

RAVENLOFT: MIST HUNTERS CHARACTER CREATION

The *Ravenloft: Mist Hunters* campaign begins in the Domains of Dread—a place of horror and despair—in a manner unique to other Adventures League adventures; it begins with guided character creation experience.

There are two distinct methods that a player can choose to pursue the process of creating a character.

Solo Experience. If you don't have a group to create a character with or the event you're attending doesn't offer guided character creation, use this method to create your character.

Guided Experience. A more immersive way to create a character, the guided experience is offered at many events to allow you to create a character with a Tarokka deck. The guided experience section is written as though you'll be the guide for a group of players.

SOLO EXPERIENCE

This process is suitable if you want to create your character alone before playing your first adventure, know that the guided experience won't be available, or don't like the idea of the Tarokka cards providing you inspiration for your character choices. Proceed to **Part 1**, below.

GUIDED EXPERIENCE

This process involves at least one player (to a maximum of five) and one DM or guide. The guide may also create their character along with the other players. Using the Tarokka Deck, the guide uses a light narrative to aid in character creation. Through use of the cards of the Tarokka deck, the players develop facets of their character—including their class, ability scores, personality traits, and their domain of origin. Upon completing this process, each player will have a completed character with a basic backstory and motivation for adventuring. Proceed to **Part 2**, below.

PART 1. A RECLAIMED JOURNAL

Estimated Duration: 45 minutes

This part of the character creation document is meant to present a solo player with inspiration in a light narrative around creating a character. As you use this guide, feel free to take the questions as prompts, create your own questions, or ignore the prompts and simply pick what feels appropriate for the step.

This process consists of **five steps**. A recommended order has been established through the narrative, but you may choose to skip around as necessary.

STEP 0. SETUP

You will need to have access to the following materials to create a character for *Ravenloft: Mist Hunters*:

- **Rulebooks players want to use.** The following rules sources are legal for the campaign: *Basic Rules*, *Player's Handbook*, *Volo's Guide to Monsters*, *Mordenkainen's Tome of Foes*, *Xanathar's Guide to Everything*, *Tasha's Cauldron of Everything*, and *Van Richten's Guide to Ravenloft*. We highly recommend having access to *Van Richten's Guide to Ravenloft*, but it is not required.
- **A character sheet.** These are available on the Wizards [website](#). There's even a Ravenloft-themed character sheet available.
- **Some place to take notes.** This might prove useful during the character creation process, to help bridge card interpretations into rules decisions.

STEP 1. A CURIOUS OBJECT

Dust is blown off of an aged tome to reveal a journal, set down on a table by ancient hands. A true treasure this is, and the gathered assembly of researchers, scholars, and curious hangers-on eagerly await the elder's presentation.

The elder speaks. "This is a joyous day. The tome we see before us, the exploits of a noteworthy adventurer, has returned from the shroud of memory to something real and whole. What will we learn from it about the subject? Will our stories prove false to the writings here? What secrets will we learn? Let us begin."

QUESTIONS TO CONSIDER

- What does the book look like?
- What is the title of the book?
- Is there an illustration of you on the cover? If so, what do they look like?

CHARACTER CREATION NOTES

- Choose your character's **race**; if you want a lineage, choose your base race now and choose your lineage later in Step 5. Note that the "Customizing Your Origin" section from *Tasha's Cauldron of Everything* is an approach you can use for character creation.
- Choose your character's gender.
- Choose any notable features of your character's appearance.

STEP 2. FROM HUMBLE BEGINNINGS

The elder turns each page of the old book with the utmost of care. "Ah, here is their early life. Where they were born and raised is detailed here, as well as their younger days, before they became the adventurer known to us." The elder reads aloud the passages from the book, and conversations amongst the assembled bloom to discuss what has been revealed.

QUESTIONS TO CONSIDER

- What Domain of Dread do you claim as your homeland? Were you born and raised there, or did you adopt it later in life?
- In your earlier days, before you became an adventurer, what is it that motivated you? Did you have a profession? Did the condition of your existence define you?
- Do you have family? Who are they? Do you still see them now and again?

CHARACTER CREATION NOTES

- Choose your character's **domain** (see **Handout 2** for a summarized list of the domains if you don't have *Van Richten's Guide to Ravenloft*). Note that all characters in *Ravenloft: Mist Hunters* come from a Domain of Dread, not from a world beyond the mists.
- Choose your character's **background**.
- Choose your character's name.

STEP 3. AN ADVENTURER IS FORGED

The elder turns the pages, and excitement builds in their voice. "Here! It is here that we learn of the beginnings of their time as an adventurer. The discovery of their abilities, their prowess realized, their first confrontations. How illuminating to read these words and reflect on the veracity of our tales."

QUESTIONS TO CONSIDER

- What catalyzed you to begin your life as an adventurer? How did you view becoming an adventurer? Fated? Hopeful? Pragmatic? Reluctant?
- How did becoming an adventurer shape the life of those you care about?
- Did you gain any fame or notoriety early on due to your abilities or talents? Did it earn you a moniker?

CHARACTER CREATION NOTES

- Choose your **ability scores**. You'll select one of the ability arrays presented in **Handout 1** (below). Modify your ability scores based on your selection of race or lineage.
- Choose your **class**.

STEP 4. IT BECOMES PERSONAL

The elder continues. "Here, the notes take an aside from the external to the internal. Reflections upon their demeanor, their motivations, desires, and dreams are laid before us. Insights never possible through the stories alone are present. Let me continue to illuminate you."

QUESTIONS TO CONSIDER

- What are your hopes and dreams as you progressed through your life as an adventurer? Did you have a plan for their life or career?
- Did any aspects of your personality create challenges for you? If so, how did you compensate?

CHARACTER CREATION NOTES

- Choose your character's **ideal**, using the chosen background for inspiration.
- Choose your character's **bond**, using the chosen background for inspiration.
- Choose your character's **flaw**, using the chosen background for inspiration.
- Choose a few **personality traits**. These can be chosen at the end of character creation, or whenever you find a good reason to add one.

STEP 5. TESTED BY EVIL

The elder's voice becomes solemn. "The evils that pervade our lands leave none unmarked. Here now, we recount their struggles with these forces and how they manifested, both without and within."

QUESTIONS TO CONSIDER

- How have the horrors you've witnessed left their mark on you – physically, mentally, emotionally? How do you cope with it?
- Have you ever run into the Darklord of a domain? What happened?

CHARACTER CREATION NOTES

- Choose your **Dark Gift** if you'd like to begin play with one. See **Appendix B** (below) for a summary of the Dark Gifts available from *Van Richten's Guide to Ravenloft*.
- Choose your **lineage** from *Van Richten's Guide to Ravenloft* if you'd like to begin play as someone already touched by the darkness.
- Choose or roll a **trinket** for your character, either from the table in the *Player's Handbook* or more appropriately, from the "Horror Trinkets" table in *Van Richten's Guide to Ravenloft*.

WRAP-UP: THE TALE CONTINUES

The elder looks up from the book and addresses the assemblage. "I think that is all for today. But there is so much more left to explore. I know we cannot wait to take a journey through these pages and discover the tales that make up this adventurer's life. Good evening to you all."

After the assembled folk have left, the elder lingers for a moment longer to gaze at the remarkable tome. Leaving it on the table, they slowly walk towards the door and snuff out the light. The elder remarks with a whisper, "Let's see what more awaits you, old friend."

QUESTIONS TO CONSIDER

- Who is the elder?
- What did the elder mean by "old friend"?

CHARACTER CREATION NOTES

- Your character's **equipment** is provided by your class and background. The rules for rolling for gold aren't used.
- Fill in any other details about your character, and double check your ability score modifiers.

You're now ready to play *Ravenloft: Mist Hunters*! Good starting points are either RMH-EP-01 *The Grand Masquerade* (level 1) or RMH-01 *The Final Curtain* (level 3). If you choose to play a higher-level adventure, just level your character appropriately and choose any options necessary. You gain no additional gear.

PART 2. THE LONG, DARK TEA-TIME OF THE SOUL

Estimated Duration: 60 minutes

This part of the character creation document reads more like a short adventure and is presented as though you are the guide; it provides an underlying narrative, boxed text, and carefully laid out instructions to ensure that your players have an experience consistent with others that they might come across. This isn't to say that you aren't free to embellish or tone down areas at your discretion, however; the important part is that your players have a good time.

This process consists of **eight steps**, laid out in the order in which they should be presented to the players.

STEP 0. SETUP

FOR THE PLAYERS

Players will need to have access to the following materials to create a character for *Ravenloft: Mist Hunters*:

- **Rulebooks players want to use.** The following rules sources are legal for the campaign: *Basic Rules*, *Player's Handbook*, *Volo's Guide to Monsters*, *Mordenkainen's Tome of Foes*, *Xanathar's Guide to Everything*, *Tasha's Cauldron of Everything*, and *Van Richten's Guide to Ravenloft*. We highly recommend having access to *Van Richten's Guide to Ravenloft*, but it is not required.
- **A character sheet.** These are available on the Wizards [website](#). There's even a Ravenloft-themed character sheet available.
- **Someplace to take notes.** This might prove useful during the character creation process, to help bridge card interpretations into rules decisions.

Level 1 characters. Explain to the players that they will be creating level 1 characters, suitable for playing the first adventure. They may need to level up their characters if their first adventure is not RMH-EP-01 *The Grand Masquerade*.

Choose race/lineage beforehand. Players should begin the session by choosing their character's race or lineage and gender prior to the narrative presented in Step 1. Players may want to wait on deciding on a name, as it may be influenced by their native domain (selected below).

FOR THE GUIDE

If you're not planning on creating a character alongside the other players, please read this entire character creation document before beginning so your session runs smoothly.

PREPARING THE TAROKKA DECK

If you're using a physical Tarokka deck, prepare the deck in advance. To do so, remove the fourteen cards of the high deck (the cards bearing the crown icon), shuffle them, and set them to the side. Then, shuffle the remaining cards (the common deck). Note that you will bring both decks back together later in the process.

If you're using a digital option, you may not be able to separate the high deck from the common deck. If that is the case, then redraw cards from the deck until you get one that is applicable.

The cards are now ready to be drawn from in Steps 3 through 7.

THE TAROKKA DECK

This session is run using a Tarokka deck. If you want to use physical cards, a deck is included in the *Curse of Strahd: Revamped*. Digital deck options include the Tarokka card generator on the *Van Richten's Guide to Ravenloft* [product page](#), [D&D Beyond](#), and the [Roll20 Marketplace](#).

A summarized table is included in **Appendix A**.

STEP 1. RHIAN'S TEAHOUSE

The assembled characters arrive at Rhian's Teahouse in the city of Port-a-Lucine in Dementlieu—a domain of social decay, betrayal, and psychological horror. The session begins in a tea house. Read:

You find yourself seated at a small table in a cramped, smoky teahouse. Thick, tallow candles shed dim light—the only light—throughout the room. An intricately patterned bone teacup and saucer is nestled atop a delicate lace doily. Beside it, steam curls from the spout of a silver kettle.

While your table is set for only you, you're not alone. Other tables like your own are set around you, each of which is occupied by a person taking in their surroundings in a way not too dissimilar to how you are now.

DESCRIBE THE CHARACTERS

Have each player describe their character—specifically their physical appearance. The remaining aspects of their characters, such as their class and name will be revealed in due time.

A moth-eaten curtain on the far side of the room opens, and a shrouded human enters the room carrying a human skull, gilt in silver and glass. Approaching each of your tables, they gently lift the top of the skull away—revealing the dried tea leaves and a slender silver spoon contained within.

In turn, they scoop a measure of dried leaves from the skull with practiced grace and sprinkle them into the teacup in front of you before filling the cup with water.

RHIAN LOCKHART (REE-AHN)

Human fate-steeper

A Tarokka reader of great skill, Rhian is also a practiced mist walker. When Rhian speaks, their rich contralto voice rings throughout the room. Their measured words and practiced mannerisms are intended to relax those who come for Tarokka readings, to allow the cards to speak to their guests.

What They Want. Rhian's guides have tasked them with bringing together a group of individuals well-suited for traveling through the Mists.

Oracle. "What would you say if I told you that your perceived weaknesses are actually your strengths?"

STEP 2. ABILITY SCORES

Once the tea is served, read:

"This tea is special; indeed, a rare treat," the tea-monger says. "To those who can appreciate it, it can—nay will—provide the answers to many questions—even those that you don't know you have."

"Smell the tea...lean over and breathe in the steam. It's likely that the tea will smell differently to each of you as it sends your sleeping mind into its past."

CHOOSING AN ABILITY SCORE ARRAY

Have each player describe what the tea smells like to their character. Once done, give each character a copy of **Handout 1**. This handout provides four **ability score arrays** from which the characters each choose one. This is the method of ability score generation for characters using the Guided Character Creation process; these players don't use the Point Buy system or roll dice to generate their characters' ability scores.

Once they've chosen an array, each player assigns each score to an ability score of their choice, adds any modifiers described under their race or lineage, and then records the combined score on their character sheet. Be prepared to answer any questions the player might have about the individual abilities, how they're used during play, and to which class each is well-suited. Once done, read:

"Now, my friends," Rhian whispers, "drink deep of the tea and let the mists of your own past reveal their secrets. You cannot know where you are going without first understanding where you are from. You cannot welcome others without first accepting yourself. You cannot prepare for the future without first facing the past."

For a moment all seems normal as the flavor of the hot tea lingers on your lips. And then your mind is sent reeling.

THE CARDS GUIDE; THEY DON'T DIRECT

While the cards of the Tarokka deck have meanings, they're subjective and abstract at best. They don't direct or illuminate a path so much as provide hints and clues that suggest where that path might lead.

The cards aren't to be taken literally; for example the Necromancer needn't mean that the character had aims of becoming a powerful necromancer, but rather signifies an affiliation with the undead, as loose or strong as the player prefers. Further, it may very well symbolize an aversion to it as well. A character whose background is represented by the Necromancer might be a Sage who was searching for the clues to unlife, a Folk Hero or Soldier who saved their village from a horde of zombies, an Acolyte with aims of becoming a cleric or a paladin. The player alone decides how the card influenced their character.

STEP 3. COMMON DECK: BACKGROUND

The first card of the Tarokka deck, which determines their character's background, is drawn here. Read:

The fog in your mind dissipates and is replaced by Rhian's hauntingly melodic voice.

"The Tarokka reveals its first card—the card which tells of growth. What seed was planted in your youth that grows now to fruition? What is your **background**?"

A. DRAW THE FIRST CARD

Draw the top-most card from the common deck.

B. REVEAL THE CARD

Reveal the card to the players; describe the card's number, suit, image, and name.

C. REVEAL THE CARD'S MEANING

Reveal the meaning of the card—both upright and reverse. See **Appendix A. Cards of the Tarokka Deck**.

D. CHOOSING A BACKGROUND

The players each declare how the card relates to an event that occurred in their character's youth and chooses a **background** that ties to that event.

STEP 4. COMMON DECK: CLASS

The second card of the Tarokka deck, which determines the character's class, is drawn here. Read:

"The Tarokka reveals its second card—the card which speaks of fate. What event transpired that led you to choose a different path? What is your **class**?"

A. DRAW THE SECOND CARD

Draw the card that is now on top of the common deck.

B. REVEAL THE CARD

Reveal the card to the players; describe the card's number, suit, image, and name.

C. REVEAL THE CARD'S MEANING

Reveal the meaning of the card—both upright and reverse. See **Appendix A. Cards of the Tarokka Deck**.

D. CHOOSING A CLASS

Having had the card's meaning described the players each declare how the card relates to an event that occurred in their character's youth and chooses a **class**.

STEP 5. COMMON DECK: HOMELAND

The third card of the Tarokka deck, which determines the character's native domain, is drawn here. Read:

"The Tarokka reveals its third card—the card of departure. What is your native **domain**, what event transpired that led you to leave it, and what have you left behind?"

A. DRAW THE THIRD CARD

Draw the card that is now on top of the common deck.

B. REVEAL THE CARD

Reveal the card to the players; describe the card's number, suit, image, and name.

C. REVEAL THE CARD'S MEANING

Reveal the meaning of the card—both upright and reverse. See **Appendix A. Cards of the Tarokka Deck**.

D. CHOOSING A HOMELAND

The players each declare their native **domain** (**Handout 2** provides a summarized list of each), and how the card's meaning relates to an event that occurred that led them to leave it and what they may have left behind.

Along with this, the player should decide on a **name** for their character—which they may base on the

naming conventions for their native domain if they choose.

STEP 6. HIGH DECK: DARK GIFT

The fourth card of the Tarokka deck comes from the high deck and reveals the character's Dark Gift. Note that this draw is optional; some players may opt to have their characters begin play without a Dark Gift. Read:

The vision ends and you find yourself sitting once more at the table. Rhian glides around the room holding a stack of lacquered cards.

"This card represents sinister forces within you, given form. If you desire to see through this window, please touch the deck." they say, "What **Dark Gift** stirs within you?"

A. DRAW THE FOURTH CARD

Draw the top-most card of the high deck.

B. REVEAL THE CARD

Reveal the card to the players; describe the card's number, suit, image, and name.

C. REVEAL THE CARD'S MEANING

Reveal the meaning of the card—both upright and reverse. See **Appendix A. Cards of the Tarokka Deck**.

D. CHOOSING A DARK GIFT

The players each declare their character's **Dark Gift**, and how the card's meaning relates to an event that caused the character to develop it. A list of Dark Gifts is provided in **Appendix B**. All Dark Gift descriptions can be found in *Van Richten's Guide to Ravenloft*.

STEP 6. COMBINED DECK: FLAW

The fifth card of the Tarokka deck comes from the combined deck and reveals the character's worst traits. Read:

Your senses return as Rhian takes the cards from both decks and shuffles them together. "This card knows your **flaw**," they say, "Who are you when you are not your best?"

A. DRAW THE FIFTH CARD

Draw the top-most card of the high deck.

B. REVEAL THE CARD

Reveal the card to the players; describe the card's number, suit, image, and name.

C. REVEAL THE CARD'S MEANING

Reveal the meaning of the card—both upright and reverse. See **Appendix A. Cards of the Tarokka Deck**. Note that a high deck draw here usually denotes a more pronounced flaw.

D. CHOOSING A FLAW

The players each declare their character's **flaw**, and how the card's meaning relates to an event that caused the character to develop it.

STEP 7. COMBINED DECK: IDEAL

The sixth card of the Tarokka deck comes from the combined deck and reveals the character's passion, drive, or standards. Read:

"The final card speaks of your **ideal**," they say. "How does the card reflect your virtues?"

A. DRAW THE SIXTH CARD

Draw the card that is now on top of the high deck.

B. REVEAL THE CARD

Reveal the card to the players; describe the card's number, suit, image, and name.

C. REVEAL THE CARD'S MEANING

Reveal the meaning of the card—both upright and reverse. See **Appendix A. Cards of the Tarokka Deck**. Note that a high deck draw here usually denotes a more pronounced ideal.

D. CHOOSING AN IDEAL

The players each declare their character's **ideal**, and how the card's meaning relates to an event that caused the character to develop it.

WRAP-UP: TEA-TIME IS OVER

With the final card drawn, each player should now have the beginnings of their characters complete. The remaining few minutes of the session should be spent answering any last-minute questions that your players might have. From here, the characters have only a few more details to account for; once done, their character is ready for play!

Ability Scores. If they haven't done so already, the players should ensure that their ability scores—in particular, their modifiers—are properly accounted for in the various traits and features they might have, such as attack rolls, saving throws, etc.

Personality Traits. While the session involved discerning the characters' ideals and flaws, the player should ensure that their character's personality traits and bond are annotated on their character sheet.

Equipment. Finally, each character receives equipment from their class and background, as normal. The rules for rolling for gold aren't used. Each character also gains a trinket, either from the table in the *Player's Handbook* or more appropriately, from the "Horror Trinkets" table in *Van Richten's Guide to Ravenloft*.

Other Aspects (Optional). Some players like to choose portraits, tokens, or miniatures for their characters.

FAREWELL...FOR NOW

As the characters gather their possessions and make to leave, Rhian issues one last bit of guidance. Read:

While you have learned a bit about yourselves today, your work is not yet done. Seek out Alanik Ray. You may be just the folk he needs."

From here, the characters are invited to seek out and play the campaign's inaugural adventure, RMH-EP-01 *The Grand Masquerade*. If the characters choose to play another adventure (another good starting choice is RMH-01 *The Final Curtain*), ensure that they're aware they'll need to level up their characters appropriately.

HANDOUT 1. STANDARD ARRAYS

Choose one of the four following standard arrays for your character. Once chosen, the individual scores are assigned to an ability score in any order that you choose.

ARRAY 1: (THE STANDARD): 15, 14, 13, 12, 10, 8

This array is the standard array for the fifth edition of Dungeons and Dragons. It provides a wide spread of ability scores.

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------

STR	DEX	CON	INT	WIS	CHA
-----	-----	-----	-----	-----	-----

ARRAY 2: (THE JACK-OF-ALL): 13, 13, 13, 12, 12, 12

This array is good for characters that want to be sort of a jack-of-all-trades and master-of-none.

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------

STR	DEX	CON	INT	WIS	CHA
-----	-----	-----	-----	-----	-----

ARRAY 3: (THE DUALITY): 15, 15, 13, 10, 10, 8

This array is good for characters that want to multiclass while still having high scores in those used by their primary class.

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------

STR	DEX	CON	INT	WIS	CHA
-----	-----	-----	-----	-----	-----

ARRAY 4: (THE OPTIMIZER): 15, 15, 15, 8, 8, 8

This array is good for characters that want to shine in their primary role at the expense of performance in other areas.

<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
--------------------------	--------------------------	--------------------------	--------------------------	--------------------------	--------------------------

STR	DEX	CON	INT	WIS	CHA
-----	-----	-----	-----	-----	-----

HANDOUT 2. THE DOMAINS OF RAVENLOFT

Below is a summary of the various domains of Ravenloft, their represented genre of horror and hallmarks of the domain, as well as a real-world equivalent as it pertains to the naming conventions that the denizens of the domain typically use.

When naming your character, treating the domain's culture (and that of the culture it resembles) with respect is of the utmost importance. For example, don't choose a name inspired by a marginalized culture because you think it sounds exotic, sexy, funny, irreverent, or "savage." Research and be thoughtful when drawing inspiration from existing cultures. As always, the information below are suggestions, you aren't bound to them.

THE DOMAINS OF RAVENLOFT

Domain	Naming Inspiration(s)	Genre of Horror
Barovia	Slavic	Gothic horror, undead despot, tragic resurrection
Borca	German, Slavic	Gothic and psychological horror, political intrigue, poison, revenge
The Carnival		Body horror, dark fantasy, fey bargains, misfits, wandering exiles
Darkon		Dark fantasy, disaster horror, magical ruins, ongoing supernatural catastrophe
Dementlieu	French	Dark fantasy, psychological horror, social decay, imposter syndrome
Falkovnia	German	Disaster horror, dwindling resources, hero worship, totalitarianism, zombie plague
Har'Akir	Egyptian	Dark fantasy, ancient tombs, desert perils, lost gods, mummies
Hazlan		Dark fantasy, disaster horror, amoral spellcasters, magical experiments, wild magic
I'Cath	Chinese	Body and cosmic horror, endless labyrinth, inescapable dreamworld
Kalakeri	Indian	Gothic horror, dark fantasy, monstrous leaders, family intrigue, war-torn nation
Kartakass	German	Dark fantasy, gothic horror, hidden identities, dangerous performances, werewolves
Lamordia	German	Body horror, gothic horror, amoral science, bizarre constructs, mutagenic radiation
Mordent	Celtic, English	Ghost stories, ancestral curses, haunted mansions, vengeful spirits
Richemulot	French	Disaster and gothic horror, contagion, crumbling infrastructure, rats and vermin
Tepest		Folk horror, fey bargains, nature worship, rural festivals, secret sacrifices
Valachan	Mesoamerican	Gothic and slasher horror, diabolical traps, hostile wilderness, survival games

APPENDIX A. THE TAROKKA DECK

THE HIGH DECK

The cards of the high deck don't belong to a particular suit like those of the common deck. Rather, each card is an important power in its own right. They are marked with a crown to denote their importance. If rolling the results of the Tarokka reading, roll a d20 each time you draw a card from the high deck, and consult the tables below.

d20	Card	Represents
1-2	Artifact	The importance of some physical object that must be obtained, protected, or destroyed at all costs
3-4	Beast	Great rage or passion; something bestial or malevolent hiding in plain sight or lurking just below the surface
5-6	Broken One	Defeat, failure, and despair; the loss of something or someone important, without which one feels incomplete
7-8	Darklord	A single, powerful individual of an evil nature, one whose goals have enormous and far-reaching consequences
9-10	Donjon	Isolation and imprisonment; being constrained by the rigidity of one's own thoughts or beliefs
11-12	Ghost	The looming past; the return of an old enemy or the discovery of a secret buried long ago
13	Executioner	The imminent death of one rightly or wrongly convicted of a crime; false accusations and unjust prosecution
14	Horseman	Death; disaster in the form of the loss of wealth or property, a horrible defeat, or the end of a bloodline
15	Innocent	A being of great importance whose life is in danger (who might be helpless or simply unaware of the peril)
16	Marionette	The presence of a spy or a minion of some greater power; an encounter with a puppet or an underling
17	Mists	Something unexpected or mysterious that can't be avoided; a great quest or journey that will try one's spirit
18	Raven	A hidden source of information; a fortunate turn of events; a secret potential for good
19	Seer	Inspiration and keen intellect; a future event, the outcome of which will hinge on a clever mind
20	Tempter	One who has been compromised or led astray by temptation or foolishness; one who tempts others for evil ends

THE COMMON DECK

The cards of the common deck are separated into "suits" of ten cards, numbered one through nine with a "master" card. If rolling the results of the Tarokka reading, roll a d4 and a d10 each time you draw a card from the common deck, and consult the tables below. The d4 determines its suit and the d10 determines the individual card within the suit. For example, a 3 and a 7 on a d4 and d10, respectively, results in the Seven of Coins: The Thief.

SWORDS

This suit symbolizes aggression and violence.

d10	Card	Number	Represents
1	Avenger	One	Justice and revenge for great wrongs; those on a quest to rid the world of great evil
2	Paladin	Two	Just and noble warriors; those who live by a code of honor and integrity
3	Soldier	Three	War and sacrifice; the stamina to endure great hardship
4	Mercenary	Four	Inner strength and fortitude; those who fight for power or wealth
5	Myrmidon	Five	Great heroes; a sudden reversal of fate; the triumph of the underdog over a mighty enemy
6	Berserker	Six	The brutal and barbaric side of warfare; bloodlust; those with a bestial nature
7	Hooded One	Seven	Bigotry, intolerance, and xenophobia; a mysterious presence or newcomer
8	Dictator	Eight	All that is wrong with government and leadership; those who rule through fear and violence
9	Torturer	Nine	The coming of suffering or merciless cruelty; one who is irredeemably evil or sadistic
10	Warrior	Master	Strength and force personified; violence; those who use force to accomplish their goals

STARS

This suit symbolizes the desire for personal power and control over things beyond the ken of mortals.

d10	Card	Number	Represents
1	Transmuter	One	A new discovery; the coming of unexpected things; unforeseen consequences and chaos
2	Diviner	Two	The pursuit of knowledge tempered by wisdom; truth and honesty; sages and prophecy
3	Enchanter	Three	Inner turmoil that comes from confusion, fear of failure, or false information
4	Abjurer	Four	Those guided by logic and reasoning; warns of an overlooked clue or piece of information
5	Elementalist	Five	The triumph of nature over civilization; natural disasters and bountiful harvests
6	Evoker	Six	Magical or supernatural power that can't be controlled; magic for destructive ends
7	Illusionist	Seven	Lies and deceit; grand conspiracies; secret societies; the presence of a dupe or a saboteur
8	Necromancer	Eight	Unnatural events and unhealthy obsessions; those who follow a destructive path
9	Conjurer	Nine	The coming of an unexpected supernatural threat; those who think of themselves as gods
10	Wizard	Master	Mystery and riddles; the unknown; those who crave magical power and great knowledge

COINS

This suit symbolizes avarice, gluttony, and the desire for personal or charitable material gain.

d10	Card	Number	Represents
1	Swashbuckler	One	Those who like money yet give it up freely; likable rogues and rascallions
2	Philanthropist	Two	Charity and giving on a grand scale; those who use wealth to fight evil and sickness
3	Trader	Three	Commerce; smuggling and black markets; fair and equitable trades
4	Merchant	Four	A rare commodity or business opportunity; deceitful or dangerous business transactions
5	Guild Member	Five	Like-minded individuals joined together in a common goal; pride in one's work
6	Beggar	Six	Sudden change in economic status or fortune
7	Thief	Seven	Those who steal or burgle; a loss of property, beauty, innocence, friendship, or reputation
8	Tax Collector	Eight	Corruption; honesty in an otherwise corrupt government or organization
9	Miser	Nine	Hoarded wealth; those who are irreversibly unhappy or who think money is meaningless
10	Rogue	Master	Anyone for whom money is important; those who believe money is the key to their success

GLYPHS

This suit symbolizes faith, spirituality, and inner strength.

d10	Card	Number	Represents
1	Monk	One	Serenity; inner strength and self-reliance; supreme confidence bereft of arrogance
2	Missionary	Two	Those who spread wisdom and faith to others; warnings of the spread of fear and ignorance
3	Healer	Three	Healing; a contagious illness, disease, or curse; those who practice the healing arts
4	Shepherd	Four	Those who protect others; one who bears a burden far too great to be shouldered alone
5	Druid	Five	The ambivalence and cruelty of nature and those who feel drawn to it; inner turmoil
6	Anarchist	Six	A fundamental change brought on by one whose beliefs are being put to the test
7	Charlatan	Seven	Liars; those who profess to believe one thing but actually believe another
8	Bishop	Eight	Strict adherence to a code or a belief; those who plot, plan, and scheme
9	Traitor	Nine	Betrayal by someone close and trusted; a weakening or loss of faith
10	Priest	Master	Enlightenment; those who follow a deity, a system of values, or a higher purpose

APPENDIX B. DARK GIFT SUMMARY

If you want to give players a quick summary of the various Dark Gifts presented in *Van Richten's Guide to Ravenloft*, this table has been provided for that use. Note that players do not need to choose a Dark Gift for their players at character creation; it can be added any time after play begins (and other Dark Gifts may become available through play).

DARK GIFTS FROM *VAN RICHTEN'S GUIDE TO RAVENLOFT*

Name	Benefit	Drawback
Echiong Soul	Can draw on past experiences	Soul's memories sometimes overtake your perceptions
Gathered Whispers	Spirits can aid you	Spirits' voices can overwhelm you
Living Shadow	Your shadow is animate	Your shadow exerts its own will
Mist Walker	You can traverse the mists	You cannot stay in one place for long
Second Skin	You have an alternate form	Your form manifests involuntarily when presented with a catalyst
Symbiotic Being	You host a being invested in your survival	Your symbiote has its own agenda
Touch of Death	Your touch is a painful weapon	You cannot touch anyone without inflicting pain
Watchers	Ethereal creatures are always near you	Their presence is unsettling to others