

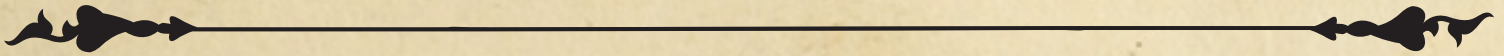
Ravenloft

Ruleset



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RAVENLOFT® RISES : D&D® 5E SYSTEM RULE- SET

Campaign Lore Dossier

Disclaimer. A careful DC 8 Intelligence (Investigation) check reveals that this document is formatted to look similar to a themed version of the world's greatest roleplaying game; a fan flavored forgery if you will.

Archive Caveats

The following rules addendum is composed entirely of variant and additional rules to complement the official ruleset for the worlds greatest roleplaying game. These rules are completely free to use. If you have any questions, comments, or suggestions, please email us at roycarva01@gmail.com. This section welcomes the reader with a proviso of specific stipulations, conditions, or limitations within the structure of the Ruleset Dossier in the Demiplane of Dread:

Advice. Included is advice on using and applying the rules adjudicating when not to use them.

Modular. Much of this document is designed to be flexible. DMs should use what they want and ignore what they don't.

Not a Replacement. This is in no way a replacement for any of the previous Ravenloft® products. At least one version of the Campaign Setting is required, and strongly encouraged.

Homage. Importantly, this was inspired by the work on Mistfinder, also Jester's 4E Rules Pamphlets, Ryan Naylor's Domains of Dread for Pathfinder, WhiteWolf's Ravenloft® 3rd edition, and TSR's Ravenloft® for AD&D.

Reference. If you plan on running a Ravenloft Game us-

ing this document there are a few books you may find useful. The Ravenloft Campaign Setting "Red Box", and/or the Domains of Dread hardback for Advanced Dungeons and Dragons are suggested when using the Dungeons and Dragons 5e system Players Handbook, Dungeon Master's Guide and Monster Manual. And, obviously, The Curse of Strahd module.

Ravenloft Rises

D&D rules are quite adequately represented today as whole frame of singular perfection, even considering that the current edition finds place to wrap enough of a fair representation of classical D&D® concepts, or legacy themes. It is natural to understand at this point that, Ravenloft® storytelling and rulesets are going to have different mechanics from edition to edition. Ravenloft® is classical gothic horror; many mysteries surround Count Strahd, his castle Ravenloft®, and the lands of the Mists. And of course the countless variety of Domains of Dread, and the Darklords therein. Although Ravenloft is an artificial realm, full of supernatural horrors, it has the veneer of normalcy. Like a corpse that appears fresh until some disturbance sends its hidden corruption spilling into view, unnatural forces in the Land of the Mists normally remain hidden. Creatures like vampires or werebeasts move disguised among normal humans; magic is contained within isolated towers and the cloisters of universities, and lacks the obvious flair it has in other realms. Even demi-humans like elves and dwarves are rarer, and hide themselves away.

Magic, especially divine magic, does not have the same visual stigmata that it does in other realms. Wherever possible, it is silent and invisible. Those that are subject to it are in no doubt of what they have encountered, but others standing nearby may be blissfully unaware that anything has happened.

Scholars in the most advanced domains in the Land of the Mists often treat magic as a natural study, using labels like psychic science or fundamental energies. Many maintain that the unnatural is simply what is misunderstood, and with enough study, magic will be shown to be some combination of natural forces and psychosomatic influence, tangled in superstition. Of course, those who can harness the most powerful forces may think otherwise, but they keep their thoughts—and their power—to themselves.

Ravenloft may be used as a full setting where the players are permanent residents of this dread realm. The mists however are restless and may drift over any campaign setting, giving your players a taste of a weekend in hell, before retreating.



Rules in the Demiplane of Dread

Fear, Horror and Madness

This document examines one of the most important rules used in the Ravenloft® campaign setting: Fear. When combined with the powers checks, horror and madness presented in other documents, they form the core of the RAVENLOFT ruleset (along with curses). Heroes in a Ravenloft® campaign may find themselves facing slaving monsters that can slay with a touch, haunted by the memory of horrendous cruelty, or exposed to alien forces that can wrench their minds apart; these rules can be implemented into a campaign with little or no change in the core dynamics. Fear, Horror and Madness checks, are saving throws, as such, they are treated as Wisdom or Charisma saves. Resulting from exposure to something terrible or unnatural. They are independent of magical fear or any other game effect, so a PC attacked by a dragon must make a fear save and a save against frightful presence. They are not an action and are generally rolled as part of another activity, such as an initiative check or skill check. Characters that are immune to magical fear gain advantage instead to fear and horror saves, but are not immune to them. If the character makes the save, they are immune to

WHEN TO USE FEAR, HORROR AND MADNESS?

Ravenloft is a setting of gothic narrative. A mist shrouded land where villains are given power, but have an inability to grasp what they most desire. Ravenloft is an oubliette, seemingly watched over by Dark Powers. The mist that surrounds the land and the very earth itself is cursed it is under the sway of these dark powers. Some see the Land of the Mists as a prison, a fickle experiment or even a crucible where the resolve of heroes is tested.

Fear and horror checks are always optional. If one is called for, it is recommended that the Dungeon Master allow the players a few moments to decide upon a reaction. If a character's reaction shows good role-playing of fear and/or horror, then the Dungeon Master might allow the character to skip the check. If a character acts nonchalant or cavalier in the face of horror, then apply the check. Any player who does a good job in role-playing may be able to play the entire adventure without making fear or horror checks. He will remain in control of his character as long as his character act appropriately. If the player does not do a good job of role-playing, then the dice will make decisions for him. He must make fear and horror checks and may suffer the consequences for them. It is possible that he will lose control of his character for short periods of time.

that specific source of threat. Generally, the DC of one of these saving throws for a scene in Remember Ravenloft® storytelling should be determined by DM. As usual, the DM uses special guidelines when setting the saving throw DC for a Fear, Horror, and/or Madness checks when it comes into play.

Remember that higher level characters have more experience than lower level characters, and as such, may not be afraid of the same things Likewise, a scene of bloody slaughter is probably more confronting for a bookish wizard than a warrior; Importantly; Fear, Horror and Madness saves add somewhat of a slight layer of complexity to the 5e system. This significant variant rules have been added to the games framework, most presented through the document accordingly, and others referenced in the appendix of this pamphlet. You'll be required to examine NEW game mechanics such as the Stages of Madness, the Horror Constraints, and additional conditions such as Startled, Tormented, Confused, Insane, Shaken and Broken. Furthermore, a character afflicted with the effects of a failed Fear, Horror and Madness are subjected to specific roleplaying effect from the Short-Term Madness table for 1d10 minutes.

Fear Check

Also known as shock, panic, or terror; characters feel fear when physically threatened or in a combat situation. Typically, a person or thing is frightening. Fear is never an encounter and never awards experience. It is simply a condition akin to environmental effects, such as terrain. It is not a hazard in its own right. As a guideline, Fear checks are made when a character (or the party) actually face(s) a monster that the DM determines as fearsome. The affected character becomes frightened and must use his or her action and movement each round to flee from the source of the fear (as if affected by the Fear Spell). The DM uses the monster's stat block when setting the saving throw DC for a Fear check when a situation incurs a frightening encounter with a menacing creature.

Fear save DC= 5 + (the monsters total Hit Dice). If it fails the saving throw, it is frightened for 1 minute, the creature may attempt a new save at the end of each of his turns to end the frightened condition.

Fear checks are independent from magical fear or any other game effect, so a PC

confronting a lich must make a fear save and a save against its frightening gaze. They are not an action and are generally rolled as part of another activity, such as an initiative check or skill check. Note how characters that are usually immune to magical fear, instead gain advantage to fear checks. If the afflicted character makes the save, they are unaffected by that specific source of terror. Fear checks require some judgment calls on the part of the DM; while a simple pit trap won't send anyone into a wild panic, a sealed room with sliding walls that slowly push the heroes into a pit filled with whirling blades might.

Do Make a Check

Unknown Foe. When the character is unaware of the nature of their enemy, or is mistaken regarding its nature. This check is made when the mistake becomes apparent.

Unprepared. If confronted by something that the character does not feel ready, prepared, or equipped to fight. The check is made when the lack of preparation becomes apparent.

Deadly Enemy. If a character has fought a foe before and been easily defeated, they still have to make a Fear check when confronting it. This applies even if they know its true nature and are prepared. The check is made when the foe is identified.

Surprised. Being surprised is shocking and often calls for a Fear check. The check is made at the beginning of the first round of combat.

Do not Make a Check

Well Known Critter. If the character is facing something that is similar to something they have previously defeated, then they do not require a Fear check.

Prepared. If a character has planned for the encounter and feels ready to fight, they do not require a Fear check.

Out of combat. Fear is not meant to be used outside of combat encounters. The Horror checks more appropriate for roleplaying scenarios.

Frightened Monsters. In rare situations it might even be appropriate to have opponents be frightened. To determine whether a creature or group of creatures

flees out of fear, the DM is encouraged to use the alternative rules of Morale, as presented in Chapter 9 of the Dungeon Masters Guide.

Determining Advantage and Disadvantage

When a Fear save is prompted by a menacing creature, the DM must also determine if circumstances also affect the situation when this check is factored. Thus a menacing situation might affect the result of the Fear check without affecting the DC target number.

The following situations grant Advantage to a Fear Saving Throw:

- Character or ally possesses something that has proven to be useful against the threat.
- A loved one or an innocent is endangered.
- Character has defeated a similar threat in the past.
- Character is in close quarters (no place to run).

The following situations grant Disadvantage to a Fear Saving Throw:

- Character has faced and been defeated by a similar threat within the past.
- Character is alone or party is outnumbered.
- Character has lost more than half of his or her maximum hit points.
- Menace is two size categories larger than the biggest member of the Group.

Horror Checks

Horror saves are typically prompted by unusual, unique situations rather than by creatures, so unlike fear saves there's no quick formula to DC. Instead the dungeon master should use his best judgment to apply a difficult class to the scene. As a rule, the more gruesome, abnormal and/or insane the scene, the higher the DC should be. A few examples follow.

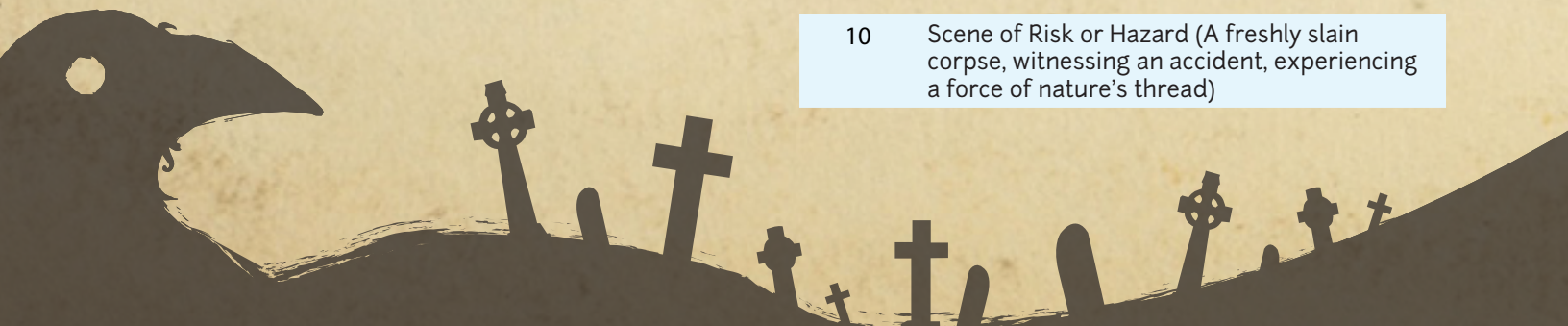
Horror Checks

DC Minor

Example

8 Signs of violence (a pool of blood, a torture room, desperate screaming from someone)

10 Scene of Risk or Hazard (A freshly slain corpse, witnessing an accident, experiencing a force of nature's threat)



- 12 A scene of pain or suffering (a doctor sewing wounds shut, a beggar ravaged by a disease, observing, running out of light sources in a dark environment)

Moderate Horror

- 16 A Scene of Woe (fall in a pit with no way to climb up, casualties of war, experiencing the effects of a strong drug for several hours)

- 18 A scene of terrible agony (torture, involuntary polymorph, buried alive)

- 20 A scene of evil, cruelty (an altar with children's bodies on it, being imprisoned in a haunted building with no apparent escape)

Major Horror

- 25 A scene of madness (dismembered bodies turned into marionettes, having to commit cannibalism, behold a Demon Lord or Great Old One summoning)

- 28 Being enforced to commit a transgression (magically commanded to commit an act of madness, being involuntary involved in an evil act, imposed by coercion to assassinate an ally)

- 30 Malign paradigm shift. **This occurs when a creature undergoes a change from one way of thinking to another, usually from an external factor. It's a revolution, a transformation, a sort of metamorphosis surrounding his environment. It just does not happen, but rather it is driven by agents of change. This is the highest form of Horror to incorporate in your games narrative (see below for further details).**

A "malign paradigm shift" is a situation in which a character discovers that an important element of the surroundings is not only drastically "wrong," it has been so all along, unbeknown to the character.

Examples include PCs realizing that they are the only people in the town who aren't evil shapeshifters, character discovering they are already dead and they've been playing the game as ghost/undeads for a while. **Also includes realizing that you have been helping an evil entity to commit his endeavors while your character was convinced to be doing a noble cause.**

If a character fails horror save, the player should roll 1d4 and compare it to the effects category, selecting a specific Horror symptom.

Catastrophic Failure: In addition to these con-

straints, a character may experience the terrible effects of misfortune (i.e. rolling a natural one), this is referred to as Catastrophic Failure, said character suffers moderate effect for a failed minor horror, a major effect for a failed moderate horror check or gain one additional level of exhaustion on a major horror check.

Minor effects

(1d4)	Constraint	Condition
1	Aversion	Frightened (1 min).
2	Fear Struck	Startled (3 min.)
3	Frozen	Stunned (3 rounds)
4	Nausea	Exhaustion, stunned (3 rounds)

Moderate effects

1	Nightmares	Tormented (1 day)
2	Obsession	Tormented (1 day)
3	Rage	Confused 1 min (see description)
4	Revulsion	Shaken (1 week)

Major effects

1	Fascination	Charmed (1 week)
2	Haunted	Confusion** (special)
3	Sanity shock	Unconscious (3 rounds)
4	Cardiac stroke	Unconscious (1 rounds)

**plus ability score damage

HORROR CONSTRAINTS

Aversion: The character is **frightened** for 1 minute. After being attacked the character can save at the end of each of it's turns. If the targets save is successful or the duration ends, the frightened condition ends but the aversion condition continues to affect the target if he is within 50ft of the location that provoke the check or any other similar place. He will be **shaken**. The character recovers from aversion after a long rest.

Fear Struck: The character is panicked. Suffers **startled** condition for 3 minutes. After that he suffer no further effects.

Frozen: The character is momentarily overwhelmed by the scene before him and can take no actions for 3 rounds. He is considerate **stunned**.

Nausea: The sight causes the character to

become physically ill. He suffers **one level of exhaustion**. For 3 rounds he can't take actions and moves at half speed as he struggles to retain his last meal. Is considered **stunned**.

Nightmares: For the moment that character is merely **frightened**. This frightened condition last for 1 minute. However the next time the character try to go to sleep (take a long rest), the horrific events of the scene will play themselves out again in his mind, causing the character to wake with screams after just a few minutes, the nightmares returned every time he tries to sleep preventing rest. For as long as these horror effect last the character is **tormented**.

The character can save after one day of the event, and retry the save every day after (the DC is the same)

Obsession: The character is unable to shake this horrific memory. He continually replays the events in his mind, mumbles about them under his breath, and try to bring all conversation back to this terrific topic. His obsessed mind becomes clouded and he seldom sleeps.

The character ignores his health while obsessed. The character is **tormented** for the next seven days. The character can save at the end of each day, if the save is successful the condition ends.

Rage: The character's mind is overwhelmed by primitive, mindless fury directed toward the source of Horror. He must drop anything in his hands that is not a weapon, then rush forward to attack the object of his hatred in melee. Must use his action to attack and cannot retreat, is not in control of his actions and won't stop attacking the object of his hatred even if it is destroyed. The character is **confused** for 1 minute.

Revulsion: Works much like aversion, the character will be frightened for the horror scene, afterwards will be **shaken** if it's exposed to anything that merely reminds him of the horror scene. A character horrified by a vampire attack may suffer repulsion upon seeing a large swarm of bats or hearing the conversational mention of a vampire for example. The character can save after seven days, if the save is successful the condition ends.

Fascination: The character starts believing that the source of fear is way too powerful, and starts think-

ing that the only option is to be a participant, he then develops a morbid fascination with the scene. This Obsession becomes so overpowering that it wraps the character's personality. The fascinated character may eventually believe that the source is omnipotent; The character is **charmed** permanently.

As an example: a character who becomes fascinated after witness a vampire cult draining the blood from a victim in a dark ritual may seek out the vampires and offers his servitude.

The character can save after seven days, if the save is successful the condition ends.

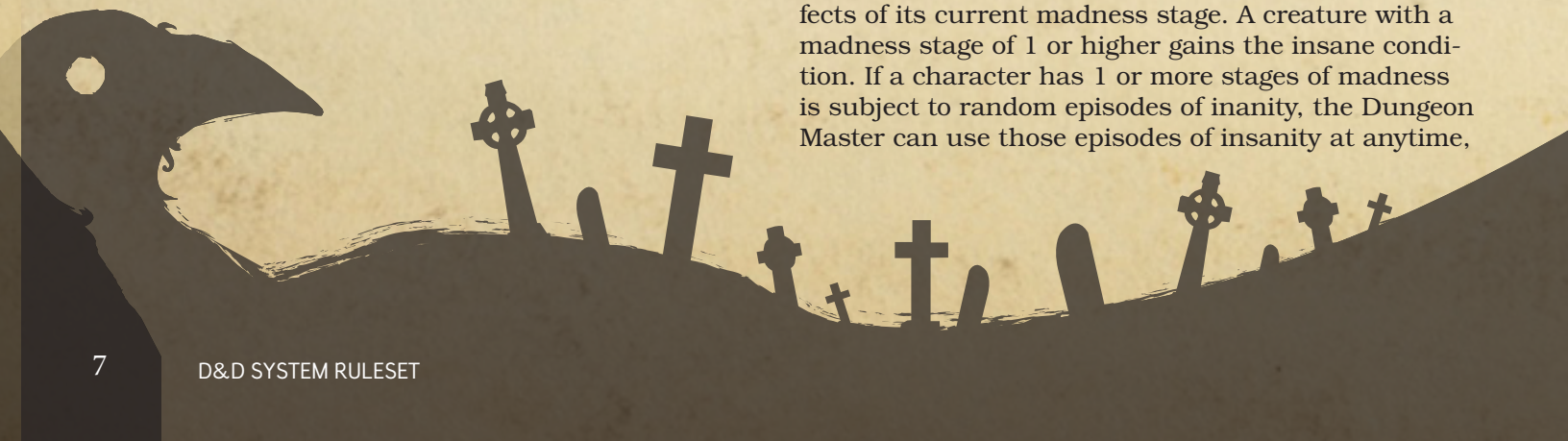
Haunted: Witnessing the horrific scene shatters the character ability to see good in the world. He suffers Obsession moderate horror effect and also suffers a decrease in his ability scores. He takes 1d4+1 damage in constitution and charisma scores. Once he recovers the ability scores to normal the condition is removed.

Sanity Shock: The character's mind simply shut down unable to comprehend what it is witnessing while suffering from mental shock the character can take no action and is considered **unconscious**. Sanity shock last 3 rounds. After that he can retry the save but if he fails the condition persist, he can retry this save every 3 rounds(after 6 rounds in sanity shock he gains advantage on the saving throw). After the shock the character takes 1d4+1 damage on both intelligence and wisdom.

Cardiac Stroke: The shock proved to be too much for the characters heart, he must make a constitution saving throw against the same difficulty class. Then take 3d6 constitution damage on a failed save or half as much in a successful one. The character falls unconscious for 1d4 rounds even if the save is successful.

MADNESS CHECKS

Some special abilities, spells such as contacting an alien mind through telepathy, summoning a fiend or even raise dead can lead to an special condition called madness. Madness is measured in five stages. A creature's madness stage starts at 0, meaning the PC has a healthy mindstate. A creature suffers the effects of its current madness stage. A creature with a madness stage of 1 or higher gains the insane condition. If a character has 1 or more stages of madness is subject to random episodes of inanity, the Dungeon Master can use those episodes of insanity at anytime,



when the **character** is facing high levels of stress, during an encounter or an skill challenge (and apply any of those conditions any time he wishes) as long as those are properly justified for the characters mental illness.

The Madness has different number of associated conditions that the dungeon master can use on the episodes, effects and durations are based on the severity of the madness that the character have.

Taking a number of months of downtime equal to the current madness stage reduces a creature's madness stage by 1, provided that the creature has also get psychological help during the time. (Check Healing and Recovering bellow)

Madness Effects and Suggested Conditions

Table 1-1 Random Madness 1d8

1d8	Madness Effect	Minor (stage 1-2)	Major (stage 2-4)
1	Horror/ Phobia	Restrained or shaken up to 10 minutes	Frightened for up to 10 minutes or poisoned for 1 hour.
2	Depression	1 level of Exhaustion or poisoned for 1 hour	2 levels of Exhaustion or tormented for 1 day
3	Catatonia	shaken or poisoned for 10 minutes or unconscious for 1 round.	Incapacitated for 1 minute or unconscious for 3 rounds.
4	Delusions	Blinded and deafened for 10 minutes or charmed for 3 rounds.	charmed for 1 hour or confused for 10 minutes
5	Hallucinations	Blinded and deafened for 10 minutes or confused for 3 rounds.	Frightened and for 10 minutes or poisoned for 1 hour.
6	Schizophrenia	stunned for 1 round or confused for 3 rounds.	incapacitated for 10 minutes or shaken for 1 hour
7	Multiple Personalities	charmed for 1 hour or confused for 10 minutes.	
8	System Shock	2 levels of exhaustion, or unconscious for 1 minute.	3 levels of exhaustion or incapacitated for 1 hour.

Madness Final Stage

The Dungeon Master applies the Broken condition to a character reaching the 5th and final stage of

madness, a character then gains the broken condition and has 24 hours of control of his character, after that the Dungeon Master has total control of the character's actions. Most players kill their own characters by themselves to prevent further damage to the character's ideas and goals. After the 24 hour period the player has no control over the character's actions and even if another player is able to command, charm or control the character's mind or body, he'll suffer from disadvantage to all rolls and his proficiency bonus drops to +2, because he has no will to fight or do anything. A Dungeon Master may choose to give the player more time with his character if the player is doing a good roleplaying with the madness, and can even let him keep his proficiency at full for a few days. Alternatively the Dungeon Master can decide a different end, not a suicide but something much worse, depending on the madness roleplaying narrative, the character can end up betraying the party, committing disgusting behaviors, permanently in a mental hospital, working as a spawn for a evil creature or any other behavior that he see fits.

This condition is permanent and cannot be restored by normal magic, not even resurrection on a dead character will restore this condition.

APPENDIX ALPHA : NEW CONDITIONS

Shaken. You are frightened and can't stop shaking, A shaken creature have disadvantage on ranged attack rolls, dexterity saves and dexterity checks.

Tormented. Your mind is swarmed by nightmares, A tormented creature can't benefit from a long rest, recover no hitpoints, hit dice or spell slots, The creature can still benefit from a short rest benefits.

Confused. A confused creature can't take reactions Before taking any actions must roll 1d10 every round, on a roll of 9-10 the character can act normally, otherwise the DM chooses whether the character, moves, attacks or does nothing on his turn.

Insane. An insane creature has vulnerability to psychic damage.

Broken. A broken character mind is forever lost, the player must choose what is going to be the final destiny for his character before he loses his mind, the player can either leave the decision to the dungeon master and lose control over the character or attempt to suicide. He has 24 hours to do so or otherwise he will lose control over the char-

acter.

HEALING AND RECOVERING

Natural and Magical recovery works different on the demiplane, specially when recovering from permanent hit point loss, ability damage and madness. Some creatures can deal damage to the character's hit point maximum and as well some can deal ability damage, but this is more powerful and hard to recover in the demi plane.

Spells like lesser restoration and greater restoration are particularly precious on this situations, those spells have an additional effect.

A Long Rest recover only 1 point of ability damage or maximum hit point damage per day .

Lesser restoration heals 1d4+ spell casting ability modifier worth of maximum hit point damage

Greater restoration heals 6d8+ spell casting mod worth of maximum hit point damage and ability damage. Gives you advantage on the saving throws made against madness checks for the next 24 hours

Transmuters stone Panacea: Restore all permanent damage and ability drain, It also reduces the madness stage by one (unless you have the broken condition).

Wish: restore all permanent damage and ability drain, It also reduces the madness stage by one.

ALTERED CLASS FEATURES

No power can give you immunity to conditions and it's impossible to detect the alignment of any creature. If a class feature gives you any of this, it doesn't in the demiplane of dread. Some examples follow, use those guidelines to change any other ability that provides similar effects.

Stillness of Mind: You can use your action to roll a saving throw to end an effect on yourself that is causing you to be charmed or frightened. (The saving throw and DC is the same as of the spell or effect that cause it)

Purity of Body: You gain advantage on saving throws against poison and diseases. You also gain resistance

to poison damage.

Divine Sense: This kind of ability does not exist at all, paladins gain the ability to detect innocent people. An innocent is any creature who have never committed a dishonest act in his life (normally only saints or babies are innocent)

Divine Health: You gain advantage on saving throws against diseases.

Aura of Courage: You and friendly creatures within 10ft of you gain advantage on saving throws against fear and horror. At 18th the range of this aura increases to 30ft.

ALTERED MAGIC

This now the moment still in the dread. When Sorcerers use their baleful power. When Graves give up their buried dead to profit by the sanctioned hour.
-Matthew Lewis, The monk-

A cleric uses a magical glyph to seal an ancient crypt, tapping the evil within. A necromancer toils in a monolight graveyard, animating a horde of undead minions. Many characters in ravenloft possess the power to twist or even shatter the laws of nature for their own ends. Magic allows mortals to control men's minds, smite their foes with supernatural energies, or even brought life to the Dead. In short, magic allows mortals to play at being gods.

This section details the limitations and consequences of using Magic under the cold gaze of the Dark Powers

All spell effects and supernatural powers in Ravenloft must obey the following guidelines use these guidelines when introducing new magic into Ravenloft. Of course a DM can also fine tune these rules to foster a more horrific atmosphere in any setting.

Abjuration

These spells would normally return an extraplanar creature to its home plane, but the Dark Powers do not allow such an easy escape. Instead, they transport the creature to a random location (selected by the DM) within Ravenloft.

Spells like BANISHING SMITE and BANISHMENT are subject to this rules, and any creature in Ravenloft is considered native to Ravenloft for spell purposes (the target will go to another place within ravenloft for the spell duration).



Conjuration

These spells can teleport creatures to fight for you and teleport you or your allies from one place to another, even travel through different planes, this is particularly restricted in ravenloft.

Any creature you summon into the demiplane is forever trapped, but it is under your control for the duration of the spell, after that the creature is free to act and cannot go back to his home plane. Teleportation cannot go beyond the limits of the Domain you are in, not even planeshift works.

Spells like **CONJURE ANIMALS**, **CONJURE FEY** and **CONJURE WOODLANDS BEINGS** are **NOT** subject to this rules, but because the creatures are from the demiplane itself they will appear and go back as normal.

Spells like **CONJURE CELESTIAL**, **CONJURE ELEMENTAL** and **CONJURE MINOR ELEMENTAL** are subject to this problem, after the spell duration the creatures will realize that they are trapped in the demiplane and turn against the caster.

Spells like **TELEPORT**, **TELEPORTATION CIRCLE**, **TRANSPORT VIA PLANTS** and **PLANESHIFT** will never be able to get you out of the demiplane, not even **WISH** will. And is under the DM discretion if those spells work to travel between different domains.

Divination

Divination is notoriously untrustworthy in Ravenloft, except in the hands of the Vistani. The Dark Powers shield undead creatures. Such creatures can always attempt a wisdom saving throw to avoid any divination spell effect.

Spells like **DETECT EVIL AND GOOD** doesn't work at all.

Spells like **ARCANE EYE**, **CLAIRVOYANCE** and **SCRYING** are very much alike, they both create a **VISIBLE** arcane sensor, resembling the caster's eyes. Any creature can attempt a perception check against the caster DC to detect it. And the caster is vulnerable to attacks sent through the sensor (like gaze attacks).

Its also dangerous to contact creatures from other planes of existence, an alien mind can be too complex for oneself to understand.

Spells like **CONTACT OTHER PLANE**, **RARY'S TELEPATHIC BOND** AND **AWAKENED MIND** (Warlock class feature) are affected and dangerous when establishing mental contact with any undead, plant, fiend, celestial or aberration. Any creature creating

such a contact willingly have to make a charisma saving throw or increase his current madness layer.

Necromancy

Necromantic spells disrupt the natural cycles of life and death. Most of the necromantic Spells are enhanced or have undesirable effects.)

Spells like **RAY OF SICKNESS**, **VAMPIRIC TOUCH**, **CIRCLE OF DEATH**, **HARM**, **FINGER OF DEATH** and **POWER WORD KILL** will additionally to the normal effects, create any number of undead creatures as a result of the necromancy. Those undeads are not under the caster's control.

Spells like **ANIMATE DEAD** and **CREATE UNDEAD** will create undeads as usual, but every undead created can make a wisdom save against your spell DC, on a successful save it will not be under the caster control.

Spells like **RAISE DEAD** and **RESURRECTION** have a serious impact of the character's mind. A character raised from the dead gain no benefits to his mental state (his madness stage), instead he immediately Gain two stages of madness with no saving throw allowed.

(In some cases can be raised as an undead)

