

RAVENLOFT GAZETTEER

A 5TH EDITION RAVENLOFT ATLAS



BAROVIA

I: HEARING SECRET HARMONIES





THE RAVENLOFT GAZETTEER

HOW TO USE THIS ATLAS

This is a series of Ravenloft Gazetteers updated for 5th edition, following closely to the original source material, and in some cases embellished with new information where ambiguity allows. Each Atlas takes on a new domain of Ravenloft, and is separated into parts.

This Atlas is a little different to the others, tackling the domain of Barovia as published in *Curse of Strahd*. This issue of the Gazetteer adds some lost or forgotten lore back into the domain that you can use to flesh out and augment your Curse of Strahd game, or otherwise as you see fit.

As time goes on, more areas will be added to the Atlas, and occasional revisions may be made for the sake of continuity. In the fashion of the original Ravenloft Gazetteers, these atlases are a combination of descriptive information, settlements, random encounter charts, boxed text, mechanics, flavour and a variety of other information based on what seems pertinent at any given time. Hack, chop and use as you will. The only person who gets a say in how you use any Ravenloft material is you (and, of course, the ineffable Dark Powers.) Enjoy, and if you like it, the surest way to make sure more get made is to leave a rating (or a review).



BAROVIA:

IMMOL

UNSEEN SYMPHONIES

*the silent masters will come again
they search for us
and we hear them calling*

IMMOL

Immol is a small and unassuming village nestled in the shadow of Mount Sawtooth, and cresting the shore of a nameless lake. The Burgomaster of Immol has fallen to a restless, searching madness. Unfortunately for the population Immol, many were descended from a psychically sensitive subculture known as the Thaani, and the madness soon spread like the plague and brought the village down from the inside. The remains of the hamlet scramble in the dirt and wreckage, eking out a hopeless existence, but unaware of their suffering - this is, perhaps, a mercy. The only fixture of Immol left of any note is the Keep of the Red Cross, which houses the Teodorus Archives, a repository of lost Barovian lore.

PETER TEODORUS

The Burgomaster Petre Teodorus is obsessed with Barovian history, to the point where he has long since abandoned any of his mayoral duties to spend his days scrabbling through ancient texts. Teodorus has personally sponsored many expeditions to the rumoured temple that exists in the mountains, but to date none have ever returned. What precisely Teodorus seeks in the mountains is hard to say, but the burning need for more knowledge is visible in his haggard countenance and wild eyed fervor. He mistakenly believes that his dedication will earn him the favour of the Count, but little does he know that should Strahd find out about Teodorus' efforts he might well burn the place to the ground.

THE STONE OF IMMOL

Ten years ago, a stone was stolen from the Wizard of Wines Vineyard, resonant with old magic designed to help protect and defend. The stone passed from murderer to thief to bandit, until it finally came into the possession of the Burgomaster of Immol, who had left instructions to his men that all interesting curios should be delivered to his archives for study. The Burgomaster took the stone, and studied it relentlessly. Over years, the stone began to adapt to his needs, tainting the surrounding area with his mania.

THAANI

Though completely naturalized, Immol's citizens are descended from a strain of refugees called Thaani that crossed from one Domain of Dread into Barovia, hounded by their captors. Generations ago they were talented psionics, though centuries of interbreeding with Barovians has reduced this ability to a mere psionic affinity and a sensitivity to the otherworldly. The appearance of the Stone in Immol infected the susceptible minds of the citizens of Immol, and quickly paralyzed the entire settlement with madness, a state they have remained transfixed in ever since.

APPROACHING THE TOWN

When the characters first approach Immol, read:

There is a muttering in the air. As you continue on your path, the sound increases in volume like the discontented chirruping of birds. Dilapidated houses lie barren and broken at the water's edge, the walls scribbled with nonsensical rhymes and peculiar symbols. The source of the noise soon becomes apparent - men and women of all ages wander about the settlement, chattering to themselves in broken, fragmented language.

HOUSE OCCUPANTS

If the characters explore a residence, roll a d20 and consult the following table to determine the house's occupant.

d20	Occupant
1-10	None
11-14	Insane Commoner
15-18	Prophetic Writings
19-20	Grisly Scene

INSANE COMMONER

This house is a wreckage, and a **commoner** is wandering about blankly inside it, muttering incomprehensibly. They don't react to being approached.

PROPHETIC WRITINGS

This house is covered in blood and charcoal scribbles that foretell of some dire event. Roll a d6 - on an odd result all characters gain inspiration, on an even result they all gain a level of exhaustion.

GRISLY SCENE

This house is the site of some horrendous homicidal crime. There are bodies and severed parts everywhere, and it's almost impossible to determine which parts originally belonged to which bodies. There is a 50% chance a **crawling claw** is hiding amongst the bodies.

THE STREETS OF IMMOL

The streets of Immol are plagued by the low muttering buzz emanated by the citizens trapped in madness. The buildings are shattered, broken or burned, and no businesses are open. The ground is drenched in blood and littered with bones.

PEOPLE ON THE STREET

d12	People on the Street (Immol)
1	A man scribbling nonsense on the wall of his house
2	A dead man with his eyes scratched out
3	A child playing cards with their parent, who seems very dead indeed
4	A Discreet Prophetess raving about the End of All Things on a corner
5	A filthy old lady who mutters curses and epithets
6	A woman who wants someone to adopt her pet hedgehog
7	An Unlucky Haberdasher trying to spin her hair into gold
8	An Unhinged Artist who has made a sculpture from bits of ham
9	A man with eyes that seem as large as dinnerplates
10	A purple tinted man who is vainly trying to eat a tree branch
11	A Noted Astrologer convinced the sky is falling
12	A man who has married his donkey, Ethelberta

RUMOURS

d10	Rumours (Immol)
1	The sky is crying because it hates us. We are all children of the end.
2	You can't unsee the truth. It's written in the earth, the wind and the stones.
3	The night gives and takes, and the skeletal rider is adrift once more.
4	There are no beginnings or endings. Only the now.
5	The sunlight fades. We live under the eye of a shrouded moon.
6	Your face! I have seen it before! But where? The vision is closed to me.
7	A witch stole all our goats. Can you imagine? The years turn and fade.

8	Hours! Turning hours of many colours which break us and send us away.
9	The cards lie. It all lies. She is of his blood and know his heart is crystal.
10	What do you see in the dark? Do you see his wings, loud as the thunder?

MAD GRAFFITI

d12	Mad Graffiti (Immol)
1	I HAVE SEEN THE END
2	ALL IS KNOWN TO HIM. I WEEP.
3	WE ARE TRAPPED. THERE IS NO WAY OUT
4	HELP US. HELP ME. HELP HER.
5	CAN YOU HEAR HIM? CAN YOU HEAR?
6	MIST. I SEE THE MIST.
7	THE DEAD WALK WITH HONOUR
8	THE SILENT ONES WALK AGAIN
9	A PRISON OF YELLOW AND HOURS LOST
10	THE STARS. THE STARS BURN IN MY MIND.
11	WE CANNOT RUN FROM THEM
12	WE ARE NOT REAL. THIS IS ALL A LIE.



AREAS OF IMMOL

The following areas of Immol can be easily found by wandering the village.

A - The Edge of the Water

Black water laps on the rocky shore. Shapes move in the foam, forming words and patterns that undulate to the relentless humming of Immol. Is the water here for you? Does it know something? Perhaps you could ask it, if you submerged yourself and gave yourself up to the waves

Dead fish periodically wash up here, and they are categorically not safe to eat in the slightest. Sometimes a villager will walk into the sea and never return.

B - The House That Jack Built

This house is a peculiar sight, with myriad wooden extensions and additions hammered on poorly with nails and secured with rope. The geometry is alarming, but engaging. Can you see a secret buried in that configuration? A haunting melody? The humming is distracting.

This house is occupied by the Eccentric Carpenter (CN commoner). He doesn't like visitors much, mostly because he hammered screws into his eyes weeks ago and now he is blind. He scrambles about hissing at the sound of people entering the house, which contains a mass of twisted wooden rings and bloody sawdust.

C - The Mural

The wall of this crumbling house is completely covered in red and black markings which wend and weave over each other like a tapestry. The most recent inscription reads BLOOD LEADS TO BLOOD. BLOOD KNOWS BLOOD. SHE HAS ONCE MORE KNOWN BLOOD, AND BLOOD SHALL BE HER BIRTHRIGHT.

This house is owned by the Repentant Doctor, who cuts himself daily to let the evil out. He is slowly dying from these 'procedures' but will not be dissuaded.

IMMOL CITIZENS

Immol's citizens use the **commoner** statblock with the following additional trait

Innate Spellcasting (Psionics). The citizen's innate spellcasting ability is Charisma (spell save DC 10). It can innately cast the following spells, requiring no components:

At will: *thaumaturgy*

1/day each: *enthrall*, *crown of madness*, *enemies abound*

D - The Chorale

Villagers mill about this stone like bees in a hive, aimlessly wandering in circles whilst continuing their low, resonant mutter. The stone is an obsidian pillar, graven with pictograms of the four seasons. Around the base of the stone, someone has scratched clumsy depictions of people with four fingers and no face.

The villagers here are transfixed by the stone, and resist any attempt to part them from it as best they can. If separated from it, they slowly drift back towards it.

Hymn. The stone is treated as under a permanent *sympathy* effect [DC 13] for any character with psionic abilities, however faint.

E - The Bolting Stag

A single story inn is marked by the sign hanging outside, depicting a terrified stag in mid-canter. The door lies ajar, and part of the eastern wall has collapsed, revealing what might once have been a cosy taproom. In its current state, only dust and rats would want to stay here now. The smell of rotting flesh oozes out of the room.

The Bolting Stag Inn was a fixture of Immol's rather modest nightlife, and was one of the first casualties of the madness. The entire building was wrecked by the crazed civilians, and the bodies of those who died in the conflict remain scattered across the floor, unburied and half-decomposed.

F - The Keep of the Red Cross

A stunted little keep sits at the center of town, rising above the wretched houses like a quasimodic, gloating troglodyte. Red stained glass windows are patterned with images with saints and angels keeping stern watch on the village below. The front doors lie shattered on the earth, trodden down into the mud by weary feet.

The keep of the Red Cross was once the center of a religious order native to the Barovian valley. It was lost when the valley was invaded, and the priests slain. No remnants of the tradition remained after Strahd had the devotaries torched, and the refugee Thaani (who would become the citizens of Immol) took up residence in the abandoned wreckage. Now, the keep houses the Burgomaster Teodorus and his secret archive of Barovian lore.

Interior. The ceiling of the Keep is 10 feet high, stretching to 20 feet at the top of the arches.

Illumination. In the day, the weak sunlight shines through the stained glass, illuminating areas of the keep in a deep crimson radiance.

Doors. The doors of the keep are destroyed or otherwise compromised, and afford the keep little protection.

F1 - Living Quarters

The smell of human excrement hits you like a hammer as you enter this room. Papers scrawled with insane figures are scattered all about the chamber. In each corner, clothes caked in mud and grime, food waste and other detritus of daily life are discarded in heaps. Scrawling on one wall with a piece of charcoal is a naked old man wearing a golden chain. He turns to you, and his eyes gleam with glorious hidden symphonies.

Teodorus (CN noble) is quite mad, and obsessed with his work. He makes little sense to anyone who enquires of him, but can identify his own name and answer questions in a cryptic fashion. Teodorus is not a violent madman, and if attacked he shrinks away cringing and whimpering into a corner. He answers the following questions thus:

Who are you?

The ragged old man shakes his head with glee. Stars whirl in his expression and he cavorts a little. "No!" he cries. "You are you. That is not the right question."

We are looking for a book. Can you help us?

"No one is beyond help", he says, with an affectation of remorse. "To say so would be quite heretical."

What is this place?

"Welcome," the mysterious gentleman chimes, "to the Teodorus Archives. Legends and lore, myths and manuscripts." He hums a melody that sings in your mind like a thousand angry bees. "Browse at your own risk." He picks up a pile of dirty laundry and puts some underwear on his head. "Now I can see clearly."

F2 - The Teodorus Archives

Cases are piled against the walls of this filthy chamber, stacked high with mouldering books and scrolls. The room reeks, and rats scurry across the floor. Papers lie everywhere in a disorganized jumble.

In his enthusiasm, Teodorus has scoured Barovia for every ancient text he can find, attempting to reconcile the books and texts with his experience. In the space between fact and fiction, he found only madness. The Teodorus Archives are collected in a basement beneath his mansion, reflecting the sum total of Barovia's literary canon and years of dedicated scholarly zeal by Teodorus. The archives do not contain any information you wish to keep secret, or any information you prefer to restrict to more arcane locations such as the Amber Temple or Castle Ravenloft itself. If Strahd finds out about the archive through spying on the party, he sends his servant Rahadin to kill Teodorus and burn the archives to cinders.

Printing and Binding.

Barovia once operated basic wooden hand printing presses in the Gutenberg style, but the manuscript tradition remains strong. Most of the books below are either manuscript codices or scrolls, and are as a consequence relatively small. The Teodorus archive is a testament to dedication and preservation, but some of these texts are the only copies to exist anywhere, and thus Teodorus himself will not consider parting with them, even on pain of death.

Finding Information.

The archives are a masterwork of research. Characters could feasibly find any piece of relevant Barovian lore you wish here, including the *Tome of Strahd*. The books here might serve to clarify their Tarokka reading, or pinpoint Strahd's vampiric weaknesses. If the characters spend a few minutes searching, they can roll on the Teodorus Archives Discoveries table below to see what they find.

Madness. Browsing the archives for a prolonged period of time might expose the characters to the lingering madness which pervades the place. Consider using the Madness rules from Chapter 6 of the *Dungeon Master's Guide*. Suitable madness traits might include "I hunger for knowledge" or "I have seen too much. I know the awful truth."

Protections. The archive is under the protective powers of the Stone of Immol, and is immune to attempts to scribe on it. It is also impossible to detect through divination spells or similar magic. Spells from the divination school automatically fail when cast within the archives.



F2a - The Histories

This cramped chamber almost seems to sigh with ancient memories forgotten. The gargoyles in this room are shaped to resemble dragons in flight, and the walls murmur that familiar, yet terrible humming.

The books in this room are largely inscribed in the Bartok dialect of Common, with a few exceptions in elvish script and dwarven runes.

Revenant A **revenant** from Argynvostholt clad in ceremonial armour lingers here, weeping. Nothing can rouse them from their misery short of a *calm emotions* spell or similar magic. The revenant is grieving for their fate, and requests to be left alone.



F2b - Biographies

This room is a dead end, and skeletons lie at their desks grinning at their books. The spines on books in this chamber resemble names, though very few of them you recognize. What a bleak fate, to linger here amongst the dust and the dead.

The books in this room are largely inscribed in Common, but some are etched in scripts lost to time and memory.

Skeletons The five skeletons at their desks remain motionless until someone touches them, at which point they jerk into a sinister routine of taking books from the shelves and poring through them as if reading.



HISTORIES

Histories (Teodorus Archives)		
d6	Title	Subject
1	<i>Terror of Tsolenka Pass</i>	Detailing the rumour of a bird larger than a house which eats travelers
2	<i>The Witch in the Wood</i>	The history of Witchcraft in Barovia
3		
4	<i>Pogroms of the Balinok</i>	Writs detailing the eviction of Gundarak valley natives
5		
6	<i>Secret Societies of Barovia</i>	This book has had the main text excised.

BIOGRAPHIES

Biographies (Teodorus Archives)		
d6	Title	Subject
1	<i>Daybreak</i>	The life story of St. Markovia, and her martyrdom
2	<i>I, Strahd</i>	The autobiography of Strahd I
3	<i>Khazan: A Life in Pictures</i>	The biography of Khazan, which notes his burial with his staff of office in Ravenloft's Catacombs
4	<i>Battered Diary</i>	The personal diary of Patrina Velikovna (in Elvish)
5	<i>Lady Fatterly's Lover</i>	A satirical ballads by someone called Pidwick mocking "The Duchess"
6	<i>The tale of Argynvost</i>	The noble history of the silver dragon Argynvost

F2c - Folklore

The walls in this room seem to close in on you like the night devouring the day. How much time do you have left? Hours? Days? The books here emanate a sense of restless purpose yet unfulfilled.

The books in this room are largely inscribed in the Bartok dialect of Common, with some exceptions in Druidic.

Discord. A *symbol (discord)* spell is hidden in this room [DC15], and it flashes to life when a character steps inside the room.



FOLKLORE

Folklore (Teodorus Archives)		
d6	Title	Subject
1	<i>The Evil Eye</i>	A book of fairy tales describing people who offend Vistani and end up cursed
2	<i>Maligno</i>	A storybook about a puppet who goes mad and kills all the adults in a village
3	<i>Night and Day</i>	A book of folklore on vampires and their weaknesses
4	<i>Myst</i>	A treatise on the nature of magic in Barovia and unexpected side-effects
5	<i>Yesteryear</i>	A book of lore about savage druid cults
6	<i>Fifty Shades of Silver</i>	A book on werewolves and their mating habits

F2b - Religion

The room shifts and warps perceptibly. They're trying to get in! Wait, who? What are you talking about? There's no-one here. Just dust, and you.

The books in this room are largely inscribed in celestial or druidic.

Dust Horrors. The room is home to a host of twelve dust mephits who do not take kindly to invaders. They swoop in from above with glee to baffle and harass adventurers.



RELIGION

Religion (Teodorus Archives)		
d6	Title	Subject
1	<i>Hagiographer's Handbook</i>	See Appendices
2	<i>Chants of Day</i>	Thus little psalter contains prayers to the Morninglord, which acts as a Tome of Understanding
3	<i>The Dirge of Tarakamedes</i>	This book is a horrific tale about the skeleton of a dragon which rises from the grave
4	<i>The Tales of Mortimer Filigree</i>	This book is embossed with the image of a spider. The pages are missing.
5	<i>Blessings of Mother Night</i>	A codex describing a goat blood ritual used to keep yourself young over hundreds of years
6	<i>The Amber Temple</i>	A scroll, mostly faded, which references a temple to a god of secrets in the mountains

F2e - Arcanum

Magic runs like blood through the veins of this room. The eyes watch you. Should you be worried that they can see your blood? Should you hide it? But who would you give it to? So many questions, and so little time.

The books in this room are largely inscribed in the language of magic, and require proficiency in arcanum to decipher.

Mimic A **mimic** is dozing here, and it doesn't really like being disturbed. If it gets the chance, it disguises itself as a spell scroll of *true resurrection*, and then turns violent if anyone tries to use it at any point in the future.



F2f - Ephemera

This room is filled with piles and piles of ephemera. Are they real, or is the world a dream? What happens when the dreamer wakes? The thought is haunting. The humming is transcendent.

The ephemera in this room are written in a variety of languages, not confined to any one area. It seems the items here are from all over the known world and beyond.

Weeping Stranger There is a **commoner** from Immol crouched over a desk here, clutching a piece of paper. It's a picture of someone who looks almost identical to Ireena Kolyana, but the paper seems ancient. The commoner is inconsolable.



ARCANUM

Arcanum (Teodorus Archives)		
d6	Title	Subject
1	<i>Death Unknown</i>	This scroll is a Scroll of Protection [Undead]
2	<i>Agnus Dei</i>	A spell scroll of <i>polymorph</i> that can only turn a creature into a sheep
3	<i>Ignus</i>	A spell scroll of <i>immolation</i>
4	<i>Hedge's Herbal Handbook</i>	See Appendices
5	<i>Jenny's Jaunt Jamboree</i>	See Appendices
6	<i>Vampyr's Vectors</i>	See Appendices

EPHEMERA

Ephemera (Teodorus Archives)		
d6	Title	Subject
1	<i>Blinsky Catalogue</i>	A catalogue of sinister toys carrying the slogan "Is No Fun, Is No Blinsky!"
2	<i>[unnamed]</i>	A scroll of draconic heraldic devices
3	<i>10 Easy door locks for the amateur arcanist</i>	A leaflet on 'calisthenic locks', magic locks which are opened by specific motions and gestures
4	<i>[unnamed ledger]</i>	A letterbook from Castle Ravenloft containing back orders for wedding supplies
5	<i>[greetings card]</i>	A birthday card for someone called Madame Eva. It's very old.
6	<i>[sheet music]</i>	A wedding theme for string quartet

F2g - The Keeping Chamber

This long room glows with a faint green light, which spreads along the walls like an infection. Words echo in tune to the dance in your head - a dance to twisted music, a celebration of madness.

The books in this room have been twisted by the madness of the stone, and are completely indecipherable.

The Stone of Immol The **Stone of Immol** (see Appendices) is lying discarded in a corner of your choice, where it fell when Teodorus dropped it in his madness. As characters enter this room, run the Complex Trap - Madness Unbound.

Complex Trap - Madness Unbound

Complex Trap (level 5-10, dangerous threat)

The Stone of Immol is tainted by resonant madness, and resists attempt to tamper with it, defending itself with mind bending magic,

Trigger. The trap activates if any creature enters area F2g, or otherwise interacts with the stone. It remains active until it is disabled.

Initiative. The trap acts on initiative count 20 and initiative count 10.

Active Elements. The stone lets off a damaging pulse of psychic energy. Illusions manifest throughout the room. Reality warps, threatening to drive onlookers to insanity.

Presto (Initiative 20). Each creature in the archives must make a DC 15 Intelligence saving throw. On a failed save, a creature takes 22 (4d10) psychic damage and is knocked prone. On a successful save, the creature takes no damage and isn't knocked prone.

Andante (Initiative 10). Each creature in the room is targeted by a *phantasmal force* spell [DC15]

showing them their worst fear.

Adagio (Initiative 10). Each creature in the room is targeted by madness inducing rhythms and melodies and must make a Charisma saving throw (DC15). On a failed save, a creature gains a long term madness trait (see the Dungeon Master's Guide.)

Dynamic Elements. The stone becomes more dangerous the longer the trap remains active.

Vivace Each round, the damage dealt by Presto increases by 1d10.

Constant Elements. The stone's aura of madness hinders attempts to alleviate insanity.

Grave Whilst the trap is active, madness traits cannot be cured or suppressed by magic.

Countermeasures. Each of the trap's active elements can be thwarted by particular countermeasures.

Countermusic. Disabling the stone requires the characters to somehow neutralize the music.

The music can be neutralized with three successful DC 20 Intelligence (Performance) checks, but the process of analyzing a stanza of music to disrupt it takes time. A creature must first use an action to examine a bar or two of music, then use a subsequent action to attempt to perform a counterpoint. Each successful check reduces the stone's damage by 11 (2d10),

Alternatively, the stone can be disabled with three successful castings of *silence* or *dispel magic* (DC 19) targeting the stone.

Disabling the stone sends it into dormancy. The damage done to the citizens of Immol and Teodorus is (sadly) permanent, unless the characters can cue them all by administering *greater restorations*. Given the state of their town, it is possible that ignorance is bliss.





APPENDIX: TREASURES

Scattered throughout Ravenloft and in the possession of NPCs, are artefacts that can be used to the benefit of the party. Items new to the Gazetteer are listed here.

THE HAGIOGRAPHER'S HANDBOOK

Wondrous Item (book), uncommon

This book is filled with stories of long dead heroes and hidden wisdoms that light the path ahead.

Whilst holding this book, you may cast the *ceremony* spell as a ritual.

HEDGE'S HERBAL HANDBOOK

Wondrous Item (book), uncommon

Hedge was an unconventional sage. He also insisted he was an interesting rosemary, and an unusual parsley.

This spellbook contains the following spells:

Lv1: Entangle
Lv2: Dust Devil, Alter Self
Lv3: Speak with Plants

VAMPIR'S VECTORS

Wondrous Item (book), rare (requires attunement)

This drab looking tome is covered in a sticky maroon residue.

This spellbook contains the following spells:

Lv1: Inflict Wounds, Ray of Sickness
Lv2: Enthrall, Suggestion
Lv3: Bestow Curse, Vampiric Touch
Lv4: Polymorph [Bat], Compulsion
Lv5: Dominate Person

Whilst attuned to this book, you gain Darkvision out to 30ft, but gain Sunlight Sensitivity.

JENNY'S JAMBOREE

Wondrous Item (book), rare (requires attunement)

This book has had bites taken out of it at some point in the past. Thankfully most of it is still legible.

This spellbook contains the following spells:

Lv1: Grease, Sleep
Lv2: Magic Mouth, Enlarge/Reduce, Hold Person, Suggestion
Lv3: •Jenny's Gigantic Jaw, Hypnotic Pattern

Whilst you hold this book, you are inexplicably

hungry around young children, but have advantage on social checks to interact with them.

THE STONE OF IMMOL

Wondrous Item (stone), artifact (requires attunement)

This emerald gemstone glows with a soft inner light that pulses to secret harmonies. It is warm to the touch, and cut in myriad facets that bend into endless fractal patterns. It whispers to the bearer of the quiet unknown, and dark days to come.

The stone bears a curse that affects any living creature that becomes attuned to it. Even if the attunement ends, the curse remains. With each passing day, the creature hears the hidden harmonies of the stone more loudly in their mind. After 7 days, the creature becomes insane, and gains the Long Term Madness personality trait "I hunger for dark secrets." In addition, the creature has disadvantage on all Perception checks as the otherworldly music clouds their mind.

Destroying the Stone. The stone has an AC of 19, 5 hit points and is immune to poison and psychic damage. If it is destroyed, it lets off a terrible keening sound. Creatures within 30 feet of the stone when it is destroyed make a Charisma saving throw, DC15. A target takes 8d6 psychic damage on a failed save, or half as much damage on a successful one.

Random Properties

The Stone of Immol has the following random properties:

1 minor beneficial property

1 minor detrimental property

Properties of the Stone The stone has 9 charges and regains all expended charges daily at dawn.

You can cast one of the following spells from the stone (spell save DC 15) by expending the necessary number of charges: Major image (3 charges), weird (9 charges), enthrall (2 charges), hallucinatory terrain (4 charges), illusory script (1 charge), nondetection (3 charges), dream (5 charges).

Heal the Mind. You can use the stone as a holy symbol while using the Turn Undead or Turn the Unholy feature. If you do so, creatures that fail the saving throw are restored to the alignment and sanity they enjoyed in life, and regain all lost mental faculties for the duration of the turning. Creatures affected in this way are not frightened by the turning.