



ADVENTURE SIDEKICKS

CURSE OF STRAHD



INTRODUCTION

Do you want to run or play *Curse of Strahd* but you only have two or three people in your gaming group? Do you want an easy way to track and level up NPCs and beasts that join the adventure? Do you want to reintroduce allies later in your Ravenloft campaign but aren't sure how to scale their power level? If you answered yes to any of these questions, then this supplement is for you.

ADVENTURE SIDEKICKS

"Adventure Sidekicks: Curse of Strahd" is the eighth in an ongoing series that supplies sidekicks based on the major NPCs and potential allies of each of the *DUNGEONS & DRAGONS* adventure hardcovers. On your adventure, the DM might reveal that you've befriended an NPC or other creature that then joins your party as a sidekick. It's up to you and the DM to decide who controls the sidekick in play.

SIDEKICK STAT BLOCKS

A sidekick's game statistics are presented in a box called a stat block, which is essentially a miniature character sheet. A stat block contains things like ability scores and hit points, as well as the actions a sidekick is most likely to take in combat. Like any character, a sidekick can use the action options in the combat rules.

For more information on stat blocks, see the introduction of the *Monster Manual*.

SIDEKICK LEVEL

Your DM will inform you at which level your sidekick starts, usually equal to the average level of the party. As the heroes and their sidekick adventure together, the sidekick gains experience points and reaches new levels the same way a player character does, using the rules found in the *Player's Handbook*.

When a sidekick gains a level, look at the sidekick's progression table, and consult the new level's row, which shows the sidekick's new hit point maximum and features.

If the DM starts a sidekick at a level higher than 1st, use the hit point maximum for its level on the appropriate table on the pages that follow. Also, give the sidekick the features for its current level and any earlier levels on that table.

SIZE

Some sidekicks start as an adolescent version of the creature the sidekick was based on. To reflect this, these sidekicks start as one size and then, at some point in their progression table, grow enough to increase in size.

When size increases, the type of Hit Dice changes. Depending on the sidekick, other benefits may also come with a change in size.

PROFICIENCIES

A sidekick is proficient with any armor, weapons, and tools included in its stat block.

LANGUAGES

If there is a communication problem between the party and their sidekick, such as no shared language, the language barrier may still be overcome. The party must succeed on a Wisdom (Animal Handling) check, or the sidekick on a Wisdom (Insight) check, to make themselves understood.

On a success, the sidekick is able to understand the party well enough to comply with their request or get their general meaning. On a failure, the sidekick defends itself from hostile creatures and acts according to its own desires (as determined by the DM), but otherwise takes no actions.

The DM determines the DC of the skill check, using the following table as a guide.

Task	DC	Example
Very easy	5	"Heel" or "fetch"
Easy	10	"Get that out of your mouth!"
Moderate	15	"Find help in town"
Hard	20	"Heel, even if they hurt me"
Very hard	25	"Give this only to the blond elf"
Nearly impossible	30	"Attack only every other gnome"

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BROOM OF ANIMATED ATTACK

1st-level Small construct

Armor Class 15 (natural armor)

Hit Points 7 (2d6)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	1 (-5)	15 (+2)	1 (-5)

Saving Throws Dex +4

Skills Acrobatics +4, Athletics +2, Intimidation -3, Perception +4, Survival +4

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 14

Languages understands Common but can't speak it

Antimagic Susceptibility. The broom is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the broom must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Carrying Capacity. The broom can fly while carrying up to 200 pounds, but with a reduced flying speed of 30 feet while carrying over 100 pounds.

False Appearance. While the broom remains motionless and isn't flying, it is indistinguishable from a normal broom.

ACTIONS

Broomstick. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

REACTIONS

Animated Attack. If the broom is motionless and a creature grabs hold of it, the broom makes a Dexterity check contested by the creature's Strength check. If the broom wins the contest, it flies out of the creature's grasp and makes a melee attack against it with advantage on the attack roll.

ANIMATED BROOMS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	10 (3d6)	Danger Sense. The broom has advantage on Dexterity saving throws against effects that it can see, such as traps and spells. This feature doesn't work if it is incapacitated.
3rd	14 (4d6)	Improved Critical. The broom's attack rolls score a critical hit on a roll of 19 or 20 on the d20. Dust Cloud. As an action, the broom kicks up a cloud of dust at a creature within 10 feet, forcing it to make a DC 12 Constitution saving throw. If it fails, the target is blinded. At the end of each of its turns, it can repeat the saving throw, ending the effect on itself on a success.
4th	17 (5d6)	Ability Score Improvement. The broom's Dexterity score increases by 2. This raises the Dexterity modifier and saving throw, Armor Class, Acrobatics bonus, and attack and damage bonuses by 1. Clean and Tidy. Before an ally makes an Intelligence (Investigation) check, the broom can perform a quick sweep of the area of interest, safely revealing any traps that would normally be revealed on a successful DC 15 Wisdom (Perception) check, but automatically triggering any traps that would not.
5th	21 (6d6)	Multiattack. The broom makes two melee attacks. Proficiency Bonus. The broom's proficiency bonus increases by 1. This raises the saving throw bonus, skill bonuses, passive Perception, and attack bonus by 1.
6th	24 (7d6)	Charge. If the broom moves at least 20 feet toward a target and then hits it with a broomstick attack on the same turn, the target takes an extra 2 (1d4) bludgeoning damage and is knocked prone.



BROOM OF ANIMATED ATTACK

7th-level Small construct

Armor Class 16 (natural armor)

Hit Points 28 (8d6)

Speed 0 ft., fly 50 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	10 (+0)	1 (-5)	15 (+2)	1 (-5)

Saving Throws Dex +6

Skills Acrobatics +6, Athletics +3, Intimidation -2, Perception +5, Survival +5

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone

Senses blindsight 30 ft. (blind beyond this radius), passive Perception 15

Languages understands Common but can't speak it

Antimagic Susceptibility. The broom is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the broom must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Battle Readiness. The broom has advantage on initiative rolls.

Carrying Capacity. The broom can fly while carrying up to 200 pounds, but with a reduced flying speed of 30 feet while carrying over 100 pounds.

Charge. If the broom moves at least 20 feet toward a target and then hits it with a broomstick attack on the same turn, the target takes an extra 2 (1d4) bludgeoning damage and is knocked prone.

Clean and Tidy. Before an ally makes an Intelligence (Investigation) check, the broom can perform a quick sweep of the area of interest, safely revealing any traps that would normally be revealed on a successful DC 15 Wisdom (Perception) check, but automatically triggering any traps that would not.

Danger Sense. The broom has advantage on Dexterity saving throws against effects that it can see, such as traps and spells. This feature doesn't work if it is incapacitated.

False Appearance. While the broom remains motionless and isn't flying, it is indistinguishable from a normal broom.

Improved Critical. The broom's attack rolls score a critical hit on a roll of 19 or 20 on the d20.

ACTIONS

Multiattack. The broom makes two melee attacks.

Broomstick. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Dust Cloud. The broom kicks up a cloud of dust at a creature within 10 feet, forcing it to make a DC 12 Constitution saving throw. If it fails, the target is blinded. At the end of each of its turns, it can repeat the saving throw, ending the effect on itself on a success.

REACTIONS

Animated Attack. If the broom is motionless and a creature grabs hold of it, the broom makes a Dexterity check contested by the creature's Strength check. If the broom wins the contest, it flies out of the creature's grasp and makes a melee attack against it with advantage on the attack roll.

Take the Hit. If an ally within 5 feet is attacked, the broom can use its reaction to become the target of the attack instead.

ANIMATED BROOMS BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	31 (9d6)	Ability Score Improvement. The broom's Dexterity score increases by 2. This raises the Dexterity modifier and saving throw, Armor Class, Acrobatics bonus, and attack and damage bonuses by 1.
9th	35 (10d6)	Proficiency Bonus. The broom's proficiency bonus increases by 1. This raises the saving throw bonus, skill bonuses, passive Perception, and attack bonuses by 1.
10th	38 (11d6)	Sweep the Leg. As an action, the broom knocks a creature within 5 feet prone unless it succeeds on a DC 14 Dexterity saving throw.

d8 Acting on its own accord, the broom takes a moment to...

- Slide itself between the feet of an unaware ally. If they fail a Wisdom (Perception) check, they trip and fall prone next time they attempt to move, taking 1d6 bludgeoning damage.
- Shed a few bent bristles, then discreetly sweep them out of sight.
- Tap an ally on the shoulder, then attempt to stay behind them as they turn to look.
- Sway to and fro like a metronome, swishing against the ground in perfect 4/4 time.
- Sweep the surrounding area with diligence, presenting a mound of pebbles and dirt.
- Scrape a crude depiction of one of their allies in the dirt, expecting praise.
- Float through the air between its allies in wistful, deliberate figure eights.
- Sweep the surrounding area with pride, presenting 1d6 gemstones worth 50 gp each.

EZMERELDA D'AVENIR

1st-level Medium humanoid (human)

Armor Class 15 (studded leather)

Hit Points 9 (2d8)

Speed 30 ft.

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

Saving Throws Wis +2

Skills Acrobatics +5, Arcana +5, Insight +2, Intimidation +3, Persuasion +3

Senses passive Perception 10

Languages Common, Elvish

Spellcasting. Ezmerelda is a 1st-level spellcaster. Her spellcasting ability is intelligence (spell save DC 13, +5 to hit with spell attacks). Ezmerelda has the following spells prepared:

Cantrips (at will): *light*, *mage hand*

1st level (2 slots): *protection from evil and good*, *shield*

Tools. Ezmerelda has a deck of tarokka cards.

ACTIONS

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Silvered Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.



EZMERELDA D'AVENIR BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	13 (3d8)	Arcane Recovery. When Ezmerelda finishes a short rest, she can recover expended spell slots. The spell slots can have a combined level that is equal to or less than half her level (rounded down). Once she uses this feature, she can't use it again until she finishes a long rest.
3rd	18 (4d8)	Spellcasting. Ezmerelda gains one 1st-level spell slot. She also learns two 1st-level spells: <i>magic missile</i> and <i>sleep</i> . Ancestral Strength. Ezmerelda has advantage on grapple attacks and on saving throws to escape a grapple.
4th	22 (5d8)	Ability Score Improvement. Ezmerelda's Intelligence score increases by 2. This raises the Intelligence modifier, Arcana bonus, spell save DC, and spell attack bonus by 1. Spellcasting. Ezmerelda learns the <i>fire bolt</i> cantrip.
5th	27 (6d8)	Proficiency Bonus. Ezmerelda's proficiency bonus increases by 1. This raises the saving throw bonus, skill bonuses, and spell and weapon attack bonuses by 1. Spellcasting. Ezmerelda gains one 1st-level spell slot and two 2nd-level spell slots. She also learns the 2nd-level spells <i>invisibility</i> and <i>knock</i> .
6th	31 (7d8)	Multiattack. Ezmerelda makes two attacks: one with her rapier and one with her handaxe or silvered shortsword. Spellcasting. Ezmerelda gains another 2nd-level spell slot. She also learns a 2nd level spell: <i>lightning bolt</i> .

Ezmerelda d'Avenir is a Vistana and Van Richten's protégée. She has been searching for Van Richten in hopes to help him defeat the vampire Strahd and rid the land of his curse.

Ezmerelda can be encountered during a special event in Van Richten's Tower (chapter 11) or at Argynvostholt (chapter 7). You may also introduce her earlier in several other areas, as she continues searching for her former mentor or perhaps when the characters are in need of aid. Ezmerelda also has a deck of cards and can be persuaded to do a tarokka reading for the party if she has her cards with her.

EZMERELDA D'AVENIR

7th-level Medium humanoid (human)

Armor Class 13 (studded leather)

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	10 (+0)	18 (+4)	11 (+0)	12 (+1)

Saving Throws Wis +3

Skills Acrobatics +6, Arcana +7, Insight +3, Intimidation +4, Persuasion +4

Senses passive Perception 10

Languages Common, Elvish

Ancestral Strength. Ezmerelda has advantage on grapple attacks and on saving throws to escape a grapple.

Arcane Recovery (Recharges After a Long Rest). When Ezmerelda finishes a short rest, she can recover expended spell slots. The spell slots can have a combined level that is equal to or less than half her level (rounded down).

Spellcasting. Ezmerelda is a 1st-level spellcaster. Her spellcasting ability is intelligence (spell save DC 15, +7 to hit with spell attacks). Ezmerelda has the following spells prepared:

Cantrips (at will): *light, fire bolt, mage hand*

1st level (4 slots): *protection from evil and good, magic missile, shield, sleep*

2nd level (3 slots): *invisibility, knock, lightning bolt*

3rd level (1 slot): *clairvoyance*

Tools. Ezmerelda has a deck of tarokka cards.

When Running, Can't Trip. Ezmerelda adds her spellcasting modifier to any damage dealt with a cantrip.

ACTIONS

Multiattack. Ezmerelda makes two attacks: one with her rapier and one with her handaxe or her silvered shortsword.

Rapier. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Silvered Shortsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Handaxe. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.

EZMERELDA D'AVENIR BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	40 (9d8)	Ability Score Improvement. Ezmerelda's Dexterity score increases by 2. This raises the Dexterity modifier, Armor Class, Acrobatics bonus, and rapier and shortsword attack and damage bonuses by 1.
9th	45 (10d8)	Evil Eye. Ezmerelda targets one creature that she can see within 10 feet of her and casts one of the following spells on the target (save DC 14), requiring neither somatic nor material components to do so: <i>animal friendship</i> or <i>hold person</i> . If the target succeeds on the initial saving throw, Ezmerelda is blinded for one minute. If she uses this feature, she can't again until she finishes a long rest. Spellcasting. Ezmerelda gains another 3rd-level spell slot. She also learns the 2nd-level spell <i>flaming sphere</i> and a 3rd-level spell: <i>gaseous form</i> .
10th	49 (11d8)	Vulnerable Foe. Ezmerelda targets one creature that she can see within 30 feet of her. The target must succeed on a DC 14 Wisdom saving throw or be cursed. While cursed, the target has vulnerability to one type of damage of Ezmerelda's choice. The curse lasts for one minute. When the curse ends, Ezmerelda takes 3d6 psychic damage. If she uses this feature, she gains a level of exhaustion and can't use it again until she finishes a long rest.



IREENA KOLYANA

1st-level Medium humanoid (human)

Armor Class 14 (studded leather)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Dex +4

Skills Deception +5, Insight +4, Persuasion +5, Sleight of Hand +4, Stealth +4

Senses passive Perception 12

Languages Common, Dwarvish, Draconic, Elvish, Gnomish

ACTIONS

Rapier. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

REACTIONS

Parry (Recharges After a Short or Long Rest). Ireena adds 2 to her AC against one melee attack that would hit her. To do so, Ireena must see the attacker and be wielding a melee weapon.



IREENA KOLYANA BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	13 (3d8)	Cunning Action. On her turn, Ireena can take the Dash, Disengage, or Hide action as a bonus action.
3rd	18 (4d8)	Charismatic Noble. The proficiency bonus is doubled for any Charisma (Deception or Persuasion) check Ireena makes. Barovian Noble. The party has advantage on Charisma checks made against a Barovian native whenever the Barovian can see or hear Ireena.
4th	22 (5d8)	Ability Score Improvement. Ireena's Dexterity score increases by 2. This raises the Dexterity modifier and saving throw, Armor Class, Sleight of Hand and Stealth bonuses, and rapier attack and damage bonuses by 1. Proficiency Bonus. Ireena's proficiency bonus increases by 1. This raises the saving throw bonus; Insight, Sleight of Hand, and Stealth bonuses; and weapon attack bonus by 1. In addition, it increases the Deception and Persuasion bonuses by 2.
5th	27 (6d8)	Extra Attack. Ireena can attack twice, instead of once, whenever she takes the Attack action on her turn. Benevolent Noble. Ireena can take the Help action as a bonus action. Radiant Noble. Ireena can add radiant damage equal to her level to the damage she deals with an attack. Ireena can use this feature three times, regaining expended uses after she finishes a long rest.
6th	31 (7d8)	

Ireena Kolyana lives with her brother Ismark Kolyanovich in the village of Barovia (chapter 3). Her adoptive father, the burgomaster, recently passed away, and they have not yet been able to give him a proper burial.

They have been holed up in the burgomaster's mansion since before his death, but she refuses to leave the village until he has been laid to rest in the village cemetery.

IREENA KOLYANA

7th-level Medium humanoid (human)

Armor Class 15 (studded leather)

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	11 (+0)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Dex +6

Skills Deception +9, Insight +5, Persuasion +9, Sleight of Hand +6, Stealth +6

Senses passive Perception 12

Languages Common, Dwarvish, Draconic, Elvish, Gnomish

Barovian Noble. The party has advantage on Charisma checks made against a Barovian native whenever the Barovian can see or hear Ireena.

Battle Readiness. Ireena has advantage on initiative rolls.

Benevolent Noble. Ireena can take the Help action as a bonus action.

Cunning Action. On her turn, Ireena can take the Dash, Disengage, or Hide action as a bonus action.

Radiant Noble (3/Day). Ireena can add radiant damage equal to her level to the damage she deals with an attack.

Social Readiness. Ireena has advantage on Charisma (Deception and Persuasion) checks.

ACTIONS

Extra Attack. Ireena can attack twice, instead of once, whenever she takes the Attack action on her turn.

Rapier. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

REACTIONS

Parry (Recharges After a Short or Long Rest). Ireena adds 2 to her AC against one melee attack that would hit her. To do so, Ireena must see the attacker and be wielding a melee weapon.

IREENA KOLYANA BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	40 (9d8)	Ability Score Improvement. Ireena's Charisma score increases by 2. This raises the Charisma modifier and the Deception and Persuasion bonuses by 1.
9th	45 (10d8)	Evasion. When Ireena is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails. Ireena doesn't benefit from this feature while incapacitated.
10th	49 (11d8)	Inherited Benevolence. When Ireena uses her Benevolent Noble feature, Ireena can give the creature she aids a d6 bonus to the d20 roll. Alternatively, if the creature she aids is attacking, it can forgo adding the bonus to the attack roll and instead add it to the attack's damage roll. Improved Critical. Ireena's attack rolls score a critical hit on a roll of 19 or 20 on the d20.



ISMARK KOLYANOVICH

1st-level Medium humanoid (human)

Armor Class 17 (splint armor)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages Common

Second Wind (Recharges after a Short or Long Rest).

Ismark can use a bonus action to regain hit points equal to 1d10 + his level.

ACTIONS

Longsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

ISMARK KOLYANOVICH BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	19 (3d8 + 6)	Brave. Ismark has advantage on saving throws against being frightened.
3rd	26 (4d8 + 8)	Parry. As a reaction, Ismark can add 2 to his AC against one melee attack that would hit him. To do so, Ismark must see the attacker and be wielding a melee weapon.
4th	32 (5d8 + 10)	Ability Score Increase. Ismark's Strength score increases by 2. This raises the Strength modifier, Athletics bonus, and melee attack and damage bonuses by 1. Action Surge. On his turn, Ismark can take one additional action. If he does so, he can't use this feature again until he finishes a short or long rest.
5th	39 (6d8 + 12)	Brace. Ismark can use a bonus action to add 1d6 to his AC until the beginning of his next turn. He can use this feature three times, regaining expended uses after he finishes a long rest. Proficiency Bonus. Ismark's proficiency bonus increases by 1. This raises the skill bonuses, passive Perception, and attack bonuses by 1.
6th	45 (7d8 + 14)	Extra Attack. Whenever he takes the Attack action on his turn, Ismark makes two longsword attacks. If he has a shortsword drawn, he can also make a shortsword attack. Improved Critical. Ismark's attack rolls score a critical hit on a roll of 19 or 20 on the d20.

Ismark Kolyanovich lives with his adoptive sister Ireena Kolyana in the village of Barovia (chapter 3). The party can first encounter Ismark at the Blood of the Vine Tavern.

He will attempt to enlist the party's help in escorting his sister to safety in the nearby town of Vallaki in the hopes that they can evade the vampire Strahd from obtaining her.

ISMARK KOLYANOVICH

7th-level Medium humanoid (human)

Armor Class 17 (splint armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

Skills Athletics +7, Perception +3

Senses passive Perception 13

Languages Common

Action Surge (Recharges After a Short or Long Rest). On his turn, Ismark can take one additional action.

Brace (3/Day). Ismark can use a bonus action to add 1d6 to his AC until the beginning of his next turn.

Brave. Ismark has advantage on saving throws against being frightened.

Improved Critical. Ismark's attack rolls score a critical hit on a roll of 19 or 20 on the d20.

Maneuvering Attack. When Ismark hits a creature with a weapon attack, he can use his bonus action to maneuver one of his comrades into a more advantageous position. Ismark chooses a friendly creature who can see or hear him. That creature can use its reaction to move up to half its speed without provoking opportunity attacks from the target of Ismark's attack.

Second Wind (Recharges after a Short or Long Rest). Ismark can use a bonus action to regain hit points equal to 1d10 + his level.

ACTIONS

Extra Attack. Whenever he takes the Attack action on his turn, Ismark makes two longsword attacks. If he has a shortsword drawn, he can also make a shortsword attack.

Longsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

Shortsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage.

Heavy Crossbow. Ranged Weapon Attack: +4 to hit, range 100/400 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

REACTIONS

Parry. Ismark can add 2 to his AC against one melee attack that would hit him. To do so, Ismark must see the attacker and be wielding a melee weapon.

ISMARK KOLYANOVICH BEYOND 7TH LEVEL

Level	Hit Points	New Features
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8th	58 (9d8 + 18)	Ability Score Increase. Ismark's Strength score increases by 2. This raises the Strength modifier, Athletics bonus, and melee attack and damage bonuses by 1.
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Improved Parry. When hit by a melee attack, Ismark can add 4 to his AC against that attack and any other melee attack that would hit him until the start of his next turn. To do so, Ismark must see the attacker and be wielding a melee weapon.

9th	65 (10d8 + 20)	Riposte. When a creature misses Ismark with a melee attack, he can use his reaction to make a melee weapon attack against the creature. If he hits, Ismark adds 3 (1d6) to the attack's damage roll.
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10th	71 (11d8 + 22)	Sweeping Attack. Once per turn when Ismark hits a creature with a melee weapon attack, he can attempt to damage another creature with the same attack. Choose another creature within 5 feet of the original target and within Ismark's reach. If the original attack roll would hit the second creature, it takes damage equal to the damage of the first attack. Ismark can use this feature three times, regaining expended uses after he finishes a long rest.
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MONGRELFOLK

1st-level Medium humanoid

Armor Class 11 (natural armor)

Hit Points 13 (2d8 + 4)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	9 (-1)	15 (+2)	9 (-1)	10 (+0)	6 (-2)

Skills Deception +2, Perception +2, Stealth +3

Senses passive Perception 12

Languages Common

Extraordinary Features. The mongrelfolk has one of the following extraordinary features. They gain additional features at 2nd, 3rd, 8th and 10th level respectively.

Amphibious. The mongrelfolk can breathe air and water, and it has a hardened shell covering its back, increasing its AC by 2.

Darkvision. The mongrelfolk has darkvision out to a range of 60 feet.

Flying. The mongrelfolk has leathery wings and a flying speed of 40 feet.

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

Standing Leap. The mongrelfolk's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

Two-Headed. The mongrelfolk has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

Mimicry. The mongrelfolk can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 12 Wisdom (Insight) check.

Tools. The mongrelfolk has a disguise kit.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +3 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 3 (1d4 + 1) piercing damage.

MONGRELFOLK BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	19 (3d8 + 6)	Additional Extraordinary Feature. The mongrelfolk gains another one of the Extraordinary Features.
3rd	26 (4d8 + 8)	Additional Extraordinary Feature. The mongrelfolk gains another one of the Extraordinary Features.
4th	32 (5d8 + 10)	Ability Score Increase. The mongrelfolk's Strength score increases by 2. This raises the Strength modifier and melee attack and damage bonuses by 1. Thicker Skin. The mongrelfolk's Armor Class increases by 2.
5th	49 (6d8 + 22)	Proficiency Bonus. The mongrelfolk's proficiency bonus increases by 1. This raises the Perception bonus, passive Perception, and attack bonuses by 1. In addition, it increases the Deception and Stealth bonuses and DC of the Mimicry feature by 2. Tough. The mongrelfolk's hit point maximum increases by an amount equal to twice its level. Whenever the mongrelfolk gains a level thereafter, its hit point maximum increases by an additional 2 hit points.
6th	57 (7d8 + 26)	Multiattack. The mongrelfolk makes two attacks: one with its bite and one with its claw or dagger.



MONGRELFOLK

7th-level Medium humanoid

Armor Class 13 (natural armor)

Hit Points 66 (8d8 + 30)

Speed 25 ft. (35 ft. with Long-Limbed extraordinary feature), (fly 40 ft. with Flying extraordinary feature)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	9 (-1)	15 (+2)	9 (-1)	10 (+0)	6 (-2)

Skills Deception +4, Perception +3, Stealth +5

Senses passive Perception 13

Languages Common

Mimicry. The mongrelfolk can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

Grappler (or Other Extraordinary Feature). When the mongrelfolk hits a creature with a melee weapon attack, it can use a bonus action to attempt to grapple.

Tools. The mongrelfolk has a disguise kit.

ACTIONS

Multiattack. The mongrelfolk makes two attacks: one with its bite and one with its claw or dagger.

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Dagger. *Melee or Ranged Weapon Attack:* +5 to hit, reach 10 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

EXTRAORDINARY FEATURES

If an extraordinary feature has prerequisites, the mongrelfolk sidekick must meet them to gain it. The mongrelfolk can learn the feature at the same time that it meets the prerequisites.

ALERT

Prerequisite: 10th level

The mongrelfolk gets a +3 bonus to initiative and cannot be surprised while conscious.

AGGRESSIVE

Prerequisite: 2nd level

At the start of its turn, the mongrelfolk can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

AMPHIBIOUS

The mongrelfolk can breathe air and water, and it has a hardened shell covering its back, increasing its AC by 2.

MONGRELFOLK BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	74 (9d8 + 34)	Ability Score Increase. The mongrelfolk's Strength score increases by 2. This raises the Strength modifier and melee attack and damage bonuses by 1. Additional Extraordinary Feature. The mongrelfolk gains another one of the Extraordinary Features. Thicker Skin. The mongrelfolk's AC increases by 2.
9th	83 (10d8 + 38)	Brutal Critical. When the mongrelfolk scores a critical hit with a melee weapon attack, it can roll one of the damage dice one additional time and add it to the extra damage of the critical hit.
10th	91 (11d8 + 42)	Additional Extraordinary Feature. The mongrelfolk gains another one of the Extraordinary Features.

COLD AURA

Prerequisite: 8th level

Any creature that starts its turn within 5 feet of the mongrelfolk takes 3 (1d6) cold damage.

DARKVISION

The mongrelfolk has darkvision out to a range of 60 feet.

DIVE ATTACK

Prerequisite: 3rd level, *Flying extraordinary feature*

If the mongrelfolk is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 3 (1d6) damage to the target.

EAGLE-EYED

Prerequisite: 10th level

The mongrelfolk gains the eyesight of an eagle. It can see up to 1 mile away with no difficulty, able to discern even fine details as though looking at something no more than 100 feet away from it. Additionally, dim light doesn't impose disadvantage on its Wisdom (Perception) checks.

EVASION

Prerequisite: 10th level

When the mongrelfolk is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

FLYBY

Prerequisite: 8th level, *Flying extraordinary feature*

The mongrelfolk doesn't provoke opportunity attacks when it flies out of an enemy's reach.

FLYING

The mongrelfolk has leathery wings and a flying speed of 40 feet.

GRAPPLER

Prerequisite: 3rd level

When the mongrelfolk hits a creature with a melee weapon attack, it can use a bonus action to attempt to grapple the target.

IMPROVED DARKVISION

Prerequisite: 8th level, Darkvision extraordinary feature

Magical darkness doesn't impede the mongrelfolk's darkvision.

KEEN HEARING AND SMELL

Prerequisite: 2nd level

The mongrelfolk has advantage on Wisdom (Perception) checks that rely on hearing or smell.

KEEN SIGHT

Prerequisite: 2nd level

The mongrelfolk has advantage on Wisdom (Perception) checks that rely on sight.

LONG-LIMBED

Prerequisite: 2nd level

The mongrelfolk's speed increases by 10 feet and its melee attack reach increases by 5 feet.

LURKER

Prerequisite: 2nd level

While submerged in liquid, the mongrelfolk has advantage on attack rolls.

NATURAL CAMOUFLAGE

Prerequisite: 3rd level

The mongrelfolk can hide while lightly obscured, and dim light doesn't impose disadvantage on its Wisdom (Perception) checks relying on sight.

QUICK FOOT

Prerequisite: 3rd level

When the mongrelfolk takes the Dash action on its turn, it can make a melee weapon attack as a bonus action.

RABID

Prerequisite: 8th level, Long-Limbed extraordinary feature

The mongrelfolk makes a claw attack against each creature of its choice within 10 feet of it. A creature hit by this attack must succeed on a DC 14 Strength saving throw or be knocked prone. It can use this feature twice, regaining expended uses after it finishes a short or long rest.

RELENTLESS ENDURANCE

Prerequisite: 10th level

When the mongrelfolk is reduced to 0 hit points but not killed outright, it can drop to 1 hit point instead. The mongrelfolk can't use this feature again until it finishes a long rest.

SAVAGE ADVANTAGE

Prerequisite: 8th level

Once per turn, when the mongrelfolk hits with a claw attack, the target takes an additional 7 (2d6) slashing damage.

SECOND WIND

Prerequisite: 3rd level

The mongrelfolk can use a bonus action on its turn to regain hit points equal to 1d10 + its level. If it does so, it can't use this feature again until it finishes a short or long rest.

SHELL DEFENSE

Prerequisite: 3rd level, Amphibious extraordinary feature

The mongrelfolk can use a bonus action to withdraw into or emerge from its shell. While in its shell, the mongrelfolk gains a +4 bonus to AC, and it has a speed of 0 and can't benefit from bonuses to speed.

SPIDER CLIMB

The mongrelfolk can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

STANDING LEAP

The mongrelfolk's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

STICKY

Prerequisite: 2nd level

The mongrelfolk can cause Medium or smaller objects to adhere to it. A Medium or smaller creature that touches the mongrelfolk is grappled by it. The creature can make a DC 12 Strength saving throw at the end of its turn to escape.

STURDY

Prerequisite: 8th level

The mongrelfolk has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

TONGUE WHIP

Prerequisite: 10th level

The mongrelfolk can target one Medium or smaller creature that it can see within 20 feet of it and lashes out with its tongue. The target must make a DC 14 Strength saving throw. On a failed save, the target is pulled into an unoccupied space within 5 feet of the mongrelfolk, and the mongrelfolk can make a bite attack against it as a bonus action.

TWO-HEADED

The mongrelfolk has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, or knocked unconscious.

UNSEEN

Prerequisite: 10th level

Immediately after the mongrelfolk takes damage, it can use its reaction to magically become invisible until the end of its next turn or until it attacks, deals damage, or forces someone to make a saving throw. If it does so, it can't use this feature again until it finishes a short or long rest.

RICTAVIO

1st-level Medium humanoid (human)

Armor Class 12 (leather armor)

Hit Points 11 (2d8 + 2)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	13 (+1)	16 (+3)	14 (+2)	16 (+3)

Saving Throws Con +3, Wis +4

Skills Arcana +5, Insight +4, Medicine +4, Perception +4, Religion +6, Sleight of Hand +3

Senses passive Perception 14

Languages Abyssal, Common, Elvish

Infernal Spellcasting. Rictavio is a 1st-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). Rictavio has the following cleric spells prepared:

Cantrips (at will): *light*, *mending*

1st level (2 slots): *cure wounds*, *protection from evil and good*

Special Equipment. Rictavio has a *hat of disguise*, a *ring of mind shielding*, and a *spell scroll* of *raise dead*.

ACTIONS

Sword Cane. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage (wooden cane) or piercing damage (silvered sword).

RICTAVIO BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	16 (3d8 + 3)	Spellcasting. Rictavio learns another cantrip: <i>guidance</i> .
3rd	22 (4d8 + 4)	Spellcasting. Rictavio learns the <i>thaumaturgy</i> cantrip and a 1st-level spell: <i>sanctuary</i> .
4th	27 (5d8 + 5)	Ability Score Increase. Rictavio's Wisdom score increases by 2. This raises the Wisdom modifier and saving throw; Insight, Medicine, and Perception bonuses; passive Perception; spell save DC; and spell attack bonus by 1. Undead Slayer. When Rictavio hits an undead with a weapon attack, the undead takes an extra 3 (1d6) damage of the weapon's type.
5th	33 (6d8 + 6)	Proficiency Bonus. Rictavio's proficiency bonus increases by 1. This raises the saving throw bonuses, skill bonuses, passive Perception, and spell and weapon attacks by 1. Spellcasting. Rictavio gains one 1st-level spell slot. He also learns another 1st-level spell: <i>detect evil and good</i> .
6th	38 (7d8 + 7)	Multiattack. Rictavio makes two attacks with his sword cane. Undead Slayer. The extra damage increases to 7 (2d6).



RICTAVIO

7th-level Medium humanoid (human)

Armor Class 12 (leather armor)

Hit Points 44 (8d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	13 (+1)	16 (+3)	16 (+3)	16 (+3)

Saving Throws Con +4, Wis +6

Skills Arcana +6, Insight +6, Medicine +6, Perception +6, Religion +5, Sleight of Hand +4

Senses passive Perception 16

Languages Abyssal, Common, Elvish

Infernal Spellcasting. Rictavio is a 7th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). Rictavio has the following cleric spells prepared:

Cantrips (at will): *guidance*, *light*, *mending*, *thaumaturgy*

1st level (4 slots): *cure wounds*, *detect evil and good*, *protection from evil and good*, *sanctuary*

2nd level (2 slots): *lesser restoration*

Special Equipment. Rictavio has a *hat of disguise*, a *ring of mind shielding*, and a *spell scroll* of *raise dead*.

Undead Slayer. When Rictavio hits an undead with a weapon attack, the undead takes an extra 7 (2d6) damage of the weapon's type.

ACTIONS

Sword Cane. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage (wooden cane) or piercing damage (silvered sword).

RICTAVIO BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	49 (9d8 + 9)	Ability Score Increase. Rictavio's Wisdom score increases by 2. This raises the Wisdom modifier and saving throw; Insight, Medicine, and Perception bonuses; passive Perception; spell save DC; and spell attack bonus by 1.
9th	55 (10d8 + 10)	Spellcasting. Rictavio gains one 2nd-level spell slot and two 3rd-level spell slots. He also learns the 2nd-level spells <i>augury</i> and <i>protection from poison</i> and one 3rd-level spell: <i>speak with dead</i> . Undead Slayer. The damage increases to 10 (3d6) when Rictavio hits an undead creature with a weapon attack.
10th	60 (11d8 + 11)	Spellcasting. Rictavio gains one 3rd-level spell slot and two 4th-level spell slots. He also learns the 3rd-level spells <i>magic circle</i> and <i>remove curse</i> and one 4th-level spell: <i>freedom of movement</i> .
11th	66 (12d8 + 12)	Spellcasting. Rictavio gains one 4th-level spell slot and one 5th-level spell slot. He also learns the 4th-level spell <i>death ward</i> and a 5th-level spell: <i>dispel evil and good</i> .

Rictavio is a vampire hunter who has adopted the disguise of a friendly half-elf bard, and can be encountered in the town of Vallaki (chapter 5), staying at the Blue Water Inn. He also has a carnival wagon as part of his disguise in the Arasek Stockyard which he visits every evening to feed his caged saber-toothed tiger. If he believes he's in danger, he retreats to his former base, Van Richten's tower (chapter 11) and fortifies himself there.



WACHTER BROTHER

1st-level Medium humanoid (human)

Armor Class 15 (breastplate)

Hit Points 9 (2d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	11 (+0)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Str +2

Skills Athletics +2, Deception +5, Insight +4, Intimidation +5, Persuasion +5, Survival +4

Senses passive Perception 12

Languages Common

ACTIONS

Rapier. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) piercing damage.

REACTIONS

Parry. The Wachter brother adds 2 to his AC against one melee attack that would hit him. To do so, the Wachter brother must see the attacker and be wielding a melee weapon.

Nikolai and Karl Wachter are known throughout Barovia as tavern brawlers of noble clout, though they never speak of their cult-leading mother Fiona Wachter. Preferring ale and danger over political drivel, they frequent the Blue Water Inn in Vallaki (chapter 5). At night they can be found at the Wachterhaus, their family home.

WACHTERHAUS

WACHTER BROTHERS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	10 (3d8)	Danger Sense. The Wachter brother has advantage on Dexterity saving throws against effects that he can see, such as traps and spells. This feature doesn't work if he is incapacitated.
3rd	14 (4d8)	Braggart. If the Wachter brother hits with a rapier attack, the target's next attack has disadvantage. If the Wachter brother's attack misses, the next attack against the Wachter brother by any creature has advantage. Improved Critical. The Wachter brother's attack rolls score a critical hit on a roll of 19 or 20 on the d20.
4th	17 (5d8)	Ability Score Improvement. The Wachter brother's Dexterity score increases by 2. This raises the Dexterity modifier, Armor Class, and attack and damage bonuses by 1. Barovian Notoriety. Allies within 10 feet of the Wachter brother have advantage on Charisma (Intimidation or Persuasion) checks while within the town of Vallaki.
5th	21 (6d8)	Extra Attack. The Wachter brother can attack twice, instead of once, whenever he takes the Attack action on his turn. Proficiency Bonus. The Wachter brother's proficiency bonus increases by 1. This raises the saving throw bonus, skill bonuses, and attack bonus by 1.
6th	24 (7d8)	Back to Back. While within 5 feet of an ally, both the ally and the Wachter brother gain a +2 bonus to their AC against melee and ranged attacks.

WACHTER BROTHER

7th-level Medium humanoid (human)

Armor Class 16 (breastplate)

Hit Points 28 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	11 (+0)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Str +3

Skills Athletics +3, Deception +6, Insight +5, Intimidation +6, Persuasion +6, Survival +5

Senses passive Perception 12

Languages Common

Back to Back. While within 5 feet of an ally, both the ally and the Wachter brother gain a +2 bonus to their AC against melee and ranged attacks.

Barovian Notoriety. Allies within 10 feet of the Wachter brother have advantage on Charisma (Intimidation or Persuasion) checks while within the town of Vallaki.

Battle Readiness. The Wachter brother has advantage on initiative rolls.

Braggart. If the Wachter brother hits with a rapier attack, the target's next attack has disadvantage. If the Wachter brother's attack misses, the next attack against the Wachter brother by any creature has advantage.

Danger Sense. The Wachter brother has advantage on Dexterity saving throws against effects that he can see, such as traps and spells. This feature doesn't work if he is incapacitated.

Hunting Party. As a bonus action, the Wachter brother can mark one target within 60 feet. Any of the Wachter brother's allies that attack the target do so with advantage.

Improved Critical. The Wachter brother's attack rolls score a critical hit on a roll of 19 or 20 on the d20.

ACTIONS

Extra Attack. The Wachter brother can attack twice, instead of once, whenever he takes the Attack action on his turn.

Rapier. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

REACTIONS

Parry. The Wachter brother adds 2 to his AC against one melee attack that would hit him. To do so, the Wachter brother must see the attacker and be wielding a melee weapon.

WACHTER BROTHERS BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	31 (9d8)	Ability Score Improvement. The Wachter brother's Dexterity score increases by 2. This raises the Dexterity modifier and attack and damage bonuses by 1. Barovian Noble. The Wachter brother has advantage on all Charisma checks.
9th	35 (10d8)	Indomitable. The Wachter brother can reroll a failed saving throw but must use the new roll. If he does so, he can't use this feature again until he finishes a long rest. Proficiency Bonus. The Wachter brother's proficiency bonus increases by 1. This raises the saving throw bonus, skill bonuses, and attack bonus by 1.
10th	38 (11d8)	Improved Defense. The Wachter brother's Armor Class increases by 1. Riposte. The Wachter brother can make a rapier attack against a creature whenever a parry deflects its attack that would have otherwise hit.

d8 Swayed by Barovia's gloom, the Wachter brother grows...

- Weary.** Until the Wachter brother consumes alcohol, his Charisma checks have disadvantage.
- Selfish.** Unless the Wachter brother receives a reasonable stipend, he never willingly takes the lead or rear position when moving as a group out of combat.
- Doubtful.** The next attack the Wachter brother makes is made with disadvantage.
- Hungry.** Until the Wachter brother eats, his Dexterity (Stealth) checks have disadvantage.
- Lonely.** If no ally is within 30 feet of the Wachter brother, he must move to within 30 feet of an ally before performing any other action for the next 10 minutes.
- Vigilant.** The Wachter brother and his allies are immune to surprise for 10 minutes.
- Determined.** The next attack the Wachter brother makes is made with advantage.
- Alert.** The next Intelligence (Investigation) check an ally makes has advantage.



WERERAVEN

1st-level Medium humanoid (human, shapechanger)

Armor Class 14 (studded leather)

Hit Points 9 (2d8)

Speed 30 ft. (fly 50 ft. in raven and hybrid forms)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	11 (+0)	13 (+1)	15 (+2)	14 (+2)

Saving Throws Wis +4

Skills Acrobatics +4, Perception +4, Sleight of Hand +4, Stealth +4

Senses passive Perception 14

Languages Common, Auran (can't speak in raven form)

Mimicry. The wereraven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

Shapechanger. The wereraven can use its action to polymorph into a raven-humanoid hybrid or into a raven, or back into its human form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its human form if it dies. Once used, the wereraven takes a level of exhaustion and can't use this feature again until it finishes a long rest.

Tools. The wereraven has thieves' tools.

ACTIONS

Beak (Raven or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage in raven form, or 4 (1d4 + 2) piercing damage in hybrid form. If the target is a humanoid, it must succeed on a DC 10 Constitution saving throw or be cursed with wereraven lycanthropy.

Shortsword (Human or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Hand Crossbow (Human or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, range 30/120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

WERERAVENS BEYOND 1ST LEVEL

Level	Hit Points	New Features
2nd	13 (3d8)	Damage Immunity. The wereraven gains immunity to bludgeoning damage from nonmagical attacks not made with silvered weapons.
3rd	18 (4d8)	Light as a Feather. The proficiency bonus is doubled for any Dexterity (Sleight of Hand or Stealth) checks the wereraven makes. Early Bird. The wereraven has advantage on initiative rolls.
4th	22 (5d8)	Ability Score Improvement. The wereraven's Dexterity score increases by 2. This raises the Dexterity modifier; Armor Class; Acrobatics, Sleight of Hand, and Stealth bonuses; and attack and damage bonuses by 1. Get the Worm. When the wereraven enters a structure or ruin, it can correctly ascertain its original purpose and determine its builders, whether those were dwarves, elves, humans, yuan-ti, or some other known race. In addition, it can determine the monetary value of art objects more than a century old.
5th	27 (6d8)	Advanced Damage Immunity. The wereraven gains immunity to piercing damage from nonmagical attacks not made with silvered weapons. Proficiency Bonus. The wereraven's proficiency bonus increases by 1. This raises the saving throw bonus, Acrobatics and Perception bonuses, passive Perception, DC of the Mimicry feature and saving throw to resist being cursed with lycanthropy, and weapon attacks by 1. In addition, it increases the Sleight of Hand and Stealth bonuses by 2.
6th	31 (7d8)	Birds of a Feather Flock Together. The wereraven has an innate ability to communicate with small, winged creatures, and they recognize it as a kindred spirit. Through sounds and gestures, the wereraven can communicate simple ideas to such a creature as an action, and can read its basic mood and intent. The wereraven may be able to convince the creature to complete a small task. Multiattack (Human or Hybrid Form Only). The wereraven makes two weapon attacks, one of which can be with its hand crossbow.



WERERAVEN

7th-level Medium humanoid (human, shapechanger)

Armor Class 15 (studded leather)

Hit Points 36 (8d8)

Speed 30 ft. (fly 50 ft. in raven and hybrid forms)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	11 (+0)	13 (+1)	15 (+2)	14 (+2)

Saving Throws Wis +5

Skills Acrobatics +6, Perception +5, Sleight of Hand +9, Stealth +9

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Senses passive Perception 15

Languages Common, Auran (can't speak in raven form)

Birds of a Feather Flock Together. The wereraven has an innate ability to communicate with small, winged creatures, and they recognize it as a kindred spirit. Through sounds and gestures, the wereraven can communicate simple ideas to such a creature as an action, and can read its basic mood and intent. The wereraven may be able to convince the creature to complete a small task.

Early Bird. The wereraven has advantage on initiative rolls.

Get the Worm. When the wereraven enters a structure or ruin, it can correctly ascertain its original purpose and determine its builders, whether those were dwarves, elves, humans, yuan-ti, or some other known race. In addition, it can determine the monetary value of art objects more than a century old.

Kindness of a Wereraven. When in need, the party can find a place to hide, rest, or recuperate among other wereravens, unless the party has shown themselves to be a danger to the wereravens.

Mimicry. The wereraven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 11 Wisdom (Insight) check.

Shapechanger. The wereraven can use its action to polymorph into a raven-humanoid hybrid or into a raven, or back into its human form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its human form if it dies. Once used, the wereraven takes a level of exhaustion and can't use this feature again until it finishes a long rest.

Tools. The wereraven has thieves' tools.

ACTIONS

Multiattack (Human or Hybrid Form Only). The wereraven makes two weapon attacks, one of which can be with its hand crossbow.

Beak (Raven or Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 2 piercing damage in raven form, or 5 (1d4 + 3) piercing damage in hybrid form. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with wereraven lycanthropy.

Shortsword (Human or Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Hand Crossbow (Human or Hybrid Form Only). *Melee Weapon Attack:* +6 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

WERERAVENS BEYOND 7TH LEVEL

Level	Hit Points	New Features
8th	40 (9d8)	Ability Score Improvement. The wereraven's Wisdom score increases by 2. This raises the Wisdom modifier and saving throw, Perception bonus, and passive Perception by 1.
9th	45 (10d8)	Raven Aloft. The wereraven doesn't provoke opportunity attacks when it flies out of an enemy's reach. Bird's Ear View. If the wereraven can hear, it has blindsight out to a range of 15 feet.
10th	49 (11d8)	Shadow Walk. When the wereraven is in dim light or darkness, as an action, it can teleport up to 120 feet to an unoccupied space it can see that is also in dim light or darkness. Once used, the wereraven can't use this feature until it finishes a long rest.

