls for assistance you have encountered during your career as an adventurer in Ravens Bluff leads you to a meeting of The Fellowship of Exalted Adventurers. The Fellowship has fallen on tough times and your assistance is required to halt the declining membership. This is an adventure for heroes: mercenaries and other greed-driven characters are unlikely to enjoy the event.

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This is a standard RPGA Network tournament. A four-hour time block has been set aside for this event. It is a good idea to ask each player to put a name tag in front of him or her. The tag should have the player's name at the bottom, and the character's name, race, and gender at the top. This makes it easier for the players to keep track of who is playing which character.

The actual playing time will be about three hours. Make sure you use the last 20 to 30 minutes of the event time block to have the players capsulize their characters for each other and vote. The standard RPGA Network voting procedures will be used. Complete the Judge's Summary before you collect the players' scoring sheets. This way you will not be influenced by their ratings and comments.

The players are free to use the game rules to learn about equipment and weapons their characters are carrying.

A note about the text: Some of the text in this module is written so that you may present it as written to the players, while other text is for your eyes only. Text for the players will be in *bold italics*. It is strongly recommended that you paraphrase the player text, instead of reading it aloud, as some of the text is general and must be adapted to the specific situation or to actions of the player characters.

Tier Structure

Add the levels of the PCs to determine which tier they are on. For multi-class and dual-class characters, take the highest level and add one for each additional class. Tiered events and foes are marked throughout the text.

Tier 1:	Total levels 4-13
Tier 2:	Total levels 14-25
Tier 3:	Total levels 26-37
Tier 4:	Total levels 38-56

DM Introduction

The PCs are contacted by an assortment of young children and small animals and led to a small wood hut. This is the headquarters of "The Fellowship of Exalted Adventurers", a club formed by a group of nine children. The heroes meet Michael, a young boy and Chancellor of the Fellowship. He briefs the PCs on the history of the Fellowship and reports the club members were investigating a potential new clubhouse, when all of the other members disappeared. He offers the party the contents of the club's treasury if they are willing to help. After the party accepts his offer, he leads them to the new clubhouse. As the heroes investigate, they are attacked by a hearth fiend which lairs in the clubhouse

and which charmed Michael into leading the adventurers to it. As the battle rages, a female voice can be heard calling out to Michael.

Michael runs off in the direction of the voice, (presumably followed by the heroes) passing through smoke and mist to end up in a bright sunny glade. (The run through the smoke and mist carried him into Ravenloft). A trail can be found which leads to a small hut in the woods. The other children are found at the hut and they talk about the woman who is taking care of them. The woman's name is Melinda Glass, she is currently a ghost. Melinda committed suicide when she was unable to prevent her children from being taken away and murdered by the local lord. Due to her emotional state at the time of death, she became a ghost and does whatever she can to protect children. Melinda called the children to her in order to protect them from the hearth fiend. The party must convince the ghost they are trying to help the children in order to gain Melinda's cooperation. Melinda doesn't know how the PCs can return home, but points them in the direction of an ancient being who is well learned and may be willing to help for a price. The PCs get their answers in exchange for a unique story.

Melinda's soul will be put to rest if the lord responsible for murdering her children dies at the hand of a child. When Melinda's soul is freed, a portal is opened which allows the PCs to return to Ravens Bluff. The PCs return the children home and dispatch the hearth fiend if they didn't do so previously.

Introduction

Tell your players to select spells for a typical day in Ravens Bluff. They are not allowed to work together on spell selection. The time at the start of the module is 11:00 AM. It's a gloomy, overcast day and a cold drizzle is falling. Each hero is going about his business in Ravens Bluff when he feels a tug on his clothing. Use the following list for what he sees when he looks down (try to pick something appropriate for the PC):

- 1) A young boy, about five, blonde hair and blue eyes. His clothes are clean, but patched.
- 2) A small black terrier, its fur matted and bloody.
- 3) A young girl, about seven, brown hair and eyes. Her clothes are dirty and dusty and she looks hungry.
- 4) A small white cat, completely clean, wearing a jeweled (fake) collar.

5) A young boy, about six, black hair and gray eyes. He walks with a limp, dragging his useless left leg behind him.

6. A large gray german shepherd, wearing a broad leather collar with large spikes.

7. A small tiger-striped cat, wearing a collar of intricately fashioned steel rings.

The messengers don't identify themselves, they just tug on the hero's clothing and motion for the PC to follow. The children and animals are unknown to the PCs (none of the dogs is King). The children may say "please", "help" and "follow me" (as will the animals if a *Speak with animals* spell is cast), but they won't explain what's going on or answer questions. If the heroes don't follow, their adventure is over unless they are contacted after Encounter One is completed.

Your guide doesn't identify himself as he leads you down the streets of Ravens Bluff. The cold rain chills you to the bone and wisps of fog persist, despite the late hour. Your travel is slow, but eventually you make your way through Crow's End, across the Fire River on the Ravensbridge and into the Shutters district. Your journey ends outside a small wooden shack just inside the woods which border Mraedara's street.

The PCs may notice each other standing outside. Allow them a few moments to role-play their meeting and proceed to Encounter One.

Encounter One: The Fellowship of Exalted Adventurers

The small hut is roughly furnished with crates scavenged from the nearby warehouses, but at least it offers shelter from the rain. A young boy with tired features stands beside a shuttered window on the opposite side of the shack. "Greetings. My name is Michael. I am the Chancellor of the Fellowship of Exalted Adventurers and I want to thank you for joining me on this dark day", the boy says. "Please introduce yourselves".

Allow the heroes to introduce themselves. Michael won't answer any questions until everyone has been introduced. Michael is a 13 year old half-elven male. He has platinum blonde hair and silver eyes. Michael is not wearing armor and his only weapon is a small dagger.

Michael shares the following information with the PCs:

1. The Fellowship of Exalted Adventurers is a club which was formed by a group of young boys and girls (ages 8-13).
2. The Fellowship has nine members total. Their names are Michael, Daniel, Jeff, Walter, Keith, David, Gwen, April and Dara.
3. The members of the Fellowship live in the Shutters district. Most of the members lost their fathers in the war and their mothers are having problems making ends meet. The club allows the youths an escape from their dreary existence.
4. This is the Fellowship's clubhouse: it's nice, but is cold in the winter and the ceiling leaks. (points out leak)
5. Michael had gone out with the other members to investigate a potential new clubhouse which is deeper in the woods. It is a small building that seems to have been an old stable. The building is abandoned, but seems to be in good shape.
6. Michael was the first one to enter the building, but no one followed him in. When he went back outside, everyone was gone. He thought they might have run away, but he couldn't find them at the clubhouse or their homes.
7. Michael sent the children out to find help (younger brothers and sisters of the missing children).
8. He doesn't know anything about animals leading the heroes here. He was scared and prayed for help (generic prayer - no specific deity) and the PCs showed up (Tymora, as patron of adventurers, was responsible).
9. He doesn't have much to offer, but is willing to donate the Fellowship's entire treasury (3 gold pieces, 6 silver pieces and 24 copper pieces) if the heroes can find his friends!
10. If the PCs cast a *detect magic* spell, it shows a slight aura of magic (10% chance per caster level to determine that the magic is enchantment/charm or charm sphere) on Michael, but no other magic in the area. (The dagger is made of silver, but is not magic. It was his father's). A *detect charm* spell reveals that Michael is under the effect of a charm (5% chance per caster level to determine that it's the equivalent of a charm person).

If any of the characters are unwilling to accept the mission for the reward offered, Michael thanks them for showing up and asks if they know anyone else who might be willing to help. [Allow the player to switch to a more appropriate character for the module.]

If any of the heroes refused to follow the guide to the clubhouse, Michael says that it might be dangerous and asks if they know anyone else who might be willing to

help. [Once again, this gives an opportunity for the player to choose a more suitable PC for the event].

Once the players have changed characters (if necessary) and accepted the mission, proceed to Encounter Two.

Michael, hem F0: AL NG; AC 8 (Dex); MV 12; hp 6; THAC0 20; #AT 1; Dmg 1d4; SA Nil; SD Nil; Dex 16; MR Nil; Size M (4' 6" Tall).

Michael is an intense young man who has lost much of his childhood innocence due to the pressures of coping with his father's death and his friends' disappearances. He is a zero level human, who has the potential to be a hero if the opportunity presents itself. He has a knack for dealing with animals and would like to be a scout (ranger) like his father, if given the chance.

When Michael entered the stable, the ghost (see Encounter Four) warned the children they were in danger and offered them cookies and milk. She then led the kids into Ravenloft. The hearth fiend wasn't content with a small morsel like Michael when the rest of the children fled, so it charmed him into sending the children out looking for heroes to help. The hearth fiend thinks a few adults will provide a feast.

Encounter Two - Great Balls of Fire

The rain slows to a drizzle as you follow Michael deeper into the woods. The further you travel into the woods, the colder it gets, and a light fog rises at your feet. You begin to notice the faint odor of smoke as you move into the heart of the woods.

Michael stops and points out a wooden building in a small clearing ahead of you. Large double doors on the visible end suggest use as a stable or warehouse, although any path through the woods is lost beneath years of vegetation. The building appears to be well preserved: the boards are intact, although the paint has faded with time. A small door stands ajar and in the increasing gloom, you can barely make out smoke rising from a large chimney.

The stable has large double doors on either end, a small side door, but no windows. The double doors are securely barred. (Picture a small barn 20 feet wide by 30 feet deep and two stories tall). Allow the PCs to investigate the building and continue when the PCs look into the building.

A wave of warmth passes over you as you peer through the open door. Two empty stalls make it obvious that this was once a stable, although the building is currently empty. A large pile of firewood is stacked neatly near a large forge in the rear of the stable. Smoke from the forge rises past blacksmith tools neatly stacked on shelves through an opening in the roof. An occasional drop of rain sizzles as it strikes the forge.

The forge is stocked with fuel and burning quite well. Michael denies that he started a fire in the forge (he helped stock it while charmed, but is unaware of this fact). The hearth fiend hides within the forge (concealing its true size) until it is time to attack. Michael won't enter the stable.

There is nothing obviously remarkable about the blacksmith tools on the shelves. Careful study shows the tools are old and rusty, but well made. The tools can be cleaned up and sold for 250 gp.

Sitting among the tools is a small black stone carving of an eagle. There is a hole to allow the eagle to be worn as a pendant. Careful examination by a dwarf or a PC with an appropriate NWP reveals the material is obsidian. The eagle radiates magic (alteration) if the heroes cast a *detect magic* spell on it. See the treasure summary for further information.

When a PC examines the forge, the hearth fiend firebolts her and then raises up to its full size. The PC who is being firebolted is automatically surprised; the other PCs have a normal surprise roll when the hearth fiend shows itself.

Once the attack occurs, Melinda starts to call to Michael. "Michael. This is your Aunt Mindy. Your friends miss you. I'll protect you while you have some milk and cookies." Michael runs off towards the voice. PCs who are outside the stable hear the voice and catch a glimpse of Michael darting off into a fog-wrapped section of woods. If the PCs follow immediately, take them aside and tell them they have run into a thick mist and lost track of Michael. They are at Encounter Three, but wait until the battle is over, so you can reunite the party. If no PCs are outside, Michael's tracks are easy to find once the creature is defeated and the PCs search for him.

Total Levels 4-13:

Hearth Fiend: Int Low (7); AL CE; AC 0; MV See Below; HD 5; hp 30; THAC0 15; #AT 1; Dmg 3d4; SA Firebolt & Charm; SD Half damage from normal weapons; MR Nil; SZ S (2' 6" Tall); ML 14.

Total Levels 14-25:

Hearth Fiend: Int Low (7); AL CE; AC 0; MV See Below; HD 7; hp 40; THAC0 13; #AT 1; Dmg 4d4; SA Firebolt & Charm; SD Hit only by magic weapons; MR Nil; SZ S (3' 6" Tall); ML 14.

Total Levels 26-37:

Hearth Fiend: Int Low (7); AL CE; AC 0; MV See Below; HD 9; hp 63; THAC0 11; #AT 1; Dmg 5d4; SA Firebolt & Charm; SD Hit only by magic weapons; MR Nil; SZ M (4' 6" Tall); ML 14.

Total Levels 38+:

Hearth Fiend: Int Low (7); AL CE; AC 0; MV See Below; HD 11; hp 88; THAC0 9; #AT 1; Dmg 6d4; SA Firebolt & Charm; SD Hit only by magic weapons; MR Nil; SZ M (6' 6" Tall); ML 14.

Special:

Hearth Fiend: Int Low (7); AL CE; AC 0; MV See Below; HD 13; hp 104; THAC0 7; #AT 1; Dmg 7d4; SA Firebolt & Charm; SD Hit only by magic weapons; MR Nil; SZ L (9' Tall); ML 14.

The hearth fiend is found in the *Ravenloft Monstrous Compendium Appendix III* (pages 57-58). This particular specimen fled Ravenloft in the lantern of an escaping adventurer. It attacks by sending a bolt of fire with a range of five feet per hit die. It must make a to hit roll and PCs are allowed a saving throw versus breath weapon for half damage. If a PC fails this saving throw, his items must make a saving throw versus magical fire or be destroyed. The hearth fiend can charm one individual at a time; this has already been used on Michael. The fire of the hearth fiend can consume any materials including stone and water, although they have a fondness for flesh.

Three times per day, the hearth fiend can send out a shower of 2d6 embers. These remain hot and glowing for 1d6 rounds and drift in the air at the speed of a walking man. The hearth fiend can see and hear through these embers and uses these to gather information on its surroundings. These can be destroyed by anything which would quench a normal ember. The eyes can also ignite anything they are directed to land on. The object must make a saving throw versus normal fire or begin to burn. Characters must make a saving throw versus breath weapon or suffer one point of damage.

Hearth fiends are only affected by magical weapons (in tier 1 - the creature takes half damage from normal weapons). Non-magical weapons do no damage and

must make a saving throw versus magical fire or be destroyed. Hearth fiends are immune to lightning, electricity (including magic missile), flame and heat based spells. Spells that use cold or ice to inflict injury cause half damage to the creature (saving throw for quarter damage). Non-magical water, including holy water, has no effect upon a hearth fiend. Spells that magically create water in large quantities can be used to smother the creature, inflicting 1d4 hit points of damage per gallon of water (assume 1 cubic foot = 1 gallon).

Tactics - The hearth fiend waits until a PC is examining the forge to attack. It spreads its attacks among all opponents, unless one is obviously a greater threat (magic weapon). The first round it sends out 2d6 ember eyes. The eyes are sent after spell casting PCs in an effort to disrupt their spells. The eyes can also be sent into the woodpile, floorboards or ceiling to start fires in order to prepare a new home and make combat tougher on the heroes. Once the embers start a fire, the hearth fiend can instantly transfer itself to the new flames. Once it enters a new fire, it's fully healed of all damage (except in tier 1).

If the hearth fiend is reduced to 1/2 hit points or less, it attempts to negotiate with the PCs. If the PCs agree to leave, it states that it will not attack them further. If the PCs refuse, it sends out embers and ignites the stables, then moves to that fire. At that point, it uses the special statistics above. Low level parties should be encouraged to flee at this point. Fortunately, the woods are too wet from the rain for the fiend to ignite them, so if the PCs can defeat the creature after it sets the stable on fire, it is banished to its home plane. The rain prevents it fleeing from this location, so the PCs have the option of leaving and returning with help.

The hearth fiend doesn't have any treasure. Once the fiend is defeated, the heroes can follow Michael's trail - go to Encounter Three. If the PCs flee the hearth fiend, they run blindly into the woods which are obscured by a pale mist - go to Encounter Three.

Encounter Three - The Gingerbread Cottage

Read or paraphrase the following, adjusting as necessary for your table.

You follow Michael [or Michael's trail] deeper into the woods. The fog seems to be growing more dense and the temperature has dropped substantially. After a few minutes, you lose sight of Michael, but can just

make out the signs of his passage. After a short time, you lose sight of his trail in your misty surroundings.

Pause here to allow the PCs to react. If the party split up during the fight, leave the ones who followed Michael here while you conclude the combat. At this point, the heroes are trapped in the mists of Ravenloft. The mists have been manifesting in this area in an attempt to recapture the hearth fiend who previously escaped from Ravenloft. The PCs are just in the right place at the wrong time. Continue once the players are ready.

As you resume travel, the fog appears to be lessening. After a few minutes, it's obvious your surroundings are warming up at a rapid pace and the fog gradually fades away. Casting about you find a small game trail which shows the signs of recent passage.

The heroes have discovered the small trail which leads to the house where the children are staying. If a druid or ranger PC asks whether anything seems different, mention that the ground doesn't seem to be as wet as he would expect. In fact, the ground seems dry except for a slight coating of dew. Cleric PCs do not feel more distant from their deities (i.e. they have not plane-shifted in the normal sense). If a PC flies into the air or climbs a tall tree, she notes there is no sign of Ravens Bluff, or indeed of any sort of town. A small amount of smoke is visible in the distance, in the same general direction as the game trail is leading. A successful tracking NWP roll locates the tracks of several small humanoids (children) on the trail within the last two days.

The heroes are free to look around, but the only dwelling within miles is the cottage near the end of the game trail. Eventually the PCs stumble on the cottage, either by following the game trail or by wandering aimlessly through the woods.

You begin to hear sounds of laughter and merriment from ahead of you. As you cautiously approach the noise, taking care to remain hidden in the underbrush, you spy a brightly colored cottage in the middle of a large clearing. The cottage is painted bright white with red shutters and blue trim. Smoke rises from an orange chimney into the sky. A large garden fills much of the clearing. A small red barn with white trim sits at the far edge of the clearing. The smell of baking bread and pastries reminds you of how long it has been since you ate. There are over a dozen children in the clearing, eating, playing and feeding small animals which have made their way out of the woods.

The animals include rabbits, squirrels and a deer which are eating from the childrens' hands. Michael is visible sitting on the back steps of the house. He is eating a cookie, while a young girl wraps a piece of cloth around a bloody gash on his forehead (he was scratched by a thorn bush on his run through the woods). There are 14 children around the house. Nine of these are the missing members of the Fellowship, two others are also from Ravens Bluff and the last three were taken in by Melinda after their parents were killed.

The PCs are free to walk up to the children. If questioned, the children say they live here with Aunt Mindy who has taken them in, fed and clothed them. The PCs are offered food (cake, cookies, pie, lemonade, milk, candy, bread, honey, jam, etc). The food is perfectly safe, although high in sugar content.

The PCs are told the barn is off-limits as it contains the animals used to supply milk. Aunt Melinda warned the children the animals were dangerous and they could be hurt if they went into the barn. [Note: the barn contains two catoblepas which are fed grain and milked by Melinda. The creatures have learned their gaze has no effect on Melinda, plus they are well fed, so they don't attack immediately. They defend themselves if attacked. The barn contains barrels and equipment for making cheese, grain for the beasts and garden tools].

The Fellowship children know they've only been here a short time, but are much happier here than they were at home. The other children have been here for several months and don't have families to return to. The children state that Aunt Mindy isn't around right now, but she'll be back soon. She is described as a matronly woman in her late 40's, with silvery-blonde hair and blue eyes. The PCs have two options: 1) Try to convince the children to return home, which requires some good role-playing on the part of the players [the children would like to play and eventually suggest a game of hide and seek - if the PCs find all of the children within 30 minutes, they agree to return home] or 2) Wait to talk to Aunt Mindy.

Aunt Mindy shows up when the game of hide and seek is over, or if the players seem to be bored interacting with the children. If the PCs make any threatening comments or try to force the children to accompany them, Mindy shows up immediately and she is in a bad mood. Proceed to Encounter Four in either event and adjust the boxed text accordingly.

Catoblepas (2): Int Semi (4); AL N; AC 7; MV 6; HD 6+2; hp 50; THAC0 15; #AT 1 touch; Dmg 1d6 + stun; SA Gaze causes death; SD Nil; MR Nil; SZ L (6' Tall at shoulder); ML 12.

The catoblepas comes from the Monstrous Manual. It has a large buffalo-like body on stumpy legs. It has a long flexible tail and ugly head with large bloodshot eyes perched upon a narrow neck. Anyone struck by the tail suffers 1d6 points of damage and has a 75% chance (-5% per level above first) of being stunned for 1d10 melee rounds. The gaze of the catoblepas is a death ray with a range of 60 yards. Those meeting the gaze of the creature are struck dead (no saving throw), those who avert or close their eyes are allowed a saving throw versus death magic.

The neck of the catoblepas is weak: it only has a 25% chance to raise its head and use the death ray in subsequent rounds (i.e. it gets one attack and then needs to make die rolls to raise its head). If the catoblepas and its target are relatively still, it adds 15% to its chance to raise its head per round. If the catoblepas is forced to follow quick motions, it only has a 10% chance to raise its head.

Encounter Four - Just Wait Until Your Aunt Gets Home!

The door to the cottage creaks open and an older woman wearing an apron steps out. "I'm sorry. I didn't know I had guests", she says. "I'm Melinda Glass. Would you like some milk and cookies or a piece of pie or cake?"

Any animals travelling with the PCs act uneasy. Picture Melinda as your most annoying aunt. She offers food and won't take no for an answer ("You are positively scrawny. Eat this, it will put some flesh on your bones"). She asks males about their girlfriends and females about boyfriends. If anyone is wearing torn/dirty clothing, she offers to mend or wash it. She wants to know all about the PCs, she always thought adventurers were cute. She won't answer any questions until the PCs have answered hers satisfactorily. She doesn't attack unless the heroes threaten her or the kids.

Melinda's story is that she is a widow. She doesn't admit that she is dead (and it's not apparent without the use of magic. She says her children left her when they became teenagers (and won't admit they are dead) and since then she has taken in any child who needed help. Whenever she sees children in need, she asks them to join her at the cottage. She saw the Fellowship children about to enter the stable and knew there was something bad inside (no specifics). She has never heard of Ravens Bluff, the closest town is Tarlsberg, which is a four hour walk to the north.

Melinda met others during her life who claimed to have been trapped here, but she's never understood what they meant. She mentions she had visitors a while back who said they were from Sembia and were looking for a way home. She mentions they taught her to make a special cheese and offers some to the PCs. The cheese is a one pound square, sealed with wax and bearing the stylized imprint of a beast (catoblepas). As the PCs try the cheese, she mentions that it is known as "Death" cheese for some reason. [Death cheese is made from catoblepas milk and is described in *Aurora's Whole Realms Catalog*].

She suggests that if the PCs don't belong here and want to return home, they need to consult the Storyteller. The Storyteller is ancient and wise, if anyone knows a way to help the heroes out, he is the one. The PCs are warned the Storyteller charges for his assistance and are told the price may be high. If asked, Melinda says the price depends on the person seeking aid. Some are charged money, some are asked to contribute knowledge and others are asked for arcane (magic) items. She provides instructions on how to find the Storyteller's cave: it's about five hours to the southwest. She warns the heroes the woods are dangerous at night (it's late afternoon at this point) and suggests they wait until morning to leave. She provides all manner of food and snacks for the PCs trip.

If your players are moving through the module too rapidly or if they decided to travel through the woods at night, use optional Encounter Five. Otherwise, the walk through the woods is long but uneventful; proceed directly to Encounter Six. If you don't use Encounter Five now, you can always use it later in the tournament.

Melinda Glass (Ghost): Int High (14); AL NG; AC -3 (2); MV See Below; HD 11; hp 77; THAC0 9; #AT 1 touch; Dmg 2d6; SA Aging, Energy Drain, Telekinesis; SD +3 (+1) or better weapon to hit; MR 40%; SZ M (5' 3" Tall); ML 20.

The numbers in parentheses are used when Melinda is in her corporeal (tangible) form. Melinda can choose not to cause injury with her touch. She must be in her corporeal form to drain two levels using her Energy Drain ability. She can cause 2d6 points of damage which cannot be cured by magical means and/or age a victim 1d4x20 years even in her incorporeal form. A saving throw versus spells is allowed to negate the aging effect only. [Priests of 11th level or greater are immune to her aging power and other PCs of 13th level or greater receive a +2 bonus to their saving throw]. She can move up to 55 pounds with her telekinesis ability similar to the 5th level wizard spell. However,

unlike the spell, she has the ability to make fine movements.

Melinda Glass was designed in accordance with Van Richten's Guide to Ghosts. She is of the fourth magnitude (very powerful). Her Physical Consistency is mutable: she is able to transform freely between incorporeal and corporeal forms. Her physical appearance is unchanged from when she was alive. Her origin was stewardship: she has returned to unlife to protect children from the dangers of the world.

Melinda is undead and is susceptible to turning (as Special), with the following revisions. Since the PCs are in Ravenloft, they count as one level lower for purposes of turning undead. In addition, Melinda imposes a penalty of 2 to the turning die roll. She is not affected by sunlight, so specialty priests of Lathander don't gain their bonus levels.

Encounter Five - (Optional) - You Have Nothing to Fear, but Fear Itself

The woods are dark and foreboding. The calls of birds and growls of various animals accompany your passage. The forest in front of you opens out into a wide clearing dotted with low, broad mounds. The remains of a small garden sit in the center of the clearing. An iron fence peers out from the undergrowth and a life-size female statue rises above a dry fountain.

If the PCs look closely, they see the statue has a gem for its left eye, the right socket is empty. Approaching the fountain, the PCs discover the other eye has fallen into the bowl of the fountain. The eyes are matched rubies and each is worth 1,000 gp. A human skeleton can be uncovered in the underbrush at the base of the fountain. [The skeleton is that of a thief who was slain by his companions due to the effect of the fearweed.] A magic short sword lies beneath the skeleton and is only noticed if the body is moved. If a *detect magic* spell is cast, the short sword is the only thing which glows; the fearweed is not-magical. There are not any undead, but the characters are probably going to be cautious.

A PC who approaches within 20 feet of the statue is within the fearweed's area of effect. He is allowed a saving throw versus poison at -2 to avoid the effects of the cloud. If he fails the saving throw he is overcome with paranoid fear: friends become evil dopplegangers, trees become twisted terrors, and shadows are filled with terrifying creatures. Take the affected PC(s) aside

and let them know how they feel. If a character goes unconscious or dies, all affected PCs are allowed another saving throw to regain control. Those making the second saving throw are affected as if under a confusion spell (but the paranoia goes away). A *dispel magic* spell doesn't cure the effects of the gas, but *remove curse* or *neutralize poison* does.

Total Levels 4-13:

Plant, Fearweed (2): Int Nil; AL N; AC 10; MV 0; HD 1; hp 2; THACO 20; #AT Nil; Dmg Nil; SA Cause Fear; SD Nil; MR Nil; SZ S (2' Tall); ML Nil.

Total Levels 14-25:

Plant, Fearweed (4): Int Nil; AL N; AC 10; MV 0; HD 1; hp 4; THACO 20; #AT Nil; Dmg Nil; SA Cause Fear; SD Nil; MR Nil; SZ S (2' Tall); ML Nil.

Total Levels 26-37:

Plant, Fearweed (6): Int Nil; AL N; AC 10; MV 0; HD 1; hp 6; THACO 20; #AT Nil; Dmg Nil; SA Cause Fear; SD Nil; MR Nil; SZ S (2' Tall); ML Nil.

Total Levels 38+:

Plant, Fearweed (8): Int Nil; AL N; AC 10; MV 0; HD 1; hp 8; THACO 20; #AT Nil; Dmg Nil; SA Cause Fear; SD Nil; MR Nil; SZ S (2' Tall); ML Nil.

Fearweed comes from the *Ravenloft Monstrous Compendium - Appendix III*. The plant looks like milkweed, but druids and rangers can tell the two apart upon close examination. [No LC hero has encountered fearweed before, so they can't identify it]. The plant releases a colorless and odorless gas when a human or animal approaches within 20 feet. The gas forms a cloud 20 feet in radius and is used to defend the plant from attack. The real danger in this encounter is created by the other characters' reactions to falling prey to the gas. The fear effect persists for 3d6 rounds after leaving the cloud.

Encounter Six - The Storyteller

Your long walk through the woods finally comes to an end outside a small cave hewn out of a rocky outcropping in the woods. A mass of brambles and thorn bushes surround the cave, preventing animals from reaching the herb gardens which lie just outside the cave mouth.

The circling ring of thorn bushes and brambles is (tier 1 - 10 feet; tier 2 - 20 feet; tier 3 - 30 feet; tier 4 - 40 feet).

The PCs can fly across without hindrance, druids of at least third level can walk through unaffected and certain magical and clerical spells allow safe passage. A PC can force his way through the thicket at 10 feet per round; this inflicts 1d4 hit points of damage per 10 feet and removes any active stonelines. Clever heroes may come up with other plans, climbing through the trees or using a rope to pass above the brambles. Allow the PCs to try such plans and require climbing, Dexterity or Strength checks as appropriate. Maximum damage for failure should not exceed 1d4 per tier +2d6 for falling, unless the hero does something really stupid.

Once the PCs make it past the hedge, the Storyteller greets them at the mouth of the cave:

A black cloaked figure waves from the mouth of the cave. "It certainly took you long enough!", he snarls. "Come in! I haven't got all day". He leads you deep into a soot-stained cavern, where he sprawls on a rug made from the skin of a huge grizzly bear. He peers up at you, "Well?"

If any of the PCs made it across the thorns in a particularly stylish manner, she is invited to have a seat on the rug. The other PCs can stand or sit on the cold rock floor. The Storyteller doesn't give a name; if a PC persists, he says she can call him the Storyteller. He expects the heroes to describe how they came to this dark place (Ravenloft) and asks what they want.

Assuming the PCs explain and ask for help in returning home, he asks them to tell him a new story. Give each player a turn: if he fumbles for words, pauses, or starts any typical fantasy story, the Storyteller cuts him off, says he's heard it before and tells the next PC to try. Once all of the player have a chance and fail, he continues:

"I've heard so many stories over the centuries that it's unfair of me to expect any of you to come up with a new one. So I'll make it easy on you. I've never heard the following words in a story. You must use these words, all of these words, and no other words. If you're successful, I'll tell you what you need to know".

Distribute **Player Handout #1**. If you have less than seven players, randomly hand out the sheets so each player has one. Allow the players ten minutes or so to come up with a story. Great literature is not expected. As long as the heroes use all the words on their list, avoid the words which aren't on their list, and make an effort to tell a coherent story, everything is fine. Don't worry about different forms of the words. If the PCs don't make a serious attempt at telling the story, each

suffers 1d4 points of damage per tier, allow them another few minutes to refine their story. If you need to continue this, increase the damage die type on later incidents. Remember the idea is for the players to have fun; if they seem to be frustrated, take it easy on them.

Note: This encounter is loosely based on a rumor that Theodore Geisel (Dr. Seuss) wrote "Green Eggs and Ham" in response to a bet that he couldn't write a book using just 50 words.

Once the players have successfully told their story, the Storyteller continues:

"An interesting story. I've heard better and I've heard worse, but not many. Pay attention, here is the answer to your questions. Anoint the grieving mother with the life's blood of her children's killer drawn by the blade of one who is young and pure of heart to release the apparition to the hereafter and open a portal for return to your point of origin."

The answer is repeated in **Player Handout Two**. The Storyteller isn't inclined to explain the meaning to the heroes. If the PCs are insistent, he says the following before escorting them out of the cave. "Start your search with Melinda Glass. Ask her why she doesn't fear that which dwells within her barn". He won't attack unless attacked and refuses to answer any further questions.

Here is what the Storyteller's answer is saying:

1. Anoint the brow of Melinda Glass with the blood of Lord Johnson of Tarlsberg.
2. Lord Johnson must die.
3. A child (13 years or less) who is pure of heart (good alignment) must wet a blade in the blood.
4. This releases Melinda (fades away as a ghost) and opens a portal allowing the heroes to return to Ravens Bluff.

Note that the child doesn't have to kill Lord Johnson, only dip a blade in his blood. There is a good chance the characters miss this subtlety, so don't correct them.

Proceed to Encounter Seven.

Storyteller, em F18 (Sage): Int Genius (18); AL N; AC 6 (Dex); MV 12; hp 130; THAC0 6, Longsword 1; #AT 5/2; Dmg 1d8+8/1d12+8; SA Weapon Specialization; SD Elven Immunities; MR Nil; SZ M (5' 8" Tall); ML 20. (Str 18/00, Dex 18, Con 17, Int 18, Wis 16, Cha 9). He wields a silvered long sword.

As a young adventurer, the one who became known as the Storyteller consumed a potion of Immortality. Freed from the need to worry about aging, even with the long lifespan of an elf, he dedicated himself to seeking knowledge. The storyteller visited many planes gathering tales before he stumbled into Ravenloft. He is ancient, close to 1100 years old. He has been gathering tales of Ravenloft and plans on staying another 1-2 years before he tries to escape. He lost his considerable stock of magic items in the incident which trapped him.

Encounter Seven: I'm Not (Entirely) Dead Yet

Read or paraphrase the following:

The Storyteller's words run through your heads as you make the trip back to Melinda's cottage. The return trip seems to take even longer than your earlier trip and the sky is dark before the smell of baking bread welcomes you. Several tents are set up in the clearing and whispers and giggles indicate that not all of the children have gone to sleep.

The PCs are likely to do one of two things. The first is look into the barn to see what is in there. If so, refer to Encounter Three for information on the catoblepas. The other option is to confront Melinda with the Storyteller's answer and ask for an explanation.

Threatening Melinda is a bad idea (see Encounter Five for her statistics). However, if the heroes act sympathetic and gently, but firmly question her, they learn the following:

1. Her husband died in a logging accident 10 years ago. He was cutting down a tree, but it didn't fall as expected and he was crushed. She was able to say goodbye to him, but when the log was removed by his companions, he died.
2. Her children were murdered by the local lord. His name is Lord Johnson. He's very old and is under some sort of curse. Unless he bathes in the blood of two children per year, his bones start to fuse and he's in enormous pain and can barely move.
3. There is a local festival to commemorate the occasion. It's called "Blooding Day". The lord lies in a trough in the town square while the sacrifices are hung from hooks and allowed to bleed into the trough.
4. After her children died, she was so despondent that she hung herself in the barn.
5. The wealthier citizens bribe the lord not to take their children.

6. The local people hate the lord, but are too weak to resist his demands.
7. As a matter of fact, Blooding Day is tomorrow. The sacrifice occurs at noon.

Melinda will answer other questions to the best of her ability, but she can't interpret the Storyteller's answer.

Hopefully, your players realize that an attack launched while the lord is lying in the trough gives them a significant advantage. In addition, preventing the sacrifice weakens the lord (the extent of the weakening depends on the party's tier). Allow the PCs some time to make plans. Michael is willing to help on the mission, if the heroes ask him. Make sure the heroes realize they need to leave early to arrive by noon after the four hour trip to Tarlsberg

Proceed to Encounter Eight. If you previously skipped Encounter Five and time permits, you can run it on the way to Tarlsberg.

Encounter Eight: High Noon

You leave Melinda's cottage well before dawn on your trip to Tarlsberg. After travelling for an hour on a rough path, you encounter a road. Tarlsberg comes into view after a few hours march. It is a small town of less than a thousand inhabitants. There is less activity on the streets than you would expect: the few locals around seem to scrupulously avoid looking at your group.

There isn't a map for Tarlsberg. There are about 20 commercial buildings (inns, general stores, bakery, etc) and about 100 peasant homes scattered around. There is a large walled keep on the edge of town, the obvious home of the local lord. The villagers ignore the party unless confronted. They hate Lord Johnson, but as zero level humans are unable to fight back. They don't help the PCs, but they don't hinder them either. If the PCs attack the Lord and seem to be having an effect, the townsfolk will join in the assault.

The keep is heavily guarded. If the heroes decide to assault the lord in his keep, figure there are 10x as many guards as will be at the ceremony and keep throwing guard patrols at them until they change their approach. Once they have wiped out three groups of guards. Lord Johnson, the executioner and 12 guards show up to take care of the problem. If the PCs manage to win, they deserve it.

The town square is dusty and sparsely populated. A small group of workmen is engaged in constructing a

small wooden scaffold. The scaffold may be complete depending on when the PCs arrive. The executioner and two guards pick up two young boys from the town jail and escort them to the scaffold at 11:45. Lord Johnson and four more guards arrive at the square at 11:55. Two guards and the executioner remain at the scaffold, while the other four guards spread out and keep an eye on the crowd. A number of peasants gather to watch the ceremony: from the blows and cursing they receive from the guards, it seems their presence was ordered. At 11:57 Lord Johnson lies down in a trough (roughly coffin sized) which has been placed beneath the scaffold. At 12:00 the executioner picks up the first boy and impales him on a meat hook (below the breast bone) hanging from the scaffold. At 12:02 the process is completed for the second boy. The boys arms and legs are bound. When the flow of blood slows, the executioner wiggles the body on the hook until the bleeding speeds up.

At some point, the heroes decide to attack. If the PCs can prevent the sacrifice from occurring long enough, Lord Johnson's bones fuse and he is no longer a threat. Once Lord Johnson is helpless, his remaining guards flee if they can do so. The executioner fights to the death. Lord Johnson's bones fuse at (Tier 1 - 12:04, Tier 2 - 12:10, Tier 3 - 12:15 and Tier 4 - 12:20).

The heroes are free to loot Lord Johnson's body once he is defeated (he has Bracers AC 5 and 400 gold pieces in cash). As his bones fuse, his movement slows and becomes jerky, and he screams in agony. By the time his bones are totally fused, he'd beg the heroes to kill him, but his jaws are locked shut. It's easy for anyone, including Michael to kill him. You may need to remind the PCs that they need some blood.

The journey back to Melinda's cottage goes without incident. Proceed to Encounter Nine.

Total Levels 4-13:

Guards (6), hm F1: Int Average (10); AL LE; AC 4 (Chain+shield); MV 12; hp 8; THAC0 19; #AT 3/2; Dmg 1d8+2/1d12+2; SA Weapon Specialization - Long sword; SD Nil; MR Nil; SZ M (6' Tall); ML 14.

Executioner, hm F5: Int High (14); AL LE; AC 3 (Plate mail); MV 12; hp 30; THAC0 15; #AT 3/2; Dmg 1d8+2/1d12+2; SA Weapon Specialization - Long sword; SD Nil; MR Nil; SZ M (6' Tall); ML 20.

Lord Johnson, hm F5/W6: Int Genius (18); AL CE; AC 3 (Bracers, Dex); MV 12; hp 60; THAC0 13; #AT 3/2; Dmg 1d8+6/1d12+6; SA Spells, Weapon

Specialization - Long sword; SD Nil; MR Nil; SZ M (6' Tall); ML 20. (Str 18/76, Con 17, Dex 16, Int 18).

Magic: *bracers of defense* AC 5.

Spells: 4/2/2: *color spray, magic missile x2, shield, detect invisibility, mirror image, dispel magic, lightning bolt.*

Total Levels 14-25:

Guards (6), hm F2: Int Average (10); AL LE; AC 4 (Chain+shield); MV 12; hp 19; THAC0 18; #AT 3/2; Dmg 1d8+2/1d12+2; SA Weapon Specialization - Long sword; SD Nil; MR Nil; SZ M (6' Tall); ML 15.

Executioner, hm F7: Int High (14); AL LE; AC 2 (Plate mail+shield); MV 12; hp 56; THAC0 12; #AT 2; Dmg 1d8+2/1d12+2; SA Weapon Specialization - Long sword; SD Nil; MR Nil; SZ M (6' Tall); ML 20.

Lord Johnson, hm F7/W8: Int Genius (18); AL CE; AC 3 (Bracers, Dex); MV 12; hp 90; THAC0 11; #AT 2; Dmg 1d8+6/1d12+6; SA Spells, Weapon Specialization - Long sword; SD Nil; MR Nil; SZ M (6' Tall); ML 20. (Str 18/76, Con 17, Dex 16, Int 18).

Magic: *bracers of defense* AC 5.

Active Spell - *stoneskin* (7)

Spells 4/3/3/2: *color spray, magic missile x2, shield, detect invisibility, invisibility, mirror image, dispel magic, fly, lightning bolt, fire shield (chill), minor globe of invulnerability.*

Total Levels 26-37:

Guards (6), hm F4: Int Average (10); AL LE; AC 2 (Chain+shield+Dex); MV 12; hp 34; THAC0 16; #AT 3/2; Dmg 1d8+2/1d12+2; SA Weapon Specialization - Long sword; SD Nil; MR Nil; SZ M (6' Tall); ML 16.

Executioner, hm F9: Int High (14); AL LE; AC 0 (Plate mail+shield+Dex); MV 12; hp 90; THAC0 10; #AT 2; Dmg 1d8+2/1d12+2; SA Weapon Specialization - Long sword; SD Nil; MR Nil; SZ M (6' Tall); ML 20.

Lord Johnson, hm F8/W9: Int Genius (18); AL CE; AC 2 (Bracers, Dex); MV 12; hp 115; THAC0 10; #AT 2; Dmg 1d8+6/1d12+6; SA Spells, Weapon Specialization - Long sword; SD Nil; MR Nil; SZ M (6' Tall); ML 20. (Str 18/76, Con 17, Dex 17, Int 18).

Magic: *bracers of defense* AC 5.

Active Spells - *stoneskin* (8).

Spells 4/3/3/2/1: *color spray, magic missile x2, shield, detect invisibility, invisibility, mirror image, dispel magic, fly, lightning bolt, fire shield (chill), minor globe of invulnerability, cone of cold.*

Total Levels 38+:

Guards (6), hm F6: Int Average (10); AL LE; AC 0 (Chain+shield+Dex); MV 12; hp 51; THAC0 14; #AT 3/2; Dmg 1d8+2/1d12+2; SA Weapon Specialization - Long sword; SD Nil; MR Nil; SZ M (6' Tall); ML 17.

Executioner, hm F11: Int High (14); AL LE; AC -2 (Plate mail+shield+Dex); MV 12; hp 100; THAC0 8; #AT 2; Dmg 1d8+2/1d12+2; SA Weapon Specialization - Long sword; SD Nil; MR Nil; SZ M (6' Tall); ML 20.

Lord Johnson, hm F9/W10: Int Genius (18); AL CE; AC 1 (Bracers, Dex); MV 12; hp 130; THAC0 9; #AT 2; Dmg 1d8+6/1d12+6; SA Spells, Weapon Specialization - Long sword; SD Nil; MR Nil; SZ M (6' Tall); ML 20. (Str 18/76, Con 18, Dex 18, Int 18).

Magic: *bracers of defense* AC 5.

Active Spells - *stoneskin* (9).

Spells 4/4/3/2/2: *color spray, magic missile x2, shield, detect invisibility, invisibility, levitate, mirror image, dispel magic, fly, lightning bolt, fire shield (chill), minor globe of invulnerability, chaos, cone of cold.*

Encounter Nine: Conclusion

Once the heroes return to the cottage, they need to put the blood of the slain lord in contact with Melinda's skin to free her and open a portal for their return home. Melinda asks the heroes to look after all of the children when she leaves. When they are ready to continue, read or paraphrase the following:

As the blood touches Melinda's skin, she begins to dissolve into nothingness. Melinda smiles at you as she is consumed. "Thank you for freeing me. You have my thanks and blessing", she whispers. A crash catches your attention. Looking around you see the cottage and barn have decayed at an amazing rate and collapsed into twisted masses of rotted wood. The gardens, neatly tended just moments earlier, are overgrown with weeds and barely distinguishable from the encroaching woods. You'd swear the woods are moving inwards as you watch. A silvery radiance lingers, surrounding what was once Melinda's body.

The heroes need to dive through the outline of Melinda's body to return to Ravens Bluff. The portal remains open for one turn, although it slowly shrinks before disappearing. The children follow the PCs through the portal. Upon returning to Ravens Bluff, the heroes can hunt down the hearth fiend if they did not dispatch it earlier.

Each PC receives a fame point in lower class as the recovered children spread tales of their deeds..

The End

Experience Point Summary

Experience is calculated as follows for Living City Events.

1. Sum the experience listed below for objectives.
2. Assign discretionary role-playing experience (0-500 points). These should reward accurate character portrayal throughout the adventure, not just how well the PC interacted socially.
3. Finally, multiply the total by the tier according to this chart:

Levels 4-13:	Tier 1
Levels 14-25:	Tier 2
Levels 26-37:	Tier 3
Levels 38+:	Tier 4

PCs should get the experience points of the tier for which they qualify, regardless of which tier is actually played. For example, if you have a Tier 3 group and you have to bump the combats by one tier to challenge them, they still get the experience points for a Tier 3 Group, not a Tier 4 group.

Encounter One

Realized Michael didn't send animals 50 xp

Encounter Two

Defeated hearth fiend without assistance 300 xp
OR
Defeated hearth fiend with assistance 150 xp

Encounter Three

Investigated barn and discovered catoblepas 50 xp

Encounter Five

No PCs went unconscious or died 50 xp

Encounter Six

Avoided damage from the thorn thicket. 50 xp

Encounter Eight

Rescued sacrifices 100 xp
Defeated Lord Johnson and his men 150 xp

Total Experience for Objectives: 750 xp
Role-playing Experience: 0-500 xp

Total Possible Experience 1,250 xp

For Tier 2:	2,500 xp
For Tier 3:	3,750 xp
For Tier 4:	5,000 xp

Treasure Summary

If it's not on this list, the PCs cannot keep it. This is a house rule which overrides what they may actually acquire in the scenario.

Encounter Two:

- Blacksmith tools can be sold for 250 gp.
- *Obsidian war eagle* - When worn by a single-classed fighter, the eagle adds +1 bonus to melee attack and damage die rolls. If worn within the area of effect of an *Eldath's origami peace crane*, it animates and attacks the crane, destroying both.
- Payment for mission: A total of 3 gold pieces, 6 silver pieces and 24 copper pieces.

Encounter Five:

- two rubies worth 1000 gp each
- Elven *short sword* +2, +3 versus dwarves

Encounter Eight:

- *Bracers of defense AC 5*
- 400 gold pieces

Encounter Nine:

- Melinda's Blessing - This blessing allows a saving throw vs death magic to avoid the next aging or energy drain attack upon the hero by an undead creature. It functions one time. The blessing is not tradeable.

Fame Award

All PCs gain one point of fame in lower class.

Player Handout One

Player #1 Words

Castle Evil Silver Baron
Walked Witch Buy Greasy
Wall Saw Eye Polar

Words Anyone May Use

He Will That We Past When With Of
She Was The A Our Out For On
It Is I And Or In To They

Player #2 Words

Princess Good Gold Lake
Screamed Moan Trap Clean
Dagger Swam Back Dark

Words Anyone May Use

He Will That We Past When With Of
She Was The A Our Out For On
It Is I And Or In To They

Player #3 Words

Dragon Beautiful Cream Tower
Burned Terror Search Harm
Saddle Shear Arm South

Words Anyone May Use

He Will That We Past When With Of
She Was The A Our Out For On
It Is I And Or In To They

Player #4 Words

Battle Ancient Teal Lord
Fled Churn Close Viscous
Squire Cut Hand High

Words Anyone May Use

He Will That We Past When With Of
She Was The A Our Out For On
It Is I And Or In To They

Player #5 Words

Horse Mournful Purple Garden
Ran Mist Paid Rotund
Lance Spread Leg North

Words Anyone May Use

He Will That We Past When With Of
She Was The A Our Out For On
It Is I And Or In To They

Player #6 Words

Sword Ugly White Dungeon
Killed Door Shun Shady
Ball Throw Belly Down

Words Anyone May Use

He Will That We Past When With Of
She Was The A Our Out For On
It Is I And Or In To They

Player #7 Words

Daughter Holy Red Forest
Fought Sweat Open Heavy
Baby Toss Head West

Words Anyone May Use

He Will That We Past When With Of
She Was The A Our Out For On
It Is I And Or In To They

Player Handout Two

Anoint the grieving mother with the life's blood of her children's killer drawn by the blade of one who is young and pure of heart to release the apparition to the hereafter and open a portal for return to your point of origin.

DM Aid One - Ravenloft Adjustments

Ravenloft is a dark, twisted world dominated by evil. A sense of danger and foreboding should be conveyed. The atmosphere should be mysterious; something sinister is happening, but its exact nature is unknown. Evil acts are occurring under cover of swirling fog and mist. The world is one of gothic horror: if you strive to create a mood similar to that created by classic horror films such as "Frankenstein" and "Dracula", you are right on target.

Non-human characters are viewed with suspicion (-1 reaction).

Paladin changes: detect evil - just tell them that they don't detect any evil; protection from evil 10' radius - only causes a -1 on attacker's rolls to hit; turning undead - see below; spells - see below.

Cleric changes: turn undead - see below; spells - see below.

Ranger, Wizard, Thief, and Bard changes; spells - see below; Bards do not have general knowledge of Ravenloft.

Turning undead is more difficult in Ravenloft. In order to use the standard AD&D turning table, find the cleric's normal column and then use the column to its left. Therefore, first level clerics have no chance of turning undead.

Evil alignment can NOT be detected by any spell or the paladin's special power. (They detect law versus chaos instead, so a Chaotic Good PC detects as Evil, but a Lawful Evil NPC does not.) Know Alignment shows Chaotic, Neutral or Lawful only.

There are a number of spells whose use in Ravenloft can lead to temptation by the powers of evil. If you are familiar with Ravenloft, feel free to go ahead with the standard rules. Otherwise, use the following simplified rules. Any reversed clerical spell, any clerical spell of the necromancy sphere, and any magic spell of the school of necromancy will have its duration, range, or effect increased by 50 percent (you choose the most appropriate). However, each use of these spells has a 25% chance of granting two extra hit points and causing a minor disfigurement (small horns, short claws, forked tongue, pock marks, etc. which reduce Charisma by two) to the caster. If the use of the spell was for totally good intentions (such as neutralize poison in most cases), ignore the 25% chance. However, any questionable conduct (lying, stealing) has the same 25% chance of the reward and punishment. Any evil act has a 50% to 100% chance of bringing these effects. Whenever someone is rewarded, they have a feeling of being strengthened by evil. The extra hit points and disfigurement disappear when the heroes leave Ravenloft.