



THE BROKEN ONE

The village of Oraşnou is buried in winter's snows and facing starvation. An unseen beast has ravaged the livestock culled to pay Lord Strahd's tax and the village is thrown into panic and chaos. Can you find the monster and save the village from starvation, or worse?

Part eight of Misty Fortunes and Absent Hearts.

A two-hour adventure for 5th-10th level characters



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Introduction

Welcome to *The Broken One*, a D&D Expeditions™ adventure, part of the official D&D Adventurers League™ organized play system and the Curse of Strahd™ storyline season.

This adventure consists of one short adventure that is designed for **three to seven 5th to 10th level characters**, and is optimized for **five 5th-level characters**. Characters outside this level range of 5 to 10 cannot participate in this adventure.

The adventure is set in the village of Oraşnou, in the domain of Barovia. It is designed to be played in one two-hour session but can be expanded for a four-hour session.

The D&D Adventurers League

This adventure is official for D&D Adventurers League play. The D&D Adventurers League is the official organized play system for DUNGEONS & DRAGONS®. Players can create characters and participate in any adventure allowed as a part of the D&D Adventurers League. As they adventure, players track their characters' experience, treasure, and other rewards, and can take those characters through other adventures that continues their story.

If you're running this adventure as a part of a store event or at certain conventions, you'll need a DCI number. This number is your official Wizards of the Coast organized play identifier. If you don't have a number, you can obtain one at a store event. Check with your organizer for details.

D&D Adventurers League play is broken up into storyline seasons. When players create characters, they attach those characters to a storyline season, which determines what rules they're allowed to use to create and advance their characters. Players can continue to play their characters after the storyline season has finished, possibly participating in a second or third storyline with those same characters. A character's level is the only limitation for adventure play. A player cannot use a character of a level higher or lower than the level range of a D&D Adventurers League adventure.

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit the D&D Adventurers League home at:

www.dndadventurersleague.org

Preparing the Adventure

Before you show up to Dungeon Master this adventure for a group of players, you should do the following to prepare.

- Make sure to have a copy of the most current version of the *D&D Basic Rules* or the *Player's Handbook*.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

Before Play at the Table

Ask the players to provide you with relevant character information:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, etc.)

Players that have characters outside the adventure's level range **cannot participate in the adventure with those characters**. Players with ineligible characters can make a new 1st-level character or use a pregenerated character. Players can play an adventure they previously played or ran as a Dungeon Master, but not with the same character.

Ensure that each player has an official adventure logsheet for his or her character (if not, get one from the organizer). The player fills out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for experience, gold, downtime, renown, and number of permanent magic items. He or she fill in the other values and write notes at the conclusion of the session. Each player is responsible for maintaining an accurate logsheet.

If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks

out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array. Point players to the *D&D Adventurers League Player's Guide* for reference.

If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now. Alternatively, they can do so at the end of the adventure or episode. Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

Adjusting the Adventure

Throughout this adventure, sidebars provide information to assist you in making adjustments for smaller or larger groups and characters of higher or lower levels than the adventure is optimized for. This is typically used exclusively for combat encounters.

You may adjust the adventure beyond the guidelines given in the adventure, or for other reasons. For example, if you're playing with a group of inexperienced players, you might want to make the adventure a little easier; for very experienced players, you might want to make it a little harder. Therefore, five categories of party strength have been created for you to use as a guide. Use these as a guide, and feel free to use a different adjustment during the adventure if the recommended party strength feels off for the group.

This adventure is **optimized for a party of five 5th-level characters**. To figure out whether you need to adjust the adventure, do the following:

- Add up the total levels of all the characters.
- Divide the total by the number of characters.
- Round fractions of .5 or greater up; round fractions of less than .5 down.

You've now determined the **average party level (APL)** for the adventure. To figure out the **party strength** for the adventure, consult the following table.

Determining Party Strength

Party Composition	Party	Strength
3-4 characters, APL less than		Very weak
3-4 characters, APL equivalent		Weak

3-4 characters, APL greater than	Average
5 characters, APL less than	Weak
5 characters, APL equivalent	Average
5 characters, APL greater than	Strong
6-7 characters, APL less than	Average
6-7 characters, APL equivalent	Strong
6-7 characters, APL greater than	Very strong

Average party strength indicates no recommended adjustments to the adventure. Each sidebar may or may not offer suggestions for certain party strengths. If a particular recommendation is not offered for your group, you don't have to make adjustments.

Running the Adventure

As the Dungeon Master of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure. Doing so is especially important and applicable outside of combat, but feel free to adjust the adventure for groups that are having too easy or too hard of a time.
- Don't make the adventure too easy or too difficult for a group. Never being challenged makes for a boring game and being overwhelmed makes for a frustrating one. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a chance to shine.
- Be mindful of pacing, and keep the game session moving along appropriately. Watch for stalling, since play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play

experience. Try to be aware of running long or short. Adjust the pacing accordingly

- Read-aloud text is just a suggestion; feel free to modify the text as you see fit, especially when dialogue is present.
- Give the players appropriate hints so they can make informed choices about how to proceed. Players should be given clues and hints when appropriate so they can tackle puzzles, combat, and interactions without getting frustrated over lack of information. Doing so helps to encourage immersion in the adventure and gives players “little victories” for figuring out good choices from clues.

In short, being the DM isn't about following the adventure's text word-for-word; it's about facilitating a fun, challenging game environment for the players. The *Dungeon Master's Guide™* has more information on the art of running a D&D game.

Downtime and Lifestyle

At the beginning of each play session, players must declare whether or not they are spending any days of downtime. The player records the downtime spent on the adventure logsheet. The following options are available to players during downtime (see the D&D basic rules or the *D&D Adventurers League Player's Guide* for more information):

- Catching up
- Crafting (exception: multiple characters cannot commit to crafting a single item)
- Practicing a profession
- Recuperating
- Spellcasting services
- Training

Other downtime options might be available during adventures or unlocked through play, including faction-specific activities.

In addition, whenever a character spends downtime days, that character also spends the requisite expense for his or her lifestyle. Costs are per day, so a character that spends ten days of downtime also spends ten days of expenses maintaining his or her lifestyle. Some downtime activities help with lifestyle expenses or add lifestyle expenses.

Spellcasting Services

Any settlement the size of a town or larger can provide some spellcasting services. Characters need

to be able to travel to the settlement to obtain these services.

Help From Who!?

For the current storyline season, *Curse of Strahd*, the rules for spellcasting services are changed for characters adventuring in Barovia. In Strahd's bleak domain, there simply aren't any settlements where spellcasters can accommodate such needs, and those places of worship that might otherwise provide spellcasting services are overrun with monsters. As such, unless otherwise detailed in an adventure, the only individual able to provide spellcasting services is **Jeny Greenteeth**. This will no doubt lead to some uncomfortable situations and unforeseen consequences.

Refer to Page 7 of the *Adventurers League Dungeon Master's Guide* for more details.

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available to be cast as a service is limited to a **maximum of three per day total**, unless otherwise noted.

Spellcasting Services

Spell	Cost
<i>Cure wounds (1st level)</i>	10 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing (2nd level)</i>	40 gp
<i>Remove curse</i>	90 gp
<i>Speak with dead</i>	90 gp
<i>Divination</i>	210 gp
<i>Greater restoration</i>	450 gp
<i>Raise dead</i>	1,250 gp

Acolyte Background

A character possessing the acolyte background requesting spellcasting services at a temple of his or her faith may request **one spell per day** from the Spellcasting Services table for free. The only cost paid for the spell is the base price for the consumed material component, if any.

However, no religions have established places of worship here of sufficient size to provide spellcasting services. Because of this, characters with the Acolyte background gain no benefit from this trait.

Character Disease, Death, and Recovery

Sometimes bad things happen, and characters get poisoned, diseased, or are killed. Since you might not have the same characters return from session to

session, here are the rules when bad things happen to characters.

Disease, Poison, and Other Debilitating Effects

A character still affected by diseases, poisons, and other similar effects at the conclusion of an adventure can spend downtime days recuperating until such time as he or she resolves the effect to its conclusion (see the recuperating activity in the *D&D Basic Rules*).

If a character doesn't resolve the effect between sessions, that character begins the next session still affected by the debilitating effect.

Death

A character who is killed during the course of the adventure has a few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate access to a *raise dead* or *revivify* spell, or similar magic. A character subject to a *raise dead* spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after *raise dead* reduces the penalty to attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

Create a New 1st-Level Character. If the dead character is unwilling or unable to exercise any of the other options, the player creates a new character. The new character does not have any items or rewards possessed by the dead character.

Dead Character Pays for Raise Dead. If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a *raise dead* spell. A *raise dead* spell cast in this manner costs the character 1,250 gp.

Character's Party Pays for Raise Dead. As above, except that some or all of the 1,250 gp for the *raise dead* spell is paid for by the party at the end of the session. Other characters are under no obligation to spend their funds to bring back a dead party member.

Faction Charity. If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a *raise dead* spell. However, any character invoking this charity forfeits all experience and rewards from that session

(both those earned prior to and after death during that session) and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is no longer available.

Resurrection Madness

In Barovia, the souls of the dead are as trapped as the souls of the living. They become caught in the mists and can't travel to the afterlife. When a humanoid who has been dead for at least 24 hours returns to life, either by way of a spell or some supernatural means, it gains a random form of indefinite madness brought on by the realization that its spirit is trapped in Barovia, likely forever. To determine how this madness is expressed, roll on the Indefinite Madness table in chapter 8 of the *Dungeon Master's Guide*.

Vampirism and Lycanthropy

Vampires and lycanthropes are not included in the allowed rules for character creation or advancement (see the *D&D Adventurers League Player's Guide*). These conditions grant characters powers and abilities that are not suitable for organized play, and typically impose a restricted or prohibited alignment. As such, characters afflicted with vampirism or lycanthropy must have the affliction cured before the start of their next episode or adventure.

Afflicted characters have the following options:

- Lycanthropes can be cured with a *remove curse* spell. This spell is available as a spellcasting service for 90 gp (though Jeny Greenteeth might have additional requirements; see "Spellcasting Services" later in this guide).
- Vampires can be cured by a *wish* spell cast by a fellow player character (*wish* is not available as a spellcasting service). Alternatively, a vampire character can be slain and returned to life with *raise dead*, at the normal cost of 1,250 gp. If a character chooses to end a vampiric curse in this manner, the Dark Powers (see Page 8, *Adventurers League Dungeon Master's Guide*) **do not** offer a free *raise dead*, though Jeny Greenteeth might be willing to make a deal (see "Spellcasting Services" earlier in this guide).

An afflicted character who does not end his or her curse is retired from play until able to do so by one of the means above, or through the application of DM rewards to the character.

The Demiplane of Dread

This adventure is set within the *Ravenloft* campaign setting, in the lands of Barovia which exists in the Demiplane of Dread. There are several atmospheric and thematic elements to keep in mind at all times while running your game:

The Land is Bleak

By the will of the Dark Powers, the sun never fully shines in the lands of Barovia. Even during the day, the sky is dimmed by fog or storm clouds, or the light is strangely muted. Barovian daylight is bright light, yet it isn't considered sunlight for the purpose of effects and vulnerabilities, such as a vampire's, tied to sunlight. Nevertheless, Strahd and his vampire spawn tend to stay indoors most of the day and venture out at night, and they are subject to sunlight created by magic.

Winter in Barovia

The winters are cold, wet, and stormy here. The natives of the Demiplane are prepared—well, as prepared as they can hope to be.

The characters, however, are unfamiliar with the realm. Thankfully, the region they came from was experiencing the worst winter in living memory, and are likely to possess winter clothing. If they are not, then, preparations are in order. The village has a single shop called The Hare & Hair where they are able to procure such supplies if they wish.

A dark sentience infuses the very soil, twisting and contorting everything within. In places where you would normally expect wildlife such as deer, rabbits, or squirrels, you instead find wolves, rats, and mangy dogs. Vegetation is rotted and dead, and forests are filled mostly with gnarled, thick trees with bare branches. Colorful, vivacious things simply do not exist.

The Denizens of Oraşnou

Most Oraşnou residents are mundane laborers, farmers, fletchers and other folk who fall under common professions. They typically have gaunt features, as crops often fail to take root, and creatures of the night frequently kill and devour their livestock.

Most are sullen, and often filled with fear, be it from the lands themselves, what lies within them, Lord Strahd, or their own tyrant of a Burgomaster; Ivan Randovich and his cronies. Be sure to play to the mindsets of these people who live threadbare existences, constantly on the precipice of horror during your roleplaying encounters.

As is the case with most of the denizens of Barovia, most of the people that reside in the village don't possess a soul. These people are empty shells created by Strahd's consciousness to populate his domain. However, about one

in every ten people in Barovia are actually possessing of a soul—the souls of the original denizens of Barovia before its transition into the Demiplane. When a being with a soul dies in Barovia, its soul remains trapped until it is reincarnated later. Souls tend to wear clothing with a splash of color or have other features that demonstrate even a small bit of individuality.

Alterations to Magic

The land of Barovia resides in its own demiplane, isolated from all other planes, including the Material Plane. No spell—not even *wish*—allows one to escape from Strahd's domain. *Astral projection*, *teleport*, *plane shift*, and similar spells cast for the purpose of leaving Barovia simply fail, as do effects that banish a creature to another plane of existence. These restrictions apply to magic items and artifacts that have properties that transport or banish creatures to other planes. Magic that allows transit to the Border Ethereal, such as the *etherealness* spell and the Etherealness feature of incorporeal undead, is the exception to this rule. A creature that enters the Border Ethereal from Strahd's domain is pulled back into Barovia upon leaving that plane.

For the purpose of spells whose effects change across or are blocked by planar boundaries (such as *sending*), Strahd's domain is considered its own plane. Magic that summons creatures or objects from other planes functions normally in Barovia, as does magic that involves an extradimensional space. Any spells cast within such an extra-dimensional space (such as that created by *Mordenkainen's magnificent mansion*) are subject to the same restrictions as magic cast in Barovia.

While in Barovia, characters who receive spells from deities or otherworldly patrons continue to do so. In addition, spells that allow contact with beings from other planes function normally—with one provision: Strahd can sense when someone in his domain is casting such a spell and can choose to make himself the spell's recipient, so that he becomes the one who is contacted.

Cosmetic Spell Modifications

At your discretion, a spell can be modified cosmetically to enhance the horrific atmosphere of Ravenloft. A few examples are presented below:

Alarm. Instead of hearing a mental ping when the alarm is triggered, the caster hears a scream.

Bigby's Hand. The conjured hand is skeletal.

Find Familiar. The familiar is undead instead of being a celestial, a fey, or a fiend, and is immune to features that turn undead.

Find Steed. The summoned steed is undead instead of being a celestial, a fey, or a fiend, and is immune to features that turn undead.

Find the Path. A child's spirit appears and guides the caster to the desired location. The spirit can't be harmed and doesn't communicate.

Fog Cloud. Misty, harmless clouds form in the fog.

Gust of Wind. A ghostly moan accompanies the summoned wind.

Mage Hand. The summoned hand is skeletal.

Maze. The surfaces of the demiplane's maze are made of mortared skulls and bones.

Phantom Steed. The steed resembles a skeletal horse.

Rary's Telepathic Bond. Characters linked together by the spell can't shake the feeling that something vile is telepathically eavesdropping on them.

Revivify. A creature restored to life by a *revivify* spell screams upon regaining consciousness, as though waking from some horrible nightmare.

Spirit Guardians. The spirits appear as ghostly, skeletal warriors.

Wall of Stone. A wall created by the spell has ghostly faces sculpted into it, as though tortured spirits were somehow trapped within the stone.

Count Strahd Von Zarovich

Lord Strahd is the Darklord of Barovia. He rules his domain from Castle Ravenloft as Strahd IX; a descendent of Strahd I. In actuality, Strahd I and Strahd IX are the one and the same--a vampire. As a mortal, Strahd fell in love with Tatyana Federovna; the bride of his younger brother Sergei. In his jealousy, Strahd murdered his brother and became the Darklord of Barovia; which was swept away into the Demiplane along with its ruler. Since then, Strahd is cursed to seek incarnations of Tatyana for eternity. NOTE: Strahd is not present in this adventure.

Not Without Humor

The bleak and oppressive landscape must give way now and then to some moments of respite, not only does this break up the taxing mindset that Ravenloft can evoke, but it also provides good chances for horror to sneak back up on players just as they least expect it.

Horror

This adventure contains scenes that are meant to challenge characters' sanity and unnerve them. As a result, some images may be a bit disturbing, such as the "birth" of the spider swarm in Part 1.

Please warn the players ahead of time that some of them may find the adventure's depictions to be a little extreme. If

any players seem sensitive to that, please adjust the depictions accordingly.

Horror involves more than simple fright. It entails revulsion and anguish. Often it arises when adventurers see something completely contrary to the common understanding of what can and should occur in the world, or upon the realization of a dreadful truth. In such a situation, you can call on characters to make a Charisma saving throw to resist the horror. Set the DC based on the magnitude of the horrific circumstances. On a failed save, a character either becomes frightened or gains a short-term form of madness that you choose or determine randomly. Use your discretion when determining the effect of a failed horror check. Take your players into consideration and the activity in which they are participating.

A character afflicted with **short-term madness** is subjected to an effect from the Short-Term Madness table for 1d10 minutes.

Short-Term Madness

d100	Effect (lasts 1d10 minutes)
01-20	The character retreats into his or her mind and becomes paralyzed. The effect ends if the character takes any damage.
21-30	The character becomes incapacitated and spends the duration screaming, laughing, or weeping.
31-40	The character becomes frightened and must use his or her action and movement each round to flee from the source of the fear.
41-50	The character begins babbling and is incapable of normal speech or spellcasting.
51-60	The character must use his or her action each round to attack the nearest creature.
61-70	The character experiences vivid hallucinations and has disadvantage on ability checks.
71-75	The character does whatever anyone tells him or her to do that isn't obviously self-destructive.
76-80	The character experiences an overpowering urge to eat something strange such as dirt, lime, or offal.
81-90	The character is stunned.
91-100	The character falls unconscious.

Adventure Background

Oraşnou is a humble medieval village of two-hundred souls in the province of Barovia. The icy grip of winter has refused to yield to spring, and the food supplies are dwindling. In addition, the taxes owed to Lord of the Land, Count Strahd von Zarovich, will be made due in a week. Strahd's taxes must be paid in goods, food and livestock, and the Burgomaster of Oraşnou, Ivan Randovich, is running out of options to keep his townsfolk alive through winter.

Putting further strain on the food reserves is Eugen Adi, a tax collector who works for Randovich.

Eugen's life of greed and cruelty has entwined him with the Dark Powers that rule Ravenloft. They have granted him powerful abilities but also cursed him with an insatiable hunger. Eugen has been devouring the livestock he is supposed to be collecting for taxes.

Eugen sought help for his affliction from the local barber and healer, a man named Costel Barbu. When Costel was unable to end his curse, Eugen killed and devoured him. Now Eugen plans to frame Costel's simpleminded son Luca for his theft of the town's livestock. Every time he feeds, Eugen's cursed appetite returns stronger than before. It is only a matter of time before his hunger overwhelms his self-control.

Overview

This adventure is divided into an introduction and two parts.

Introduction. The characters are summoned to a meeting with Ivan Randovich to discuss aiding the village in surviving the winter.

Part 1. The disappearance of the town's livestock is discovered. The characters are introduced to Luca Barbu who becomes the target of an angry mob.

Part 2. Eugen's true nature is revealed and Luca holds the key to defeating him.

Adventure Hook

If the characters begin this adventure from within the *Forgotten Realms* or a setting other than *Ravenloft*, have them be transported to the Demiplane of Dread just outside Oraşnou via an unnaturally thick fog or mist while traveling overland, preferably at night. Despite their unfamiliarity with the area, they are met on the road by a man on horseback. He provides a letter, demanding that any newcomers to the area must meet with the Burgomaster of Oraşnou.

The Pleasure of Your Company. The characters are summoned to a meeting with Ivan Randovich with the following message:

Sir/Madam,

I hereby request your aid in a matter of upmost importance to the people of Oraşnou. Please join me for supper at my home this evening.

Ivan Randovich
Oraşnou

The characters have met Randovich in the previous adventures, and know that he is the Burgomaster (Mayor) of the small village of Oraşnou. They also know he is a powerful man with a long reach and it is better to stay on his good side.

To keep the adventure within the 2-hour time limit it is recommended you begin the session with the meeting in progress.

Welcome to Barovia

Some characters may be arriving from Faerûn for the first time. For those characters describe a heavy fog bank rolling through their travel path while they are in the Quivering Forest, and when it eventually clears, they are on the outskirts of a small mountain village. It's heavy-handed, but such is the way of the Demiplane.

Any character that participates in this adventure earns **The Demiplane of Dread** story award if they do not have it already. They should be made aware that until this story award is removed, they may not participate in any adventure that does not take place in Barovia.

NOTE: This adventure may touch on some morally dark moments. Please be careful to gauge your player's comfort with such things, and remember that the goal of a *Dungeons & Dragons* game is for everyone to have fun!

Curse of Strahd Adventures

The adventures for the Curse of Strahd Season of Dungeons and Dragons Adventurers League deliver the most impactful experience when played in numeric order (i.e.: 04-01, then 04-02, and so on) but this is not required. Please carefully read the following pages and be prepared to adjust encounters, especially where key NPCs are concerned! Although DM tips may be found in the adventure, they are unlikely to cover every table or situation.

For a *Ravenloft* game, the world itself should be treated with great respect—it is a character unto itself, and the Dark Powers rarely respond positively to hand-waving and outright dismissal...

Any character afflicted with lycanthropy must receive the benefits of a *remove curse* at the end of this adventure in order to be rid of this horrible affliction. Characters that choose to remain afflicted or cannot afford this spell, become NPCs and are no longer playable in D&D Adventurers League games.

Introduction: The Burgomaster's Table

Estimated Duration: 15 minutes

Ivan Randovich summons the characters to his house to discuss how they can save the village of Oraşnou from starvation. This introduction gives the characters a chance to meet the NPCs they might interact with during the adventure. The meeting is cut short when a messenger arrives with unfortunate news.

Randovich Manor

Ivan Randovich lives in a well-appointed manor on the southern side of town, with high stone walls and lights in every window. When the characters arrive the sun is setting and the quickening wind sends flurries of snow to pelt their unguarded faces. Inside, the house is warm and well furnished. A few servants are tending to the Burgomaster and his two employees, the tax collectors **Eugen Adi** and **Scartia Krutz**.

If the characters have previously met Ivan Randovich his opinion of them affects how they are received at this meeting. (Specifically, in DDAL4-04 Randovich asked the characters to save critical supplies during a fire.)

- If Randovich likes the characters (**Trust of the Burgomaster** story award), they are greeted warmly, welcomed at his table and treated to a three-course meal of turnip stew, venison and savory cheeses.
- If Randovich has reason to dislike the characters (**Ire of the Burgomaster** story award), or is neutral in his opinion of them, they are brought into the dining room and expected to stand during the meeting while he and his tax collectors eat.

NPCs Present

The following townsfolk are present:

Ivan Randovich. Male human Burgomaster of Oraşnou is round of belly and wears a red velvet doublet over a fine linen shirt. When he speaks, his voice booms through the dining room.

Scartia Krutz. The tax collector is a stout human woman of the Gundarakite ethnicity. Her massive basset hound, Frederick, keeps trying to climb into her lap throughout the dinner.

Eugen Adi. The auxiliary tax collector is a gaunt human with thin grey hair and stooped shoulders. He has absolutely abhorrent table manners; he burps loudly, wipes his hands on his shirt, and eats

constantly throughout the meeting—talking with his mouth full of food without remorse. What a monster.

Roleplaying Ivan Randovich

Ivan is the Burgomaster (Mayor) of Oraşnou and is accustomed to being listened to and obeyed. He interrupts and talks over others and can't imagine anyone would disobey his orders. He is a vain man and regularly primps and preens over his clothing, distractedly flicking lint from his doublet or worrying over a scuff in his boots. Ivan has a weakness for mystics and fortunetellers, and sprinkles the concepts of fate and divine will in his conversation.

Quote. "The common folk have a way of straying from their path, but fate has sent me to shepherd them."

Ivan explains the predicament the village is facing. This summer saw a weak harvest, and a mold outbreak ruined much of the grain stores. In seven days, the village has to pay the taxes to Lord Strahd in the form of grain and livestock. The food that will remain after the taxes are paid isn't enough to feed the village through the rest of winter. He wants to know what the characters can do to help Oraşnou survive the coming famine, and offers to pay up to 50 gp for a solution.

If the character's struggle to come up with their own ideas, Ivan and his tax collectors can offer the following suggestions:

- There is a field of turnips that were caught in an early freeze and cannot be harvested. Do you have any powers that could warm the land?
- Wolves have been menacing the sheep in the hills around the town. Will you help us eradicate them?
- Can you forage for wild game or create food with your magic?
- Scartia recently caught Donovan, the town butcher, hoarding food before; could he be at it again?
- Do the characters have a relationship with any Vistani traders who can be persuaded to bring a caravan through Oraşnou to trade soon?
- There are sick and infirm villagers who will die soon regardless of how much food is stored, until then they are eating food that could save the rest. Would the characters be willing to "thin the herd" a little?

Development

Once the characters have debated their options, but before they can decide on a course of action, a villager named **Babik** bursts into the dining room with urgent news. Babik works at the grain mill and sometimes serves on the town militia; aside from a lopsided jaw, he is otherwise unremarkable. He is

very upset and begs everyone present to come to the sheep pen right away and only explains that *"Something happened to Lord Strahd's sheep."*

Before leaving, both of the tax collectors don their half plate armor.

Killing Ivan Randovich or His Tax Collectors

Though the Burgomaster returns to life after being slain, The Ruler of Barovia does not suffer the killing of his government officials lightly. If the characters kill the Burgomaster or his tax collectors (except Eugen after he has revealed himself to be the killer), Lord Strahd sends an envoy of two vampire spawn to demonstrate his displeasure. Precisely when the spawns arrive is at the DMs discretion, though it should not be during the fight with Eugen.

The spawns are dressed in court finery and the heraldry of House Zarovich is embroidered on their fine winter coats. They attack the characters without remorse, but do not kill them. A lesson is not a lesson if the pupil is not alive to realize its importance.

Part 1: An Untimely Slaughter

Suggested Duration: 45 minutes

The characters investigate the slaughter of the town's livestock and confront an unruly mob.

Oraşnou

The general features of Oraşnou are as follows.

Architecture. The homes of Oraşnou are humble wood and stone cottages of one or two stories with high peaked wood roofs. Most have small stone-fenced yards for livestock and gardens.

Light. The adventure takes place just after the winter sun has set and the village is in darkness. The insides of the cottages aren't much brighter, as the villagers hoard what meager candles and lamp oil they have.

Sound. The wind and snow muffle most sounds, all passive Perception checks made outside that rely on sound have increased DCs and active checks are made with disadvantage.

Cold and Snow. The snow piles high in drifts of two to four feet that creates difficult terrain in areas not frequently tread by the villagers. Characters operating outside without cold weather gear for more than an hour gain one level of exhaustion.

The Scene of the Crime

The sheep's pen is just a wide wooden hut within a few hundred yards of Ivan's stately house. There is a single door with a lock that hangs ajar. Inside, the dirt floor is covered with straw and dung, and the scent of blood hangs in the air. In the center of the room stands a hulking brute of a man holding the bloody head of a sheep. A few other sheep head skulls can be seen scattered in the room, but no major bones or other sign of carcasses.

The man is Luca Barbu; he works for Ivan tending the sheep collected as taxes. Luca was kicked in the head by a mule as a young boy and bears a large dent in his forehead. The injury greatly impaired Luca's intelligence, and he has trouble communicating. He also suffers from fits of rage that are frightening to witness. Unfortunately, Oraşnou has never been visited by a cleric powerful enough to aid him. To add to his woes, his father, the town barber, disappeared a week ago.

Babik explains that when he went to deliver feed to the sheep he found Luca here and the sheep gone. It appears that a dozen sheep have been horribly massacred; only a few skulls scattered bones remain.

Background

Eugen has been taking advantage of Luca's condition to devour the sheep, right from under his nose. He would send Luca down to the river to collect water, eat one of the sheep, and hide the carcass. Then Eugen would add more livestock collected from the village. Luca suspected there were missing sheep, but Eugen was able to bully him into self-doubt. Eugen, Scartia, Luca and Ivan all have keys to the pen, though Scartia was responsible for collecting grain and not involved with livestock.

With the town's supply of livestock dwindling, and his cursed hunger growing, Eugen sent Luca on an errand that kept him away for the day. While he was gone Eugen devoured the rest of the sheep, he couldn't help himself, and planted half the sheep skulls in Luca's house. These skulls have yet to be discovered and when they are, Eugen is ready to pin the crime on Luca.

Roleplaying Luca Barbu

Luca is a kind-hearted soul with the intelligence of a 3-year-old child. Luca pauses between statements, gets his present and past tenses wrong and sometimes stares blankly when people try to interact with him. When he gets frustrated, he flies into an angry rage and retreats to repeatedly pound his fists into the dirt or beat his head against a wooden fencepost.

DMs are advised to be mindful how you describe Luca, and considerate of the players at your table. Please avoid using derogatory language to refer to this mentally handicapped NPC. At the same time, be sure to avoid anachronisms in the in-game dialogue. The villagers would refer to Luca using words such as, "touched", "simpleton", "dunderhead" or "the idiot."

Quote: *Boss says daddy left town and will not come back. I know better, he is in the dirt, I know it.*

Events in Motion

When Ivan discovers the sheep are missing, he is visibly rattled. Lord Strahd might take his head in lieu of his tax contribution. Ivan throws the characters a purse containing 25 gp, declares them deputized militia members, and orders them to detain Luca until he returns.

Ivan leaves with Eugen and Scartia to gather the town militia and replace the animals by any means necessary. With the tax collectors going door to door confiscating the last food stocks, the villagers are soon riled into an angry mob. Eugen then "discovers" the evidence he planted at Luca's house and turns the mob against the poor man.

The characters are free to act as they see fit here. They might decide to investigate the scene, set Luca

free or accompany him to his house. In any case as they navigate their way around the village, make sure they are aware that the village is gradually rising into a panic. Voices are raised in anger, doors are being kicked down and the last few animals can be heard bleating in distress. You decide at what point in the session the **mob** confronts Luca and the characters (see Mob Justice, below).

A. Investigating the Sheep Pen

Three sheep heads are piled in one corner. They are little more than empty skulls covered in scraps of skin. There was supposed to be two dozen sheep penned here.

As the characters investigate the scene and succeed on the following skill checks they can learn the accompanying information:

- Wisdom (Survival): DC 20 the only footprints in the pen and the yard are human and sheep.
- Intelligence (Investigation): DC 10 There are more patches of dried blood spread around the room, suggesting more animals were butchered here than the current three skulls would suggest. A further successful DC 15 Wisdom (Survival) skill check informs the investigator that these pools of blood were created at varying times during the last few weeks, not all at once.
- Wisdom (Medicine or Survival): DC 15 the bite marks on the sheep skulls were made by large teeth, canines, incisors and molars. This would indicate whatever ate these sheep was a large sized omnivore, such as a bear or giant badger.

B. Luca's Friend

During the investigation Luca fixates on one of the characters and declares that they are friends. It might be whichever character first showed him any kindness, the character with the highest or lowest Charisma, or—ironically—the prickliest and gruffest member of the party. Luca refers to this character as his “friend”. This chosen character has advantage on all skill checks made to persuade, intimidate or deceive Luca, though failure in these checks can send Luca into a rage.

Luca is willing to tell his “friend” what he knows about the disappearance of the livestock. Luca won't volunteer any information; the characters have to ask targeted questions, but they can learn the following:

- The fence is broken. Today Luca went to get stones to fix the fence. All day Luca is getting

stones. (The fence is not broken; this was Eugen's idea to get Luca away from the sheep pen.)

- Luca can't count the sheep 'cause he got kicked in the head.
- Daddy went away. He never said goodbye. Luca thinks Daddy is in the dirt.
- Luca's favorite sheep is Brownie. Brownie was nice to Luca and always let him pet her. One-day Brownie was gone. Eugen said Luca is just a dunderhead but Luca knows that Brownie is gone. Brownie is in the dirt.

C. Around the Village

The village of Oraşnou is a grim and meager place this winter. The locals are thin, and many suffer from a wracking cough. The locals don't trust the characters and aren't comfortable offering information freely. If the characters are able to persuade (or bribe) information from some of the locals, they can learn the following:

- This year's taxes are much higher than in the past.
- That “idiot” Luca Barbu is a dangerous man; he flies into rages and once broke the baker's door down.
- The butcher Donovan was whipped in the town square for hoarding food.
- Eugen has been in charge of collecting the livestock
- Eugen is not afraid to draw his sword if disobeyed.

D. Luca's House

This well-built two-story home is larger and better furnished than many homes in the village. The ground floor is comprised of three rooms. There is a common/dining room and a kitchen with a well-stocked larder. The third room served the late Costel Barbu in his work as the town barber. There is a barber's chair, many sharp knives, a bucket of dead leeches, a skull screw and a few anatomical drawings showing where the humors can be extracted from a humanoid body. The two rooms upstairs are bedrooms for Luca and Costel.

Eugen has broken into the house and planted a dozen sheep's skulls, thrown madly about the ground floor. The back door shows signs of forced entry and the air stinks of rotting meat. If the characters explore Luca's home, they are confronted by the mob upon leaving.

Mob Justice

The hungry villagers have been roused from their meager suppers and told the livestock collected for

their taxes are gone and must be replaced. In their panic they have formed into an angry mob. Eugen has been spreading the rumor that either Luca killed the sheep himself or is certainly culpable in their disappearance.

When you decide the time is right, Eugen has mustered two **mobs of villagers** to confront Luca and the characters. The villagers won't be satisfied until they see Luca dead. If the characters separated from Luca earlier he returns to them in a panic, with the mob close on his heels.

The characters have a choice to make:

- **Surrender Luca.** Proceed to Encounter A, below.
- **Defend Luca.** Proceed to Encounter B, below.
- **Flee with Luca.** Proceed to Encounter C, below.
- **Quell the Mob.** Proceed to Encounter D, below.

Roleplaying Eugen

The cursed tax collector has become the embodiment of greed, consumption and avarice. He is tall and gaunt with stringy grey hair. His stooped posture and prominent nose give him a vulture like profile. His skin is a sickly grey and he has prominent bags under his eyes. He is constantly chewing thin strips of hardened leather, or his own fingernails. He speaks with a slow and raspy voice.

In addition to his insatiable hunger, Eugen lives to acquire wealth. His eyes roam over a character's displayed wealth and he expects to be bribed for even the slightest consideration. In spite of his hoarded fortune Eugen displays no outward signs of his personal wealth and lives like a miser, as if acquisition is an end to itself.

Quote: "You and I scrape by in our cold homes while this simpleton eats mutton he hasn't earned. What are you going to do about it?"

A. Surrender Luca

If the players surrender Luca to the mob, read the following:

Luca is overwhelmed by the screaming villagers. He falls to the ground and disappears under a snarling mass of men who continue to beat and kick him long after his body has stopped moving. The mob stills, and then recedes to reveal Luca's lifeless form lying face down in the snow. As the villagers step away from their victim.

A cold wind rises from the southwest the villagers turn their gaze to you. Gripping their weapons tightly, they begin to advance.

Then a scream shatters the tension.

Luca is thoroughly dead. Little do the characters know, however, that he rises as a revenant (see Luca's Revenge, below). Proceed to It's Here, below.

B. Defend Luca

If the characters make their intention to defend Luca using violence clear, Eugen shouts "*They are in league with the beast! Get them!*" and the mobs attack. On their first turn, the villagers hurl *stones* at Luca, and rush into melee combat the following round. Eugen disappears in the panic following the villagers attack.

The Mob in Combat

The mob of villagers is designed to simplify combat for this encounter. It's recommended you don't worry too much about the difference of damaging one creature vs. multiple. Imagine a Barbarian's battle axe slicing through multiple people, or a Rogue's sneak attack terrifying enough individuals that they flee the mob.

Once a mob of villagers has been reduced to half hit points, the survivors scatter in a panic. If the characters kill any of the villagers (that is deal damage with anything other than a melee weapon, they earn the **You Murderer!** story award.

Treasure. If Luca survives, he rummages in a ragged velvet bag that hangs around his neck and removes a number of items, namely: a small soapstone statuette carved into the crude likeness of a Barovian woman worth 2 sp, a soft scrap of blue silk, a pair of moldy walnuts, and a fine linen envelope.

The envelope is unopened and addressed to "Costel Barbu, Oraşnou" in a fine, looping script. The envelope contains **Player Handout 1** a ring of spell storing (**Player Handout 2**). This ring is harmonious, meaning that it only takes 1 minute to attune to the item.

XP Award. If they characters save Luca from the villagers, award each character 250 XP. If they do so without killing any of the villagers, award each character an additional 250 XP.

The Letter. On the back of the letter is a rough map showing a route from Oraşnou to the Fidatov estates through the Svalich Woods. The map notes multiple farms and pastures around the estate.

If asked about the letter, Luca (if alive) shrugs. He explains that the envelope arrived for his father two days after he disappeared. Luca can't read, but he kept it safe anyway in case his father returned.

Development. Once both mobs have been routed, Luca is grateful to the characters for saving him, from inside his shirt he pulls out a velvet bag (see Treasure, below). Any peace the characters find at this moment is short-lived. Proceed to It's Here!, below.

C. Flee With Luca

The night is dark, and the mob shouldn't be difficult to outwit. The characters might use magic, stealth or deception to disperse or evade the mob without killing any villagers. The mechanics of how the characters evade the mob are up to your discretion and let the players's creativity and cunning guide the narrative of the chase.

Despite their efforts, however, the characters are eventually spotted—and perhaps even cornered! As the mob converges on their location, Luca gives his "Friend" his treasure. (see Treasure below.)

XP Award. If they characters save Luca from the villagers, award each character 250 XP. If they do so without killing any of the villagers, award each character an additional 250 XP.

Treasure. If Luca survives, he rummages in a ragged velvet bag that hangs around his neck and removes a number of items, namely: a small soapstone statuette carved into the crude likeness of a Barovian woman worth 2 sp, a soft scrap of blue silk, a pair of moldy walnuts, and a fine linen envelope.

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If asked about the letter, Luca shrugs. He explains that the envelope arrived for his father two days after he disappeared. Luca can't read, but he kept it safe anyway in case his father returned.

Development. There is no time for violence, however, as a terrible scream rises over the villagers's shouts of anger; Scartia has discovered the head of an unfortunate villager. Proceed to It's Here! as the mob scatters in panic and alarm.

D. Quell the Mob

Tempers are running high and the villagers are angry and afraid. That is not to say that their anger and fear can't be mollified, however.

As an action, a character may attempt to convince the villagers of Luca's innocence. Doing so requires a DC 13 Charisma (Persuasion) check. Alternatively, the characters may wish to use less polite means to disband the mob. If the characters succeed at a DC 15 Charisma (Intimidate) check, the villagers

resentfully stand down, and return to their homes. However, if the check fails by 5 or more, the mob's anger is redirected to the character making the check. If the villagers attack, the characters may choose to defend themselves or flee; return to either Encounter B or C, above depending on their choice.

Otherwise, if successful, Luca is grateful and removes the ragged velvet bag he wears around his neck and hands it to his "friend" (see Treasure, below).

XP Award. If they characters save Luca from the villagers, award each character 250 XP. If they do so without killing any of the villagers, award each character an additional 250 XP.

Treasure. If Luca survives, he rummages in a ragged velvet bag that hangs around his neck and removes a number of items, namely: a small soapstone statuette carved into the crude likeness of a Barovian woman worth 2 sp, a soft scrap of blue silk, a pair of moldy walnuts, and a fine linen envelope.

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If asked about the letter, Luca shrugs. He explains that the envelope arrived for his father two days after he disappeared. Luca can't read, but he kept it safe anyway in case his father returned.

Development. There is no time for celebration, however, as a terrible scream shatters the silence; Scartia has discovered the head of an unfortunate villager. Proceed to It's Here! as the last of the mob scatters in panic and alarm.

It's Here!

Regardless of what happens, eventually someone discovers Eugen's first victim. Read or paraphrase:

You turn and see a woman running towards the mob; she holds the tattered, bloody body of a child in her arms and screams "*It's here!*"

The woman is **Scartia Krutz** and she has just discovered the remains of one of the villagers, devoured in the same manner as the missing sheep.

The mob disperses in a panic; the villagers rush home while Scartia tries in vain to rally them to fight the threat. In the chaos, Eugen has disappeared and begins to stalk the poor villagers. Proceed to Part 2, Monsters & Mayhem, below.

Part 2: Monsters & Mayhem

Estimated Duration: 1 hour

Eugen's cursed hunger overwhelms him and he begins devouring villagers at random. The townsfolk are panicking as Eugen stalks them through a snowstorm. The characters must find and destroy Eugen, while dealing with the aftermath of the confrontation with the mob.

General Features

With the village in chaos the general features of Oraşnou change to the following:

Light. The sun has set, plunging the town into darkness. A handful of dropped torches or accidental fires create pools of dim light at a few places around the village.

Sound. Shouts of anger and confusion permeate the village. People scream in terror at threats real or imagined. All passive perception checks that rely on sound are made with disadvantage.

Cold and Snow. The snow is dropping in thick clumps, reducing maximum visibility to 60 feet. Characters operating outside without cold weather gear for more than an hour gain one level of exhaustion.

Tracking the Monster

Eugen is moving from home to home devouring the defenseless villagers. The villagers are either panicking and fleeing the village or forming ramshackle barricade and preparing confront the threat. Ultimately, however, it is up to the characters to destroy this menace, but first they have to find him. The means of locating Eugen can be up to the characters; they could follow the trail of footsteps leading away from a recently discovered skull, or rush toward a sudden scream.

As the characters search for Eugen they might encounter the scenarios below. If the characters are not certain that Eugen is the culprit, these encounters can be fraught with suspense and dread. If Eugen has already struck the characters and retreated, these encounters can provide resources the characters might need to defeat him.

The use of these encounters is ultimately at your discretion, feel free to roll a d6 to determine the encounter or chose one that fits the character's approach.

NOTE: If you are playing this as a 2-hour session you might want to truncate these encounters and move straight to the final fight with Eugen, depending on how much time is left in your session.

If the characters decide to flee the village, Eugen confronts them directly.

1. Family Tragedy. In a fit of panic, Babik accidentally ran his father through with a pitchfork. When the characters arrive, the father is on the ground dying as his son stares in disbelief. If not assisted, the man dies in three rounds.

2. Militia Squad. 1d6+2 of the more skilled villagers (**bandits**) armed with short swords and light crossbows. The militia's reaction to the characters depends on how the earlier mob encounter was handled by the characters.

3. Scartia's Investigation. Scartia is alone in a small orchard examining the nearly devoured corpse of a horse. Her basset hound has found a scent trail, but Scartia isn't ready to trust the characters. Her basset hound, **Frederick** is baying and barking loudly—eager to set off on the hunt.

4. Panicking Horses. Something has set the stable ablaze and a carriage team of four **riding horses** are careening through the village dragging the wreckage of the Burgomaster's carriage. It is only a matter of time before someone is trampled. Though difficult, the horses can be calmed with a successful DC 15 Wisdom (Animal Handling) check. If the characters free the horses from the wreckage (their tethers have an AC of 11, 10 hit points, immune to poison and psychic damage), the check to calm the horses is made with advantage.

5. Revenge! If Luca died, his soul returns to his corpse as a bloodthirsty **revenant** bent on exacting his revenge on the characters for failing to protect him. If the characters didn't otherwise find it, Luca's velvet sack is visible beneath his tattered, bloody shirt (see Treasure, Part 1 above).

Luca seeks revenge on the characters who abandoned him to die, and targets his former "friend" first. As a revenant, Luca is just as easily confused and manipulated as he was in life, and can be talked into aiding the characters instead of attacking them. If Eugen is killed before the Revenant is destroyed, Luca's soul moves on and the body it animated drops lifeless to the ground.

Luca's revenant can be added to the final fight with Eugen to increase the difficulty.

6. The Hungry Man. Eugen stands alone outside the blacksmith's home (See *The Hungry Man*, below).

XP Award

Once the characters successfully track the monster to the Smithy (see *The Hungry Man*, below), award each character 500 XP.

The Hungry Man

The characters encounter **Eugen** just outside of the town smithy—a villager's corpse at his feet. By this time, two of his victims have risen as **ghasts** to his aid. If Luca has risen as a revenant and attacks the characters, Eugen is encountered alone.

General Features

The Smithy has the following general features:

Light. The sun has set, but the clouds have given way to the light of the moon, providing dim light. The village is foggy, however, and patches of fog might move through the area. Light from burning homes flickers in the distance.

Smells. Blood and smoke.

Sounds. Crackling fires, screams of terror and pain, the caws of distant ravens. A distant bell tolls.

If the characters have been attempting to move through the village with stealth, they might have the opportunity to surprise him. If the characters haven't yet sussed out his role in the attacks, Eugen plays innocent and moves into position to strike the nearest distracted character.

Adjusting this encounter

Here are some suggestions for adjusting this encounter. These are not cumulative.

- **Weak Party:** Reduce Eugen's hit points to 120; replace the ghasts with **ghouls**.
- **Strong Party:** Add a **ghast**.
- **Very Strong Party:** Add two **ghasts**.

A. Inside the Smithy

This soot-stained and cramped room is where the blacksmith lives and plies his trade. The smith is not home and the inside of the house is in darkness. The wooden door is open; the northwest corner side has a window for ventilation that has been shuttered from the inside.

Aside from the personal effects of the smith himself, there are twelve finished short swords, four long swords, one battle axe, and two quivers of ten arrows.

B. Outlying Houses

These small houses have only a single story and peaked wooden roofs. 1d4 villagers cower inside each of the homes.

Tactics

Eugen employs hit-and-run tactics, targeting spellcasters and lightly-armored characters and avoiding obvious melee fighters.

If time is not a concern, Eugen fights until he's been reduced to half hit points and flees in search of a villager to devour to restore his hit points. The characters find themselves pursuing Eugen, the Chapter 8 pages 252-254 of the *Dungeon Master's Guide* offers guidance for chase scenarios.

Upping the Ante

The Dark Powers of Ravenloft can be capricious. As the combat starts the wind picks up (on Initiative 10) causing all ranged attacks after that in the first round of combat to be at disadvantage, and pushing the snow on the ground into a number of random drifts. These drifts are three to five feet high and can provide cover, or if against a building an easy path to high ground. Wisdom (Perception) checks are also at disadvantage this round. It leaves as quickly as it came, only to return and rearrange the battlefield in the third round.

Those locations from which the snow was scoured are now icy patches of ground. When a creature moves onto the ice for the first time, it must succeed on a DC 13 Dexterity saving throw or fall prone. The icy patches might be right in front of a drift or 3 feet away, your choice.

Treasure

Eugen carries two leather pouches. The first contains 70 gp of assorted coins. The second contains a collection of jewelry and trinkets worth 210 gp.

One of the trinkets (a ring worth 10 gp) has the phrase "*For Crina*" engraved into the interior of the band. It was taken from Crina Grelon, the hospice owner. These are personal effects Eugen has extorted from the people of Oraşnou, and Crina can identify who they should be returned to. If the characters decide to return these effects to the villagers, they are gifted with various goods (a hand-knitted sweater or scarf, a pair of durable shoes, a thick coat, etc.). Additionally, the characters earn a total of 25 gp in collected gifts.

Conclusion

When Eugen is killed, his body curls inwards towards his stomach, his bones crack and his skin dries until there is nothing left of him but a mummified husk, which quickly crumbles to dust.

Ivan Randovich returns from wherever he's been hiding. He is quick to place all the food shortages at the feet of the now dead Eugen.

"I always knew Eugen was greedy; seems the fates knew it too and they corrupted him to his core. Gods preserve us."

The immediate danger to the village has ended but the threat of starvation remains. Ivan makes it clear to the characters that they are needed now more than ever to assist in finding a source of food that can help the villagers of Oraşnou pay their taxes and still survive through the end of winter.

If the characters have not yet discovered the letter from Marilena Fidotev, a messenger arrives to deliver it. Ivan takes the letter, reads it and hands it to the characters. (See *Marilena's letter* above.) Ivan then gives the *ring of spell storing* to the characters as advanced payment for scouting this estate. Ivan does not offer any information about Marilena other than they used to be friends and had a falling out that he'd rather not talk about.

Running this Chapter as a Longer Adventure

This short adventure fits neatly with DDEX4-9 *The Tempter* and the two adventures can be run together as a single 4-hour session. However, if you want to expand this one adventure into a longer session you should consider the following modifications.

- In the introduction the characters are asked to come up with their own plan to save the village from starvation. You can let them play out the plan they devise before the events in the village overtake the plot. If the characters are successful at bringing additional resources to the village the NPCs will be more open to their appeal to save Luca later.
- The investigation into who devoured the sheep can be expanded to include other villagers who might be implicated in the crime. The town butcher Donovan and his wife Bartia have been caught hoarding food before. There are Bandits living in woods around the village that can be investigated.
- Eugen is not taken down so easily. In the final confrontation he uses every ability at his disposal to survive. He evades, set up ambushes and bullies villagers to fight for him.

Rewards

Make sure players note their rewards on their adventure logsheets. Give your name and DCI number (if applicable) so players can record who ran the session.

Experience

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character. Give all characters in the party non-combat experience awards unless otherwise noted.

Combat Awards

Name of Foe	XP per Foe
Mob of Villagers	700
Militiaman	25
Scartia's Basset Hound	25
Scartia	700
Vampire Spawn	1800
Ghoul	200
Ghast	450
Luca's Revenant	1,800
Eugen	2,900

Non-Combat Rewards

Task or Accomplishment	XP per PC
Save Luca from the mob	250
Refrain from killing villagers	250
Tracking the monster to the Smithy	250

The **minimum** total award for each character participating in this adventure is 1,312 **experience points**.

The **maximum** total award for each character participating in this adventure is 1,750 **experience points**.

Treasure

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable

magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system. See the sidebar if the adventure awards permanent magic items.

Treasure Awards

Item Name	GP value
Eugen's purse full of coins	70
Eugen's purse full of jewelry	210
Payment from Ivan Randovich	50
Returning family treasures	25

Permanent Magic Item Distribution

D&D Adventurers League has a system in place to determine who is awarded permanent magic items at the end of a session. Each character's logsheet contains a column to record permanent magic items for ease of reference.

- If all the players at the table agree on one character taking possession of a permanent magic item, that character gets the item.
- In the event that one or more characters indicate an interest in possessing a permanent magic item, the character that possesses the fewest permanent magic items gets the item. If there is a tie in the total number of permanent magic items owned by contesting characters, the item's owner is determined randomly by the DM.

Ring of Spell Storing

Ring, rare (requires attunement)

The ring it appears to be a plain gold band, though tarnished and chipped. When the wearer casts an arcane spell they feel cold and faint of breath (an unsettling experience that causes no damage or condition change). A character may attune to this item in 1 minute. A description of this item can be found in **Player Handout 2**.

Renown

All faction members earn **one renown point** for participating in this adventure.

Story Awards

Characters have the opportunity to earn the following story awards during this adventure.

The Demiplane of Dread. You have traversed the mists and now find yourself in the Demiplane of Dread and, until this story award is removed, you are unable to leave. So long as you are trapped, you cannot participate in any adventure or event that takes place outside of Barovia. Tread carefully

during your time here, the Dark Powers are watching.

You Murderer! You have killed a local villager. As a result, you are distrusted (and likely even hated) by the survivors of Eugen's attacks. For so long as you possess this story award, all of your Charisma (Deception or Perception) checks against a local of Oraşnou are made with disadvantage. Additionally, all prices for any purchases or services in the village are doubled.

Downtime

Each character receives **ten downtime days** at the conclusion of this adventure.

DM Rewards

For running this adventure, you receive **450 XP, 225 gp** and **five** downtime days.

Appendix: NPC Summary

The following NPCs appear in this adventure.

Ivan Randovich (EE-van RAND-oh-vich). Male human Burgomaster of Oraşnou is round of belly and wears a red velvet doublet over a fine linen shirt. When he speaks, his voice booms through the dining room. Unbeknownst to everyone in the village, he is Esmæ Amarantha's Third Obsession.

Scartia Krutz (SKAR-shuh). The tax collector is a stout human woman of the Gundarakite ethnicity. Her massive basset hound, Frederick, keeps trying to climb into her lap throughout the dinner.

Eugen Adi (YOU-ghen ah-DEE). The auxiliary tax collector is a gaunt human with thin grey hair and stooped shoulders. He has absolutely abhorrent table manners; he burps loudly, wipes his hands on his shirt, and eats constantly throughout the meeting—talking with his mouth full of food without remorse. What a monster.

Appendix: NPC/Monster Statistics

Eugen Adi

Medium humanoid (human), neutral evil

Armor Class 17 (half plate armor)

Hit Points 150 (20d8 + 60)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	17 (+3)	13 (+1)	12 (+1)	16 (+3)

Saving Throws Str +7, Wis +5

Skills Athletics +7, Deception +7, Intimidation +7, Stealth +6

Damage Resistance cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities frightened, poisoned

Senses darkvision 120 ft., passive Perception 15

Languages Common

Challenge 7 (2,900 XP)

Ravenous Curse. Luca's power comes from the curse he bears. If the curse is removed (such as by *remove curse*) Eugen's speed is reduced to 30 ft., and he loses his damage resistances and his *consuming bite* and *retched spittle* abilities.

Ravenous Tenacity. Eugen has advantage on all Dexterity and Wisdom saving throws.

Actions

Multiattack. Eugen makes two attacks with his longsword.

Longsword. Melee Weapon Attack: +7 to hit, range 5 ft., one creature. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands to make an attack.

Consuming Bite (Recharges 5-6). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage and 21 (6d6) necrotic damage. Eugen regains hit points equal to the necrotic damage dealt by this attack.

Eugen's mouth grows into a giant grotesque maw when this ability is used. Characters within 30 ft. of Eugen when he makes this attack for the first time and can see him must make a DC 10 Horror saving throw.

Legendary Actions

Eugen can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Eugen regains a spent legendary action at the start of his turn.

- **Riposte.** If Eugen is targeted by a melee attack that misses and the attacker is within 5 feet of Eugen, he makes a single melee attack with his longsword against the creature that attacked him.
- **Pounce.** Eugen leaps to a single target within 30 feet of him and makes a single attack. This movement does not provoke opportunity attacks. Eugen can use this legendary action once per round.
- **Retched Spittle.** Eugen launches a glob of rancid spittle at a point within 60 feet. Each creature within a 10-foot radius of that point must succeed on a DC 13 Constitution saving throw or take 14 (4d6) poison damage and be poisoned for 1 minute. On a success, a target takes only half damage and is not poisoned. At the end of each of its turns, a target may attempt another saving throw, ending the poisoned condition early on a success.

Frederick (Mastiff)

Medium beast, unaligned

Armor Class 12

Hit Points 5 (1d8 + 1)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	12 (+1)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1/8 (25 XP)

Keen Smell. The mastiff has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage. If the target is a creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.

Ghast

Medium undead, chaotic evil

Armor Class 13

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 2 (450 XP)

Stench. Any creature that starts its turn within 5 feet of the ghast must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghast's Stench for 24 hours.

Turning Defiance. The ghast and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Ghoul

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Luca Barbu (Commoner)

Medium humanoid (human), neutral

Armor Class 10

Hit Points 33 (6d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	16 (+3)	7 (-2)	9 (-1)	8 (-1)

Skills Animal Handling +1, Survival+1

Senses passive Perception 9

Languages Common

Challenge 1/2 (100 XP)

Actions

Fencepost. *Melee Weapon Attack:* +5 to hit, range 5 ft., one creature. *Hit:* 8 (1d10 + 3) bludgeoning damage.

Luca the Revenant (Revenant)

Medium undead, neutral

Armor Class 13 (leather armor)

Hit Points 136 (16d8+64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (3)	7 (-2)	9 (-1)	8 (-1)

Saving Throws Str +7, Con +7, Wis+2, Cha+2

Damage Resistances necrotic, psychic

Damage immunities poison

Condition immunities charmed, exhaustion, frightened, paralyzed, poisoned, stunned

Senses darkvision 60 ft., passive Perception 9

Languages Common

Challenge 5 (1,800 XP)

Regeneration. Luca regains 10 hit points at the start of its turn. If Luca takes fire or radiant damage, this trait doesn't function at the start of his next turn. Luca's body is destroyed only if it starts its turn with 0 hit points and doesn't regenerate.

Turn Immunity. Luca is immune to effects that turn undead.

Actions

Multiattack. Luca makes two fist attacks

Fist. *Melee Weapon Attack:* +7 to hit, range 5 ft., one creature. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a creature against which Luca has sworn vengeance, the target takes an extra 14 (4d6) bludgeoning damage. Instead of dealing damage, Luca can grapple the target (escape DC14) provide the target is Large or smaller.

Vengeful Glare. Luca targets one creature it can see within 30 feet of it and against which it has sworn vengeance. The target must make a DC15 Wisdom saving throw. On a failure the target is paralyzed until Luca deals damage to it, or until the end of Luca's next turn. When the paralysis ends the target is frightened of Luca for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if it can see Luca, ending the frightened condition on itself on a success.

Militiaman (Bandit)

Medium humanoid (Human), Neutral

Armor Class 12 (leather armor)

Hit Points 11 (2d8+2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Skills Animal Handling+1, Survival+1

Senses passive Perception 9

Languages Common

Challenge 1/8 (25 XP)

Actions

Scimitar. *Melee Weapon Attack:* +3 to hit, range 5 ft., one creature. *Hit:* 4 (1d6 + 1) slashing damage

Light Crossbow. *Ranged Weapon Attack:* +3 to hit, range 80/320 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

Mob of Villagers

Gargantuan swarm of humanoids, neutral

Armor Class 10

Hit Points 184 (16d20+16)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	12 (+1)	9 (-1)	9 (-1)	10 (+0)

Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

Senses passive Perception 9

Languages Common

Challenge 3 (700 XP)

Torches. The torches of the mob of villagers provide dim light in all area 30 ft. from the mob.

Swarm. The mob can occupy another creatures' space and vice versa, and the mob can move through any opening large enough for a medium creature to pass through. The mob can't regain hit points or gain temporary hit points.

Actions

Multiattack. The mob makes four attacks per turn.

Torch. *Melee Weapon Attack:* +5 to hit, range 5 ft., one creature. *Hit:* 10 (4d4) bludgeoning damage plus 3 (1d6) fire damage or 5 (2d4) bludgeoning damage plus 2 (1d4) fire damage if the mob has half its hit points or fewer.

Sticks. *Melee Weapon Attack:* +5 to hit, range 5 ft., one creature. *Hit:* 14 (4d6) bludgeoning damage or 7 (2d6) bludgeoning damage if the mob has half its hit points or fewer.

Stones. *Ranged Weapon Attack:* +2 to hit, range 20/60 ft., one creature. *Hit:* 10 (1d4) bludgeoning damage or 5 (2d4) bludgeoning damage if the mob has half its hit points or fewer.

Scartia (Knight)

Medium humanoid (Human), Neutral

Armor Class 17 (half plate)

Hit Points 18 (1d8+3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+0)	11 (+0)	15 (+2)

Skills Animal Handling+1, Survival+1

Senses passive Perception 9

Languages Common

Challenge 3 (700 XP)

Brave. The knight has advantage on saving throws against being frightened.

Actions

Multiattack. The knight makes two melee attacks.

Greatsword. *Melee Weapon Attack:* +5 to hit, range 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage

Leadership (Recharges after a Short or Long Rest). For 1 minute, the knight can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or saving throw. The creature can add a d4 to its roll provided it can hear and understand the knight. A creature can only benefit from only one Leadership at a time. This effect ends if the knight is incapacitated.

Reactions

Parry. The knight adds 2 to its AC against one melee attack that would hit it. To do so the knight must be wielding a melee weapon.

Vampire Spawn

Medium undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 82 (11d8 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	11 (+0)	10 (+0)	12 (+1)

Saving Throws Dex +6, Wis +3

Skills Perception +3, Stealth +6

Damage Resistances necrotic; bludgeoning, piercing, and slashing damage from nonmagical attacks

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 5 (1,800 XP)

Regeneration. The vampire spawn regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in direct sunlight or running water. If the vampire spawn takes radiant damage or damage from holy water, this trait doesn't function at the start of its next turn.

Spider Climb. The vampire spawn can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. The vampire spawn has the following flaws:

- **Forbiddance.** The vampire spawn can't enter a residence with an invitation from one of the occupants.
- **Harmed by Running Water.** The vampire spawn takes 20 acid damage when it ends its turn in running water.
- **Stake to the Heart.** The vampire spawn is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.
- **Sunlight Hypersensitivity.** The vampire spawn takes 20 radiant damage when it starts its turn in direct sunlight. While in direct sunlight, it has disadvantage on attack rolls and ability checks.

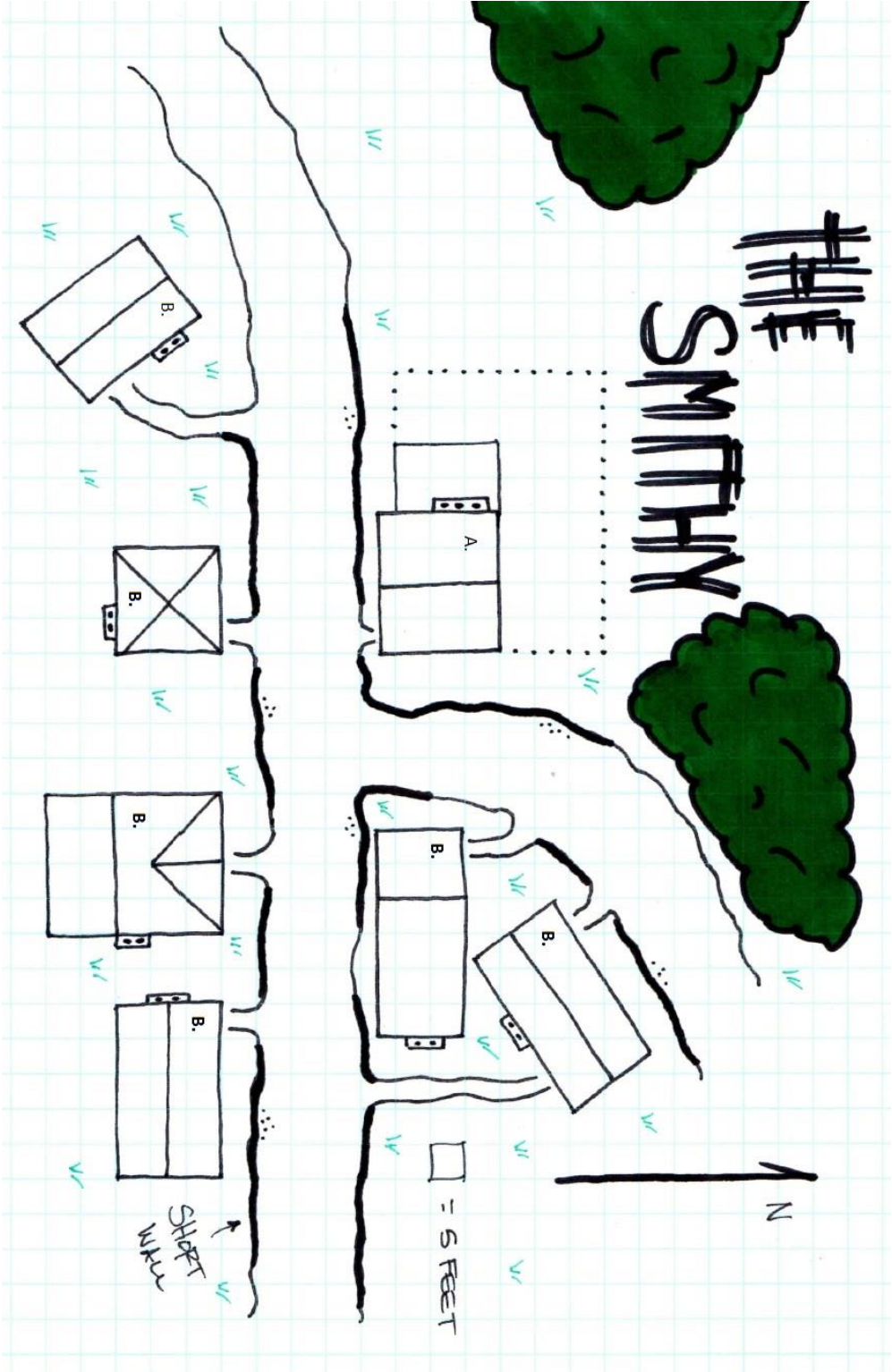
Actions

Multiattack. The vampire spawn makes two melee attacks, only one of which can be a bite attack.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 8 (2d4 + 3) slashing damage. Instead of dealing damage, the vampire spawn can grapple its target (escape DC 13).

Bite. *Melee Weapon Attack:* +6 to hit, range 5 ft., one willing creature, or a creature that is grappled by the vampire spawn, incapacitated, or restrained. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire spawn regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Appendix: The Smithy Map



Player Handout 1: The Letter

My Dear Costel,

Forgive my abruptness, but you are in grave danger. The man you describe clearly carries a dark curse.

You must flee with your son to my estate. We have ample stores laid up for the winter and can shelter your family and friends. Please let Ivan know he is welcome as well; despite our past...difficulties.

Accompanying this letter is a magical ring, it has been imbued with a spell that will suppress this man's hunger for a short while; it should be enough to facilitate your escape. It has been charmed to attune to you quickly as I fear the danger is near.

Please do not trouble yourself with a response, I will see you soon enough.

*Your friend in joy and strife,
- Marilena Fidoteu*

Player Handout 2: Ring of Spell Storing

Ring of Spell Storing

Ring, rare (requires attunement)

This ring stores spells cast into it, holding them until the attuned wearer uses them. The ring can store up to 5 levels worth of spells at a time. When found it contains *remove curse*.

Any creature can cast a spell of 1st through 5th level into the ring by touching the ring as the spell is cast. The spell has no effect, other than to be stored in the ring. If the ring can't hold the spell, the spell is expended without effect. The level of the slot used to cast the spell determines how much space it uses.

While wearing the ring, you can cast any spell stored in it. The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. The spell cast from the ring is no longer stored in it, freeing the space.

The ring it appears to be a plain gold band, though tarnished and chipped. When the wearer casts an arcane spell they feel cold and faint of breath (an unsettling experience that causes no damage or condition change). A character may attune to this item in 1 minute.

Results Code: April – June 2016

If you are DMing this adventure during the months of April – June 2016, please show your players this page. The QR code below can be scanned, and will allow them to give feedback and results on the adventure to influence the storyline in the future!

If a player does not have a mobile device, please tell them to head to dndadventurersleague.org/results to enter their results.

