

Encounters In

Ravenloft

BY NEVERNOTDM



IMPRESS YOUR PLAYERS WITH
THESE 10 HORRIFIC ENCOUNTERS

Ravenloft



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some of his content, like the Oath of Ravenkind,
featured in [Ravenloft Players Compendium](#).

FOREWORD

Working with NeverNotDM (Ben) and Jeremy
has been fantastic. Ben wrote some amazing
encounters which will for sure provide an
awesome experience to your players. Jeremy’s
know-how on Ravenloft certainly added great
value to the overall content built upon by Ben.
I’m really proud of what we achieved here.
Hopefully you and your group will have fun—and
DARK—times running those encounters!



RPG

INTRODUCTION

Beware: by opening this document, you have created a door into the Domains of Dread, unleashing the horrors that lurk within. Within these pages you will find ten encounters for characters of various levels, all set in the shadowy realm of Ravenloft, each waiting to be loosed upon unsuspecting characters in your campaign.

Most of these encounters can be tied to one or more of the Darklords, those wicked souls who are both masters and victims of the various Domains of Dread. This gives you the flexibility to set these encounters in a variety of domains, according to the needs of your own campaign. Although the Dark Powers of Ravenloft have crafted the domains to revolve around these titans of terror, Darklords need not always take center-stage. In fact, sometimes the DM makes best use of a Darklord by having them remain mysterious, or letting them linger in the background like malevolent threats, intruding into the foreground only when adventurers foolishly provoke their attention. Many of these encounters excel at foreshadowing future encounters with Darklords, hinting at the greater dangers yet to be revealed...

OVERVIEW

Encounters in Ravenloft contains ten encounters designed for DUNGEONS & DRAGONS's popular setting of Ravenloft. Each encounter listed in this product comes with a detailed explanation of how to run it in your Ravenloft campaign, most of them accompanied by detailed maps to enhance your experience.

ENCOUNTERS

Encounters serve as supplements or replacements for any random encounters tables listed in either *Curse of Strahd* or any other Ravenloft module you might be running.

These encounters' level requirement are mentioned at the beginning of each encounter. If you wish to use these encounters at different levels, make use of online tools to double-check the encounter balance. One way to make encounters easier is to reduce the number of creatures engaged in a combat encounter, or by reducing the strength of those creatures' abilities.

USING MAPS

Most encounters presented in this module includes an associated map. The product also provides a ZIP file with VTT files containing different versions of each map, all with grid and gridless options.

RUNNING ENCOUNTERS

To run *Encounters in Ravenloft*, you will need the DUNGEONS & DRAGONS fifth edition *Player's Handbook*, *Dungeon Master's Guide*, and *Monster Manual*. Creatures new to this supplement are listed in appendix A.

ENCOUNTER CHALLENGE

If the adventurers stumble upon an encounter that's too challenging, remind them not every foe can (or should) be fought. Other tactics, like fleeing, hiding, or negotiating, can lead to more exciting outcomes.

When the "Rewards" section of an encounter includes an experience points (XP) reward, refer to the XP Thresholds by Character Level table (chapter 3 of the *Dungeon Master's Guide*) to award the correct amount of XP based on the characters' levels and the provided difficulty.

CONTENT WARNING

This product contains content that could be triggering or disturbing to some players. Make sure to discuss boundaries with your play group and if necessary, alter the adventures to suit your players' needs. *Encounters in Ravenloft* contains graphic descriptions of violence, murder, and torture.

ENCOUNTERS

A WITCH'S CURSE

Encounter Level: 4th–5th

Encounter Type: Social, Combat

Encounter Overview: While in a settlement, the party is approached by a woman begging for help in freeing her husband, who according to her is being held prisoner. Everyone around is deeply fearful of the situation and the party will soon find out that the townsfolk have been cursed by a witch, having to keep a captive man to avoid a far worse punishment.

Encounter Locations: Any domain with small rural settlements (such as Barovia, Kartakass, or Tepest)

BACKGROUND

Many years ago, the townsfolk burned a witch at the stake for crimes of kidnapping the town's children. With her dying breath, the witch cursed the town to never prosper, unless the townsfolk forced one of their own into abject suffering for months at a time each year. The townsfolk, being superstitious types, feared the curse and started a lottery in which families would "volunteer" one of their members to be imprisoned in horrific conditions until death, so that the rest of the townsfolk can survive the harsh winters and cruel summers. Everyone in town believes that should the man be released, the town would devolve into chaos and all they have worked to build up to would be in vain.

THE ENCOUNTER

While in any small, rural settlement of your choosing, the party is approached by a wild-eyed woman named Sophia, begging the characters to free her husband, Toth. She claims that the townsfolk are holding Toth hostage in a state of suffering to fulfill 'some prophecy.' Desperate to get her husband back, she will make a scene in a public place, attempting to invoke a sense of

pressure on the characters while the woman pleads with them. The townsfolk watch the scene with mixed apprehension and disgust. With a successful DC 12 Wisdom (Insight) check, characters can spot villagers demonstrating disgust, while others exhibit pity. The lottery is actually rigged, where the rich pay to never be selected.

If the characters accept, she thanks them profusely, offering a silver locket with images of her and her husband inside as a reward. The locket is a family heirloom and is worth 50 gp. If they refuse, she gets even more desperate, yelling that the party **MUST** help her, she has no-one else to ask, following the characters until she is scared off, or convinced the party will not help her. In either case, she points them towards wherever prisoners are kept in town, be it a stockade or guardhouse.

While the woman is pleading and begging for help, two men approach the party and try to dissuade them from listening to the woman by lying to them, telling them that the woman is simply mad with grief over a tragic event in her past. A successful DC 12 Wisdom (Insight) check reveals the lie. If you want added drama, the town guards may try to remove her while the characters are talking to her. This may spark your players to really try to find out what is going on.

If the characters decide to investigate the situation, they can easily find out where prisoners are usually held, which could be in a city watch headquarters, or any other secured facility. In case the party inquires the nearby crowd about said location, they will not deny the information but will reinforce that they should ignore Sophia.

Upon arrival at the prison, the guards will be unwilling to let the characters in to check on the prisoners, but a successful DC 15 Charisma (Deception, Intimidation, or Persuasion) check, or a bribe of 25 gp will make the guards change

GROUND FLOOR



BASEMENT



TOTH'S CELL



their minds and allow them in. They are led to the basement. Read or paraphrase:

The place is cold and damp, the walls and ground made of old stone. In one of the cells, a man stands shackled to the back wall, his arms bound above his head. His filthy, dehydrated skin clings closely to the bone. Beside him is a pile of rotting hay and a fly-infested bucket. A foul smell crawls its way out from the cell and up into your nose, almost completely overpowering you.

If asked about this, the captain of the guard explains the information about the witch detailed in the Background. The guards, as well as the rest of the townsfolk, will become hostile if an attempt is made to free the man. They are convinced that releasing him will bring about disease, hunger, pestilence, and a slew of other horrible things upon the rest of them, thus they will fight to ensure the man stays in chains.

The captain has the below information which he willingly gives to the party if inquired:

- This curse was bestowed upon the town roughly a century ago.
- The person that is chosen by the family stay captive until their death.
- Once this happens, the town organizes a new lottery to choose another person to avoid mayhem.
- All they do with the captive person is leave them be, giving water every three days and food once a week.

In case the party decides to talk to the man, he is very weak and barely speaks, but here's what he can share:

- When his family was chosen via the lottery some five years back, he volunteered to go, despite the wife's pleas.
- He has accepted his fate and truly believes that it is for the good of the town.

Any character may attempt a DC 15 Intelligence (Arcana or Religion) to come to the conclusion that this is likely to be a self-fulfilling prophecy. The town will devolve into chaos if the man is released, but this will be because of the townsfolk's own convictions, and not because of any witch's curse, as a witch with such power to curse an entire town would have managed to escape her fate. Even when supplied with this reasonable explanation, the townsfolk will not be dissuaded from their superstition.

If the party tries to free the man, he asks them not to and the guards demand that the character stand down. Failing to do so will result in combat. The captain is a **veteran**, and with them are four **guards**. One of them runs up and blows his horn, warning the whole headquarters. In three rounds, 1d4 + 2 **guards** and 1d4 **scouts**, join the fight. After an additional two rounds,

another **veteran** and an **archer** arrive to fight, while other 3d6 + 4 **guards** and 2d4 + 2 **scouts** gather around the exit to make sure the party does not escape. These soldiers will join the fight only when the number of guards actively partaking in the fight drops below three. Once the fight is over, two **berserkers** arrive at the headquarters, villagers who fear for the curse and will try to stop the party.

By the time all enemies are dealt with, the news spreads. Sophia rushes to her husband who will make an effort to hastily consume any food or drink given to him. He will not have the strength to hug his wife when she arrives, though he will ask fearfully about the curse before falling unconscious.

In ten minutes, the villagers will have organized themselves and a crowd of fifty **commoners** armed with daggers, forks, slings and torches will arrive, aiming to kill the party and Sophia, then put Toth back where he belongs. The crowd also brings eight **mastiffs**. The party needs to take the couple away in order to avoid the townfolk's wrath.

The party can attempt to sneak Toth out, as long as they try this before the mob arrives. The party must succeed on a DC 14 group Stealth check in order to exit the town without being noticed by the townsfolk.



DEVELOPMENTS

If the party manages to save Toth and take him away, the villagers will run the lottery again and pick someone else right away to avoid bad things from happening.

OUTCOMES

Some of the possible outcomes for this encounter are listed below:

- The party ignores Sophia and does not learn about the curse.
- The party investigates and finds out about the curse and Toth, but decides to leave the townsfolk to their own ways.
- The party decides to take action against the guard, freeing Toth and taking the couple away from the town.
- The party takes action but fails to take the couple away, causing Sophia to be killed and Toth to be imprisoned again.
- The party fights the guard and loses, waking up stripped of all their equipment in the prison's cells.

REWARDS

The party can find a locked chest in the captain's quarters. A successful DC 17 Dexterity (thieves' tools) check will open it, revealing 42 gp, 198 sp, 352 cp, a small amethyst worth 25 gp, and a golden ring worth 100 gp.

If the party finds out about the curse and takes no action, award them experience for a medium encounter. If they take action and manage to run away with Toth and Sophia, award them appropriate experience for the creature's faced in combat, then experience equal to a deadly encounter.

A QUEER WARNING

Encounter Level: 3rd–4th

Encounter Type: Social, Combat

Encounter Overview: As the players are traveling through the Domains of Dread, the ghost of a murdered woman Annestaja, attempts to turn them away, wishing to save them from her killer, the cruel dhampir bandit, the Sommelier.

Encounter Location: A road in any domain, especially those with deadly wilderness areas between settlements, such as Borovia, Kartakass, or Tepest

BACKGROUND

The Sommelier, a wicked dhampir (half-vampire), has been terrorizing the roads and mist routes through the Domains of Dread. The Sommelier is the child of a vampire Darklord. This Darklord may be Dr. Daclaud Heinfroth,

Kas the Destroyer of Tovag, Prince Ladislav Mircea of Sanguinia, Baron Urik von Kharkov of Valachan, Count Strahd von Zarovich of Barovia himself, or a vampiric Darklord of your own creation, whichever best suits your campaign. In any case, the Sommelier hates their vampiric parent and seeks to overthrow them. Like most people, they don't actually understand what it means to be a Darklord, nor how the Dark Powers trap them in their domains for an eternity of torment.

About six months ago, Annestaja (Anne), a Vistani woman, and a small group of her family members were traveling to visit her brother Toni at a Vistani encampment. Along the path, they were ambushed by the Sommelier and murdered, all as a part of their master plan to usurp their vampire parent. Annestaja had her throat slit and her blood drained by the Sommelier, but her spirit cannot find rest.

THE WARNINGS

As the party make their way down the road, Anne, a **ghost**, will attempt to turn them back through various hauntings. If that does not succeed, she will try to possess one of the characters, speaking through them. Due to her



slit throat, Anne cannot speak, even as a ghost, requiring her to possess another creature.

The following table is an example of the various hauntings the characters can experience along the path. Anne will cause a haunting once each day, but depending on how many days of travel you have planned you can use as many or as few of these hauntings as you want. Feel free to include various other random, spooky encounters along the road.

Fallen Tree. Anne will use all of her strength to push over a rotting tree to block the path ahead. Written along the tree's trunk in blood is, "Fear the Sommelier"

With a successful DC 10 Intelligence (Brewer's Supplies) check, a character can recall that a sommelier is a person who evaluates wines.

The party can attempt to push the tree out of the path with two characters simultaneously succeeding on DC 13 Strength (Athletics) check, spend a few hours chopping it up, or if they don't possess some kind of wagon or cart, simply move around it.

With a successful DC 10 Intelligence (Nature) or Wisdom (Medicine or Survival) check the party can determine the blood is quite fresh, less than a few hours old.

Ghostly Figure. Any character actively on watch while the party is traveling feels the hair on the back of their neck raise, alongside an eerie sense that they are being watched. A successful DC 11 Wisdom (Perception) check reveals a vague outline of a figure through the tree cover, which fades away into nothing.

For the rest of the trip, every time a character on watch succeeds on a DC 11 Wisdom (Perception Check) they notice a bit more of the figure:

- The figure has long hair
- The figure seems vaguely feminine
- The figure is wearing a very dirty dress
- The figure is not touching the ground, hovering just above it

Haunting Visage. While camping on the side of the road, Anne will appear at the edge of the treeline and use her Haunting Visage. A creature that fails its saving throw is not aged magically. Read or paraphrase the following aloud:

At the end of the clearing appears a young woman, dressed in a ratty, patchwork dress. Her black hair, wet and stringy, obscures her face. Suddenly, she lifts her head and stares directly at you, her empty eye sockets crawling with maggots. She opens her mouth, yet only a bloody gurgle escapes her lips. Blood pours down the dress from a long, jagged gash in her neck.

All the characters who can see Anne must succeed on DC 13 Wisdom saving throw or be frightened by the Haunting Visage. As soon as

Anne uses her Haunting Visage, she uses her Etherealness feature and vanishes.

Message. "Danger turn back" is written in twigs, dead leaves, and small pebbles across the path. If the characters examine the message they can determine the following with a DC 10 Intelligence (Investigation) or Wisdom (Survival) check.

- It was made recently, in the last 24 hours
- It is very crude and made with only light materials

Scream. The trees along the path begin to rattle in an unnatural wind and the players hear a scream, "RUN ANNE! RUN!" The scream is the last words Anne heard from her elder sister, Verusya, before she was killed by the Sommelier during the ambush.

Sudden Appearance. As the party makes their way down the road, Anne will suddenly apparate before the party. Read or paraphrase the following aloud:

A cold wind rushes through the trees, scattering rotting leaves across the path. As soon as it fades, you look up and see a figure standing in the center of the road. A young woman, her dress torn and dirty, her hair tangled and soaked. She stares at you with her bright blue eyes and points behind you. Tears drip down her face. Blood begins to pour from a slash in her neck as she fades away into mist.

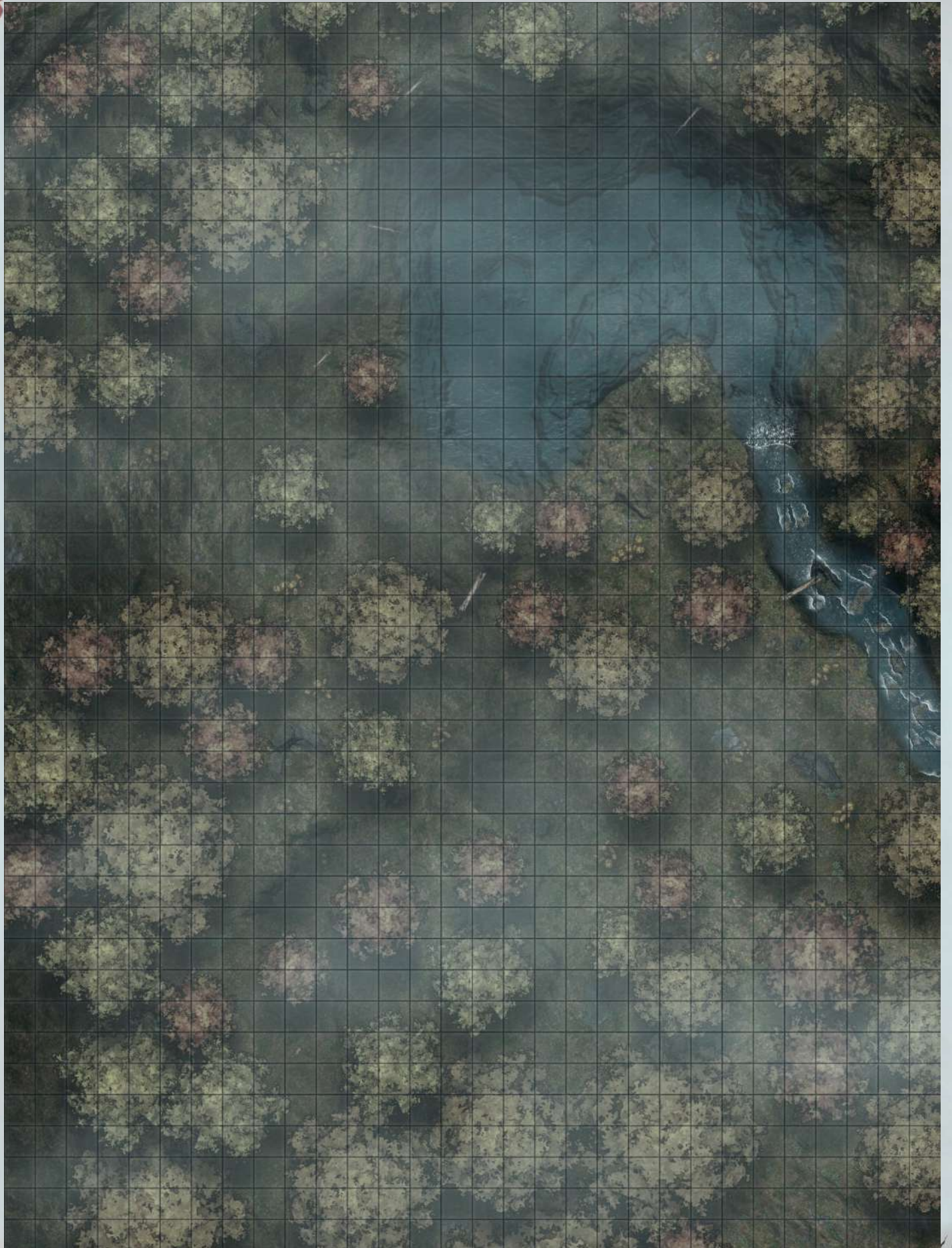
DM's NOTE

Not all of the "Warnings" have to occur in the same timespan. Feel free to spread this encounter out over several days of travel, even as they pass through the different domains, or experience other encounters in the meantime.

THE THREAT

If the characters have not decided to turn around, despite the hauntings, Anne will resort to more drastic action to attempt to turn them back. After the characters camp for the night, but before they take a long rest, Anne will appear from underneath the ground, surprising any player with a passive perception below 16 and attempt to use her possession on one of the characters.

If Anne possesses one of the characters, she will scream for the party to turn back. If the characters refuse, she will attempt to knock them unconscious and then steal all their weapons and food to force them to return. If Anne cannot possess one of the characters immediately, she will attempt to fight the party until she is below half (22) hit points. She will then surrender and attempt to communicate, now believing that the party could be strong enough to face the Sommelier.



If the characters ask her why they must leave, Anne initially does not trust them to listen to reason, too many travelers have not heeded her warnings and must be convinced with a DC 10 Charisma (Persuasion) check to stand down.

- If Anne surrenders or is convinced to stand down she will tell the party her tale through a possession.
- She is a Vistani, who travelled with her family to meet with her brother, Toni, at his encampment a few days down the road, alongside three of her family members: her mother, Tamila; her elder sister, Verusya; and her younger brother, Lazar.
- While traveling, she was ambushed by bandits led by a person who called themselves “The Sommelier.” They rob and murder people to drink their blood and increase their power. They seem to be obsessed with overthrowing a vampire who rules one of the Domains of Dread. (It is up to you whether Anne knows which vampire.)
- The Sommelier is not quite human and seemed somewhat vampiric
 - Players could determine with a DC 15 Intelligence (Arcana, History, or Religion) check that the Sommelier is likely a dhampir, a humanoid vampire. Dhampirs have a deadly bite that regenerates them and are faster than a normal humanoid.

- The Sommelier used some kind of chains made of blood to bind her family so they couldn't escape.
- The Sommelier has around five bandits that travel with them. They are fiercely devoted to them and partake in the Sommelier's horrible blood sacrifices.

Anne will warn the party of the Sommelier's favorite ambush spot on the road ahead. She advises them to turn back and will offer to guide the party on an alternate route. Alternatively, if Anne believes them strong enough, she will guide them to destroy the Sommelier and catch them out at the dhampir's normal spot.

THE AMBUSH

If the party decides to face the Sommelier despite Anne's warning, or they destroy Anne's ghost and do not learn from her, they will be walking into an ambush.

The Sommelier (see appendix A) has six **bandits** with them. Two bandits are set up in the trees, 15 feet above the party, whilst the others lie in wait in the shrubs. As soon as the party approaches the ambush site, the bandits in the trees will use their light crossbows while the ones lying in wait will engage the party in melee. The Sommelier will attempt to use their Blood Curse of Binding on one character and will



throw daggers at characters engaged in melee with their bandits to utilize their Sneak Attack.

The Sommelier cares nothing for the bandits and if the fight appears lost, will flee and use their Blood Curse of Binding to stop them from being followed.

If the Sommelier is killed, the ghost of Anne will appear and thank the party before vanishing on the breeze, her spirit laid to rest.

ROLEPLAYING THE SOMMELIER

The Sommelier is a tall, slender dhampir that considers themselves the pinnacle of the evolutionary ladder. They have many of the powers of a vampire, but without the creature's weaknesses. They act with a haughty importance that betrays some form of noble upbringing, a deeply inflated ego, or some combination thereof.

OUTCOMES

Some of the possible outcomes are listed below:

- The party turns back because of the Hauntings.
- The party heeds Anne's warning during the Threat and takes another path. If the party encounters Toni in the future, he will offer to help the party defeat the Sommelier and avenge his sister.
- The party faces the Sommelier and defeats them, freeing Anne's spirit
 - If the party meets with Toni and tells him of his sister's fate and the defeat of the Sommelier, he and the other Vistani of his camp will offer their hospitality to the party, as well as safe passage to a Domain of the party's choice
- The party faces the Sommelier, but they escape
 - The Sommelier will want vengeance against the characters and will begin to rebuild their gang.

REWARDS

If the party defeats the Sommelier and then encounters Toni or any Vistani who are friends of Anne, they will reward the party with safe passage to a Domain of their choice as well as much food, drink, and music as the party can handle.

You can award the party 25 gp each if they desire a monetary reward.

BEHIND THE WATERFALL

Encounter Level: 3rd–4th

Encounter Type: Social, Combat, Exploration

Encounter Overview: The party is approached by a wereraven who is trying to revive an extinct knighthood. She had discovered the location of an ancient ritual site and was planning to gain

assistance from her kindness to investigate, but her apprentice went alone and has not returned. She needs the party to rescue her apprentice and bring back whatever knowledge of the Knights they can find.

Encounter Location: Any domain likely to have been used as a base by knights from Barovia. Barovia itself is the obvious choice, but it might also make sense for this location to be outside of Strahd's influence. Borca, Falkovnia, Invidia, Kartakass, Mordent, Richemulot, Sithicus, Tepest, or Verbrek all make sense for this purpose.

BACKGROUND

Before Barovia was plunged into Ravenloft alongside the devil Strahd, it was home to an order of virtuous champions—the Knights of the Raven. Advised by righteous clerics like archpriest Ciril Romulich and united behind holy icons of Ravenkind, they swore to give their lives to relentless battle against the rising darkness that their prophets had foreseen.

Now, the knights are all but extinct. They prospered in the years before darkness descended onto Barovia, but afterwards their fierce opposition of undeath drew them into more battles than could ever be won. Only a handful of knights linger in the land, some as ghosts, others as hidden agents in various domains, working day and night to defeat the Darklords.

Mia Martikov (she/her) is an old **veteran** with the Shapechanger, Regeneration, and Mimicry



traits, as well as the Beak attack of a **wereraven**. She is a native of Barovia and the older sister of Damion Martikov, who runs the Wizards of Wine Winery. She spent her early life resisting the forces of the realm's Darklord, Count Strahd von Zarovich, but eventually learned that it was not the devil Strahd that was responsible for her people's misfortunes. She had learned of the Dark Powers, though not by that name. She escaped Barovia and has dedicated her life to finding the secrets that might help drive evil from the land. She has spent many years researching the knights of the Raven, an extinct knighthood tied to the creators of the *Holy Symbol of Ravenkind*. Now she seeks to revive the ways of these ancient champions of light. She is the member of a small kindness scattered throughout the Land of Mists and the Forgotten Realms which includes her young apprentice, Ronan von Beyer (**wereraven** he/him).

About a week ago, Mia Martikov discovered the location of an ancient initiation site of the knights of Raven, and sent communication for the rest of her kindness to join her to investigate. However, Ronan did not want to wait and decided to investigate alone. He has not returned. Mia is tempted to investigate, but due to the dangers of crossing between domains, she knows she must wait vigilantly to make sure each member of her kindness arrives safely.

THE PLEA

Mia Martikov will approach the characters and ask for their assistance to rescue her apprentice, Ronan. Some possible reasons Mia specifically approaches the party are provided below, but exactly how or why Mia asks for their assistance is up to you.

- Mia is desperate and adventures who are willing to fight against evil forces in the Domains of Dread are rare.
- The characters have proven themselves to a kindness, such as the Martikovs of Barovia or the Scarlet Sash of Chalet Brantifax.
- Mia has her ravens observing the party as they travel through the domains and has seen they are capable.
- Mia has heard of the party's exploits in the Domains of Dread.
- The party comes across Mia's campfire and after speaking to them, begs for their help.

Mia will offer 10 gp, as well as silvering one weapon or twenty pieces of ammunition in exchange for bringing back her apprentice and any information on the knights of the Raven.

- Mia will share the following information with the party.
- Any information on the knights of the Raven in the background section of this encounter.
- There are evil powers in the Domains of Dread

that fear the revival of the knights of the Raven, including the rulers of Barovia and some other domains. Dark forces will likely try to prevent the characters from obtaining the information hidden at the initiation site.

- The knights of the Raven kept their secrets well-protected and it's possible some of their ancient defenses are still operational.
- A sketching of Ronan. It shows him as a young man with brown hair, rosey cheeks and bright blue eyes.

THE JOURNEY

Mia will stay behind to wait for the rest of her kindness, but promises to meet the players at the initiation site as soon as possible. Mia will give the players directions to follow whatever river you decide to the initiation site. Feel free to make the journey as long or short as your desire and add encounters as you think necessary.

THE WATERFALL

As the characters approach the initiation site, read or paraphrase the following aloud.

The sound of a crashing waterfall fills the air as you follow the river upstream. White spray covers the rock and a cold wind blows through the dark evergreens. In the smooth mud of the river bank, you notice a trail of footprints suddenly appear, walk a few steps forwards, and then disappear again. Next to them, trapped between two rocks, is a black raven's feather.

The character with the highest passive perception notices what appears to be some kind of cave behind the waterfall. The waterfall is quite strong and any creature that attempts to move through it must make a DC 10 Strength saving throw. On a failure, a creature takes 1d6 bludgeoning damage and has its speed halved until the beginning of their next turn.

With a successful DC 12 Intelligence (Investigation or Nature) or Wisdom (Perception or Survival) check the party would be able to determine that underneath the swirling water there is a path of stones that appear to lead underneath the waterfall. This path could explain the lack of footprints left by Ronan. If the characters follow the path, they do not need to make a Strength saving throw while entering the cave.

When the characters enter the cave, read or paraphrase the following:

As you pass through the curtain of crashing water, you find yourselves in the entrance hall of an old, ruined temple. Faded murals and engravings decorate the walls, whilst sitting above the entrance is a painting of a raven, its wings in full flight. The words "Battle Without End," are written underneath in silver paint.



If the characters examine the murals, they can learn the following information with the appropriate DC 10 Intelligence (Arcana, History, Investigation, or Religion) checks.

- This site is indeed an ancient initiation site of the knights of the Raven, built specifically to protect from vampires, as the running water of the waterfall acts as a natural barrier against them.
- The knights of Raven fought against the undead and other forces of evil, which brought them into conflict with powerful masters of evil, especially the ruler of the knighthood's homeland, Strahd von Zarovich.
- The knights of the Raven did not necessarily appear to be wereravens, but are always depicted with a raven on their shoulders or flying around them.
- The last mural depicts the Holy Symbol of Ravenkind, a silver sun medallion with a ruby in the center. The symbol is being hidden away by a trio of sombre-looking knights, whilst a dark castle looms in the background. A DC 12 Intelligence (History) check reveals that this castle is Castle Ravenloft, the home of the Darklord Strahd von Zarovich (if the characters have already seen Castle Ravenloft, they recognize it instantly).

THE TOMB

The site acted as both an initiation grounds and a tomb for members of the order. It has since been cursed by the Dark Powers. Any creature that dies while in the tomb rises as a **vampire craven** after 1 minute.

When the players enter into the main chamber, read or paraphrase the following:

This once stately room has fallen into disrepair. Water drips from cracks in the ornamental ceiling, forming deep puddles on the flagstones below. Around the room, ancient stone coffins line the walls, the faces of their residents faded from years of water damage. Several of them appear to be bound with chains. At the end of the chamber is a large stone altar, a black tome encased in glass atop it.

Three ancient coffins are placed at various points along the walls. Each contains a **vampire craven**, long-dead members of the knights of the Raven, turned against their will and imprisoned by the dark powers. Their years of isolation and lack of blood have driven them insane, weakening them significantly.

Any character who examines the coffin would notice a symbol drawn onto the surface of the coffin. A character familiar with the local domain's Darklord recognises the symbol as being associated with that Darklord in some way (the symbol of Borca's House Boritsi, the tattoo that marks members of the Talons in Falkovnia,

etc.). Each coffin is enchanted with an *arcane lock* spell (DC 25) that is tied to the glass container on the altar (see The Case below.)

WHAT HAPPENED TO RONAN?

When Ronan made his way into the tomb, he immediately went to the altar to retrieve the tome. However, the glass case containing the tome was trapped with a glyph of warding containing the spell *power word kill*. Ronan was killed instantly by the trap, then as a result of the curse placed on the tomb by the Dark Powers, was revived as a **vampire craven**, except his Wisdom is 8 and his AC is 14 (leather armor).

Ronan is currently hiding behind the table, desperately trying to control his vampiric urges.

If any character approaches the altar, they would notice the title *The Oath of Raven* written in silver on the cover of the book. In addition, read or paraphrase the following aloud:

From behind the stone altar you hear a whimper, "No d...d...d...don't. It's trapped." As the figure rises, their hood falls back, revealing the face of the young, chubby-cheeked boy, exactly as Mia described. But something is off. He is panting heavily, his skin is deathly pale, and his eyes... His eyes are not blue, but red. "I'm so THIRSTY!" Ronan shrieks before leaping at you.

Roll initiative. The characters must choose whether or not to kill Ronan.

THE CASE

The glass case containing the book of the Raven was actually created by the Dark Powers in order to prevent the secrets of *The Oath of the Raven* from leaving the tomb. The ancient magic in the book prevented it from being destroyed or removed by any evil beings, including the Dark Powers' servants.

In addition to the now-expended *glyph of warding*, the Dark Powers trapped the box to deal with any remaining adventurers. The latch on the top of the box is magically connected to the chains that bind the three coffins containing **vampire craven**. If the latch is opened, the coffins open with it and the vampire cravens within are released.

A character who succeeds on a DC 13 Intelligence (Arcana or Investigation) check would be able to determine that the same symbol drawn on the coffins is etched into the latch on the box. The character would also be able to determine that a magical trap was triggered recently, likely by Ronan and that whatever magic killed him has now been expended. A *detect magic* spell reveals a thin line of transmutation magic connecting the latch to the coffins.

Once the vampire craven are released from their coffins, they descend on the characters in a mindless, bloodthirsty fury. Their goal is to kill

the players at any cost to drain them of their blood.

After the vampire craven are defeated, the Dark Powers' influence on the ancient temple fades, the curse is removed, and the latch is open. After the players finish a long rest, Mia and two other **wereravens** arrive at the waterfall.

THE BOOK

The *Oath of the Raven* contains the words and abilities of the paladin sacred oath option called the Oath of the Ravenkind as well as one of their ancient spells, aegis of assault. Furthermore it contains information on the *Holy Symbol of Ravenkind* (see appendix B).

If any character who reads the book wishes to commit to the struggle against the dark influences that menace the Domains of Dread, they may wish to swear the *Oath of Ravenkind*.

If Ronan is still alive and learns the words to the *Oath of Ravenkind*, he can say them and be cured of his vampirism.



OUTCOMES

Some of the possible outcomes are listed here:

- The characters defeat the vampire craven and retrieve the Oath of the Raven, but kill Ronan in the process. Mia is greatly saddened by his death, but does not blame the party for her apprentice's mistakes.

- One of the characters swears the *Oath of Ravenkind*, along with Mia when she arrives. The party would then be able to call upon Mia and her kindness for aid.
- Mia seeks to reform the knights of the Raven, who would be powerful allies for the party against any of the Darklords and their agents, but especially Strahd von Zarovich.
- The characters are forced to flee the tomb and wait for Mia to arrive, in which case she would tell them that it is not safe for them to continue and would proceed with her kindness alone to the tomb.

REWARDS

- The characters receive their reward from Mia.
- The characters gain Mia and her kindness as allies.
- A character can take the *Oath of Ravenkind*, now or in the future.

FREEZING FEET, SO GOOD TO EAT

Encounter Level: 7th–9th

Encounter Type: Combat

Encounter Overview: While traveling through mountains, a sudden blizzard summoned by a bheur hag appears, stranding the party. The hag's invisible stalker and winter wolf minions attack the party while they attempt to cross a freezing river.

Encounter Location: Any mountain or mountain range in a populated Domain of Dread that is prone to cold weather. The sidebar Mountains in the Domain of Dread, under the encounter The Tomb, provides many useful options, though the ones in Barovia, Darkon, Richemulot, Lamordia, Falkovnia, the Shadowlands, Tepest, Sanguinia, or Vorostokov work best for a mountain blizzard. This encounter is especially thematic for Tepest's Mount Arak, since that domain's Darklord is a hag.

BACKGROUND

Emma Bluefingers is an evil **bheur hag** that dwells alone in her hut, deep in the mountains. She lives a very isolated life and gains her entertainment through 'testing' travelers who pass through her domain, savouring their remains for a delicious feast.

Emma has lived a long life by staying isolated and not tangling with adventurers herself. She will not confront the party, but will send her minions to test them while using a *crystal ball* to watch the battle.



THE ENCOUNTER

As the characters are traveling through the mountains, the sky is clear of clouds and while chilly, it is not freezing. Suddenly, the sky begins to darken, a fierce wind howls through the trees, and a blizzard begins. The storm is a result of Emma casting *control weather* (choosing: blizzard, arctic cold, and storm) and any character who succeeds on a DC 15 Intelligence (Arcana or Nature) check can tell that the storm is a result of magic likely to be cast from several miles away.

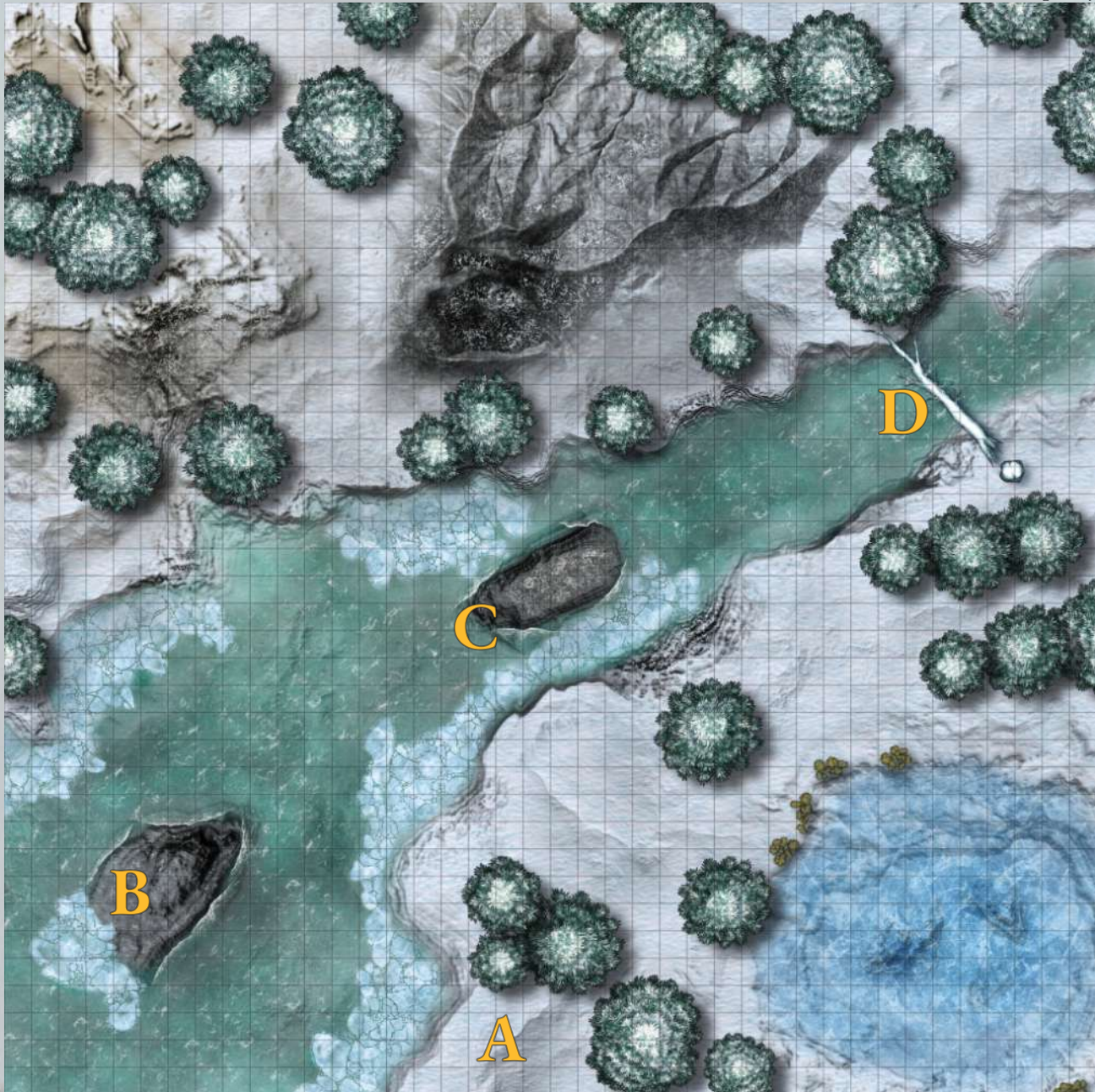
After the storm descends on the party, they hear a cackling voice on the winds,

“Freezing feet, so juicy sweet, I can’t wait to eat! Now go my pretties, go feast, but save Old Emma their feet!” The sound of howling beasts fills the air.

The terrain is heavily obscured, temperature has plummeted to extreme cold and the wind counts as strong wind (see page 110 of the *Dungeon Master’s Guide* for details on natural weather hazards). Before the party can find shelter, they come across a rushing icy stream. As the party reaches area A, have them roll initiative.

The sound of howling grows closer, as $1d4 + 2$ **winter wolves** will arrive on initiative count 20 in two rounds. If the party successfully crosses the stream, the winter wolves will not pursue them. When they arrive, they will attack any character on the south side of the river, or use their Cold Breath on any character crossing or struggling in the water.

The winter wolves aren’t the party’s only threat, an **invisible stalker** is lurking on the rocks near point B, waiting to attack the party members and push them into the icy river. The invisible stalker will hold its action until a party





member attempts to cross point B, C, or D and then use the Shove action to push them into the freezing water.

The rocks at point B and C are incredibly slippery, any creature that jumps onto them must succeed on a DC 13 Dexterity saving throw or fall prone. Whenever a creature prone in this way attempts to stand, that creature must succeed on a DC 13 Dexterity (Acrobatics) check or slip into the river.

The river is freezing cold and moving quickly. Any creature that falls into the water, or starts its turn there must succeed on a DC 13 Constitution saving throw or gain a level of exhaustion. If a creature starts its turn in the water, it must succeed on a DC 13 Strength saving throw or be pushed 30 feet downstream. A creature must succeed on a DC 13 (Strength) Athletics check to move against the current (moving west to east).

The fallen tree (point D) is much easier to traverse than the rocks, it is just difficult terrain. Any creature that falls off the tree can use their reaction to succeed on a DC 13 Dexterity saving throw to grab onto one of the branches and not be pulled by the river.

OUTCOMES

Some of the possible outcomes are listed below:

- If any character is killed, Emma's minions will bring them back to her hut deep in the mountains for a feast. The party could attempt

to track her minions and rescue their companion's corpse so they can be resurrected.

- If the characters survived, Emma is impressed and is grateful that they entertained her. Emma has no love for any of the Darklords and could potentially be convinced to aid the party indirectly against one of them, perhaps by using her *crystal ball* as a spying device, helping the party find one of the lost treasures of Barovia, or sharing a bit of gossip about Tepes's Mother Lorinda, whose power she resents and covets.

REWARDS

If all the characters survived, Emma will leave a *greater healing potion* and a *spell scroll* of *cone of cold* along with a note that reads: "Thank you for entertaining an old woman. It gets lonely up here. P.S. I still want to eat your feet." Signed-Emma Bluefingers.

POOR UNFORTUNATE SOULS

Encounter Level: 2-4

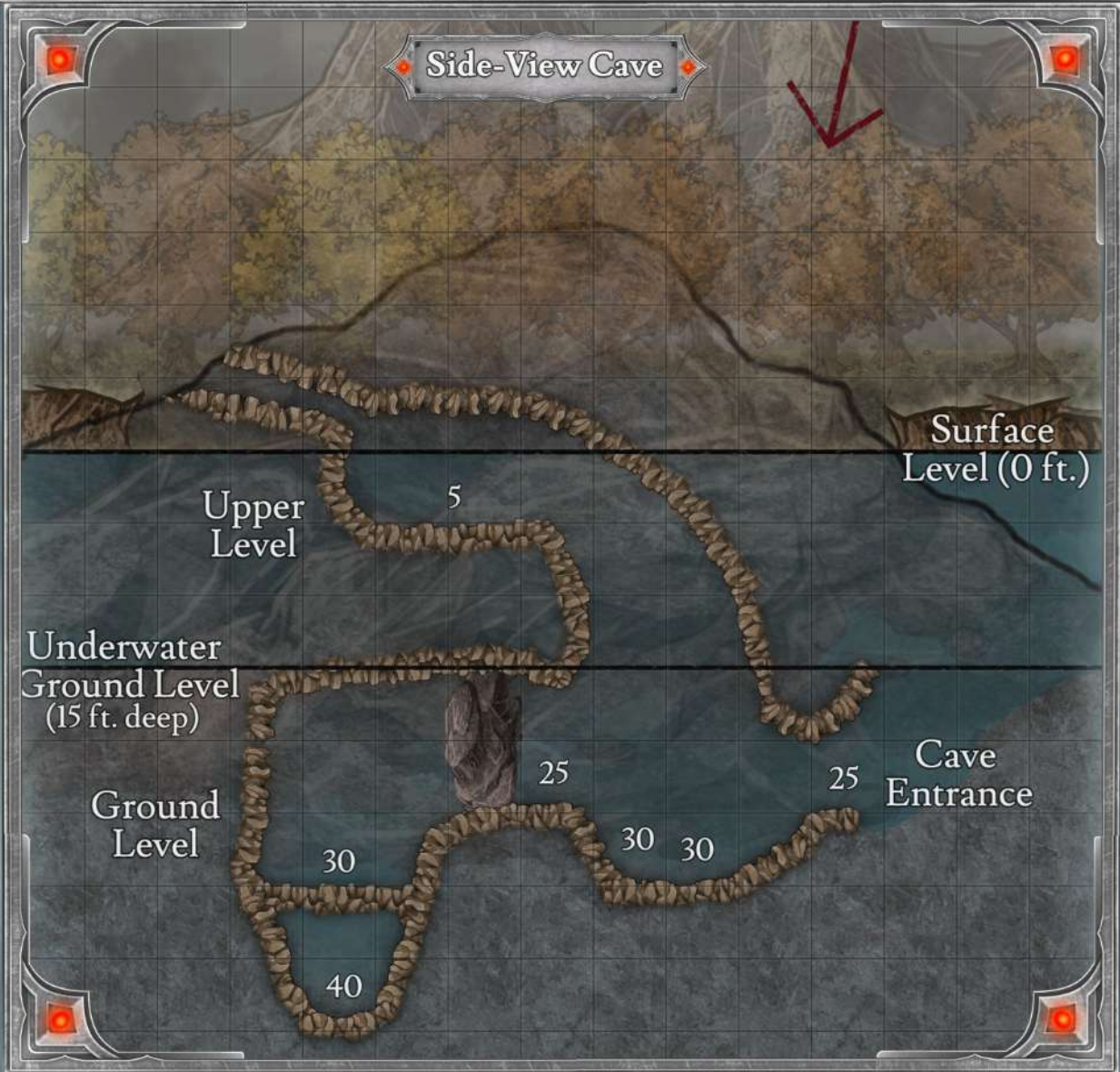
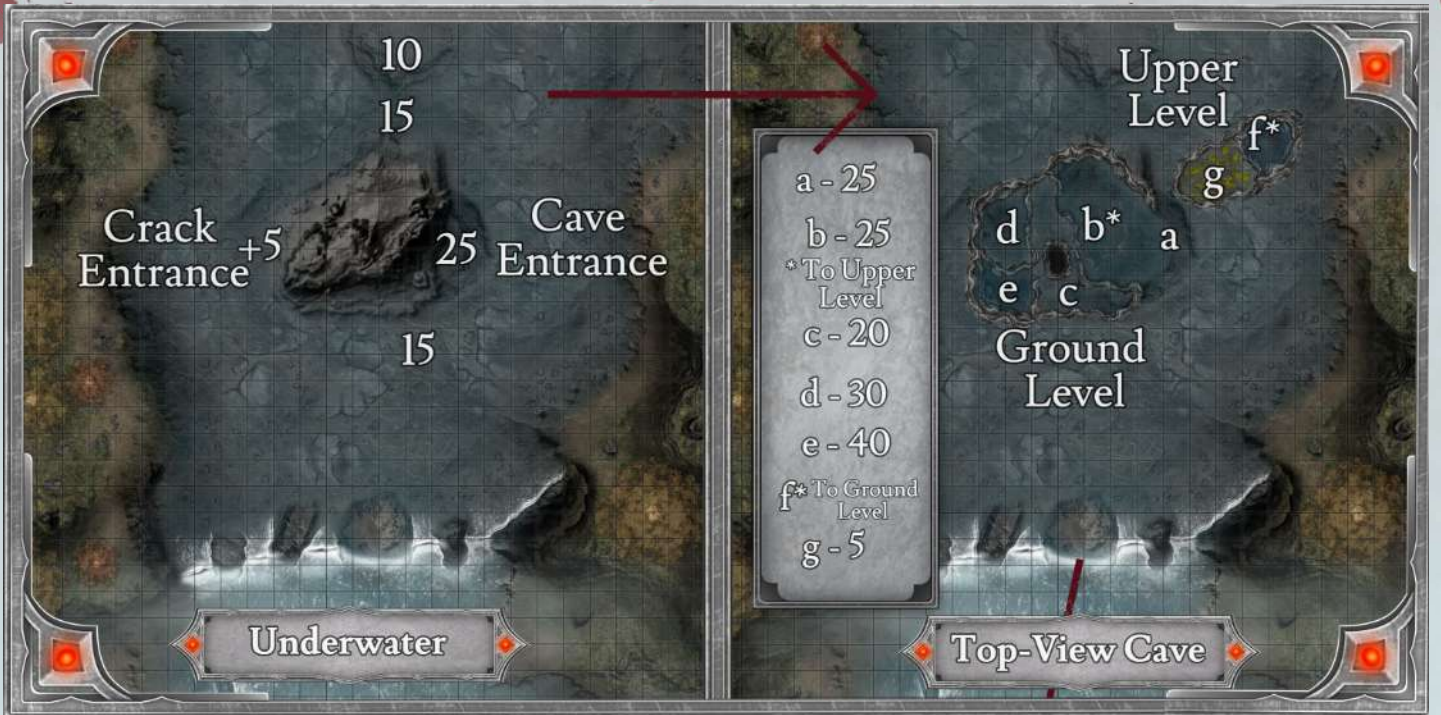
Encounter Type: Combat

Encounter Overview: The party must ford a rapidly moving river, unaware of the monstrosity that lurks beneath the surface.

Encounter Location: While crossing any wilderness river in the Domains of Dread.







THE ENCOUNTER

While traveling through the woods, the character with the highest passive perception hears the sound of rushing water ahead.

If the characters continue forward, read or paraphrase the following aloud once they reach the river:

Through the dense cover of old pine trees, you can make out the glint of water. As you push your way through the underbrush, you see the dark water rushing down to a large waterfall. The current appears decently strong, whilst several large rocky outcroppings are scattered across its surface.

A few feet down the bank you see an old dingey pushed up on the sand. It is in poor condition and covered with fallen tree branches, mud, and sand.

If the characters investigate the dingey they learn the following information:

- The boat has been abandoned for some time, at least since the last storm.
- The boat is river-worthy, but damaged enough that it can only hold a maximum of two Medium creatures.
- With a successful DC 13 Strength (woodcarver's tools) check made to fix the boat over 10 minutes, it can be made to hold a third Medium creature.

If the characters investigate the river, they learn the following information with the appropriate Intelligence (Nature) or Wisdom (Survival) checks.

- The river's current is decently strong, enough that without effort, it will pull a person downstream.
- The river is fairly deep, at least 30 feet at its center.
- The rocks at the top of the waterfall are incredibly slick and would be difficult to cross.

The dingey has a speed of 25 feet (30 feet if it was repaired) and a character can use their action to row it forward to keep it from being swept downstream.

Characters who attempt to swim across the river must succeed on a DC 10 Strength (Athletics) check at the beginning of each of their turns or be pulled 15 feet downstream. A character wearing heavy armor automatically fails this check. If a player is pulled over the waterfall, they fall 30 feet down onto the water and rocks below.

OPTIONAL: THE COMING STORM

If the characters are spending too long deliberating how to cross the river, or if you simply want to up the tension, have the character with the highest passive Perception hear howling in the distance, closing in on their position. If the characters investigated the river, they would know that wolves would not attempt to cross. After 1 minute, 1d6 + 2 wolves appear to harass the party.

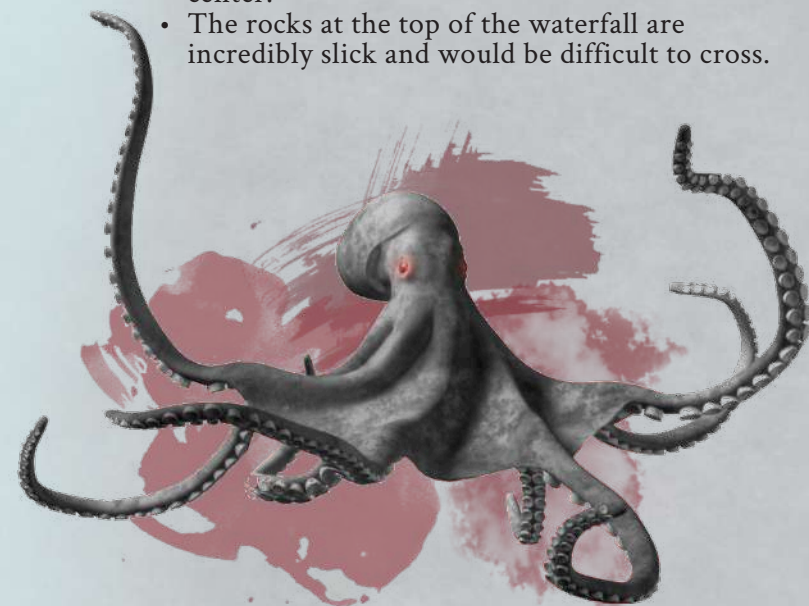
When the characters attempt to cross the river, the **dire octopus** that has made its home in the cave beneath the large central rock, will attack, attempting to drag them into its lair. Any characters with a passive Perception of 15 or lower are surprised by the dire octopus, who will immediately make two tentacle attacks against the party. On its next turn, if the dire octopus has grappled any targets it will use its Ink Cloud to cover its escape and then drag the restrained players back to its underwater lair. The dire octopus will not attempt to kill the incapacitated players, but store them in area G (map area) until it has neutralized the rest of the party, or they have fled.

THE LAIR

The dire octopus's lair is strewn with the armor and possessions of the poor unfortunate souls who have tried to cross the river. A small opening in the ceiling of area G allows a creature standing above it to notice that there is some kind of underwater cave and to see into it reasonably clearly. Any Medium or smaller creature can squeeze through this crack into area G.

A character would notice the trophies of the dire octopus's victims rudimentarily displayed in the lair. If the characters search these possessions they find the following

- A small, tarnished silver necklace in the shape of sun with garnet in the center. A mark of Raven is etched into the back. The combination of these two signs makes it a symbol of the knights of the Raven, a long lost Barovian order that fought against Strahd and other undead threats, worth 25 gp.
- A beat up set of splint armor. The armor would need to be repaired by a smith for



around 50 gp, or by a character with proficiency in smith's tools and 25 gp worth of materials.

- A *ring of light* (see appendix B).

If the characters defeat the dire octopus, but are not dragged into its layer to notice the treasures, the *ring of light* begins to shine brightly through the crack in the ceiling of area G. The light feels warm, almost like sunlight.

OUTCOMES

Some of the possible outcomes are listed here:

- The characters defeat the dire octopus and retrieve the treasure.
- If the characters retrieve the symbol of the knights of the Raven, they could use it as way to gain favor with the kindness at the Blue Water Inn in Vallaki, or with a kindness that guards the entrances to the Shadowfell, such as the Scarlet Sash in the Candlekeep Mysteries adventure, *The Book of the Raven*.
- The characters flee from the dire octopus and can either return to defeat it, or avoid the crossing in the future.
- The characters decide to face down the wolf pack rather than cross the river.

THE RAVEN'S HALL

Encounter Level: 1st–7th (scaling difficulty)

Encounter Type: Exploration, Combat

Encounter Overview: While exploring gothic ruins, the characters must cross a pocket dimension that contains an ancient atrium without disturbing the winged terrors that lurk in the canopy above.

Encounter Location: While investigating an ancient manor, ruined crypt, haunted castle, or any kind of Gothic structure.

BACKGROUND

This ancient atrium is a small pocket dimension, created by a powerful spellcaster to defend treasure. Exactly who created the pocket dimension is up to you to decide.

THE ENCOUNTER

The characters come across a door in their exploration. Crafted from pale white stone, the door stands forebodingly before them, it's doorknob crafted from onyx and shaped into the shape of a raven's head.

When the characters reach for the door read or paraphrase the following aloud,

As you reach for the raven's head doorhead, the old stone door swings open without a single sound: revealing a 100-foot long, 5-foot wide hall. Bone-white trees hug the sides of the

hallway, their branches reaching up to form a canopy of skeletal limbs. Resting among the branches are dozens of large, black ravens, seemingly asleep. At the end of the narrow hallway is another door, identical to the first. Halfway down the hallway, hanging from the branches some 25 feet off the ground is a small silver key.

Once the players enter the room, the door shuts soundlessly behind them and will not open again unless the door at the opposite end of the hallway is opened.

The characters must make their way down the narrow corridor without alerting the ravens. The hall is so narrow that a Medium creature cannot pass through the space of another Medium creature without succeeding on a DC 12 Dexterity (Acrobatics) check. If a character fails this check, they cannot move past that creature this turn.

Have the characters roll a group Dexterity (Stealth) check (Note that sleeping creatures have disadvantage on Wisdom (Perception) checks and their passive Perception is reduced by 5 because of this). Failing this check, or creating any notable noise, such as speaking at a normal volume, casting a spell with verbal components, or attempting to force open either of the doors, wakes the sleeping monsters.

The type of creatures present differs depending on the player's average character level. Consult the Scaling Monsters table to see what sleeps in the tree canopy.

SCALING MONSTERS

Average Player Character Level	Creatures
1st	Three swarms of ravens
2nd–3rd	Five swarms of ravens
4th	Two swarms of winged nightmares (see appendix B) and two swarms of ravens
5th	Two swarms of winged nightmares (see appendix B) and three swarms of ravens
6th–7th	Five swarms of winged nightmares (see appendix B)

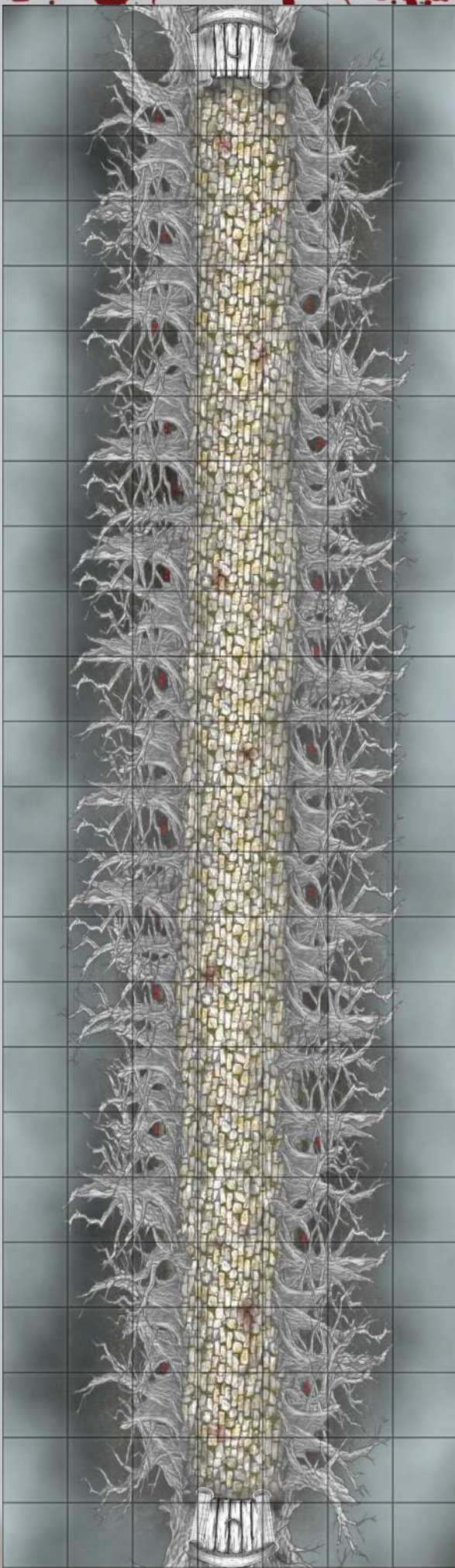
OPTIONAL RULE: SILENT AS THE GRAVE

If the characters must be silent so as not to alert the ravens, you may rule it that the players cannot speak either. Unless they are communicating with you, the DM, players must use nonverbal methods to communicate, else their character retroactively fails the previous Dexterity (Stealth) check.

The exit door is locked and can be opened only with the key dangling from the ceiling, a successful DC 20 Dexterity (thieves' tools) check, or a successful DC 15 Strength (athletics) check.

The characters can attempt to get the key from the ceiling by climbing up the smooth tree





trunks. Characters without a climbing speed must succeed on a DC 13 Strength (Athletics) check to climb up the tree and DC 15 Dexterity (Stealth) check to avoid waking the ravens above.

If the ravens descend on the characters, they will pursue the characters until all of them have escaped the room. The ravens will not leave the atrium.

OUTCOMES

Some of the possible outcomes are listed here:

- The characters sneak past the ravens, unlock the door, with or without the key, and move forward in the dungeon.
- The characters fail to sneak past the ravens, and cause a great deal of noise. Perhaps this alerts the owner or residents of the dungeon.

REWARDS

- If the characters successfully sneak past the ravens, award them experience for a Medium encounter.
- The exit door could lead deeper into the dungeon, or guard a small treasure room filled with the following loot:
 - 1d4 silver raven statuettes worth 25 gp each, a *spell scroll* of your choice, and a *talisman of the raven* (see appendix B).

THE ROAD LESS TRAVELED

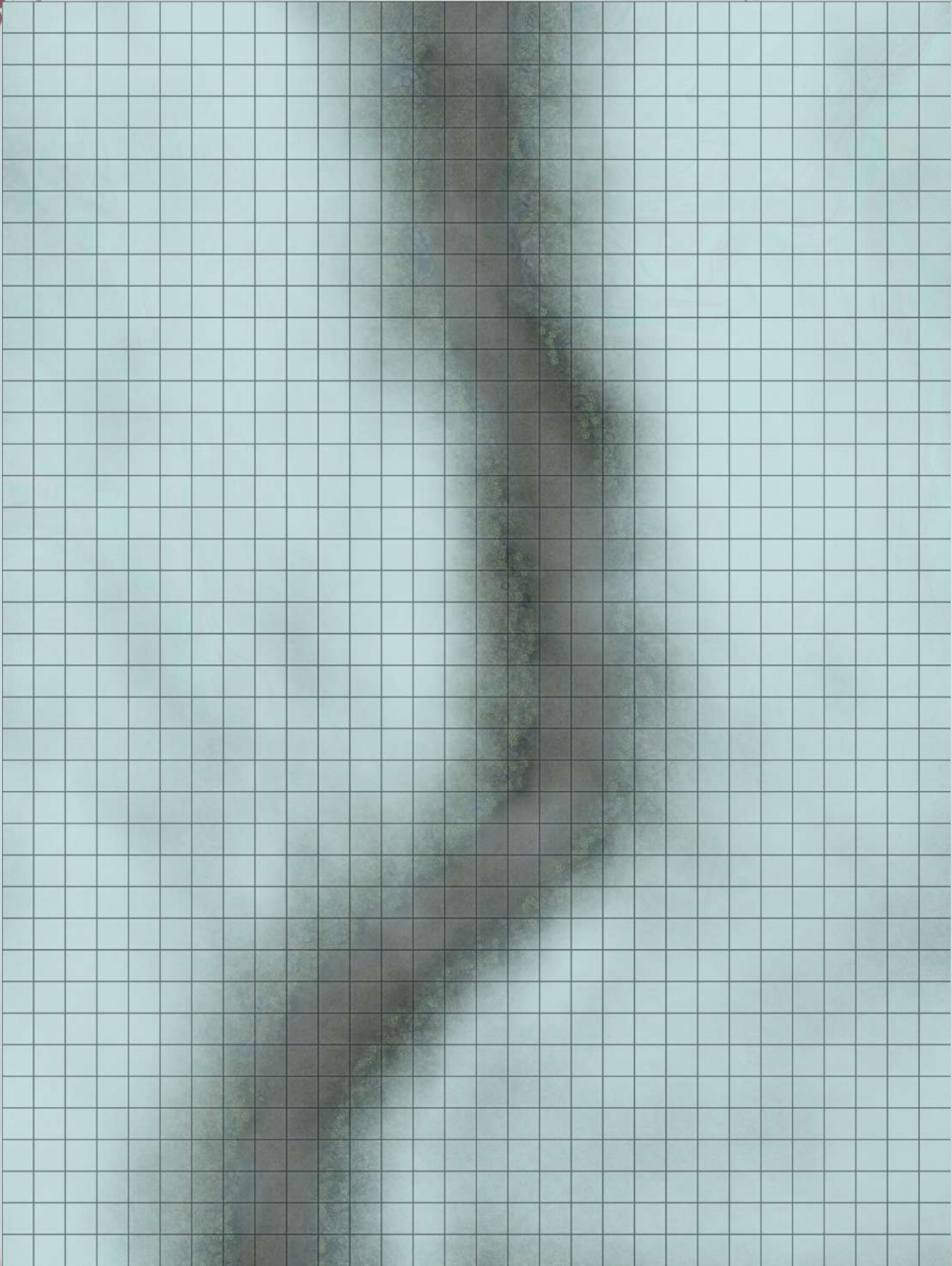
Encounter Level: 3rd–4th or 5th–6th

Encounter Type: Puzzle, Combat

Encounter Overview: As the characters travel along a road, the path before them becomes surrounded in mist and they come to a mysterious, unexpected crossing.

Encounter Location: Traveling between different domains across Ravenloft, perhaps with





the aid of a Mist talisman or following one of the mysterious routes known as Mistways

THE ENCOUNTER

As the characters travel along a dark, damp road they will begin to notice a thick, grey mist coalescing on the edges of the path. Within minutes, everything but the way forward is obscured by this dark fog. If the characters attempt to turn back into the Mists or leave the road, they become lost and find themselves back on the path.

After a few minutes of traveling down the road, the characters will come to a lone crossroad. Read or paraphrase the following.

Suddenly, the mist begins to part, revealing a fork in the path. A small sign, made of rotting wood, stands at the crossing. It reads, "One question may you ask of the watchers along the road. Discover which is safest, discover where to go. Beware fair travelers who in this dark domain tread, one of the watchers always lies, but the other is always honest."

Next to each of the paths are two hunched, shrouded figures of two seemingly-identical men wearing ratty black cloaks that obscure their features. Despite their hoods, you can tell they are watching you intently.

The two figures are the Watchers mentioned in the sign. They are apparitions of the mist and if attacked simply fade into mist before reforming. They are completely identical in every way.

THE RIDDLE

The characters must decide which one of the identical paths is safe and which leads to perile. The characters can ask one of the watchers a single question, which that watcher will answer. After one of the watchers answers a legitimate question, they will both fade into mist and disappear. The left watcher always lies, whilst the right watcher always tells the truth. They must ask a question that will tell them the correct path, regardless of what watcher they ask. If they do not ask a question pertaining to their progression, the watchers will say "what an interesting question..." and will say nothing further until asked another question.

Solution: "If I asked the other watcher which path to take, what would they say?"

1. If the characters ask the honest watcher, he will point to the dangerous path because that is what the dangerous watcher would say.
2. If the characters ask the lying watcher, he will point to the dangerous path because that is NOT what the honest watcher would say.

Regardless, both watchers will point to the dangerous path and the characters should take the other path.

DM'S NOTE

If the characters cannot figure out a solution, or are taking too long deliberating, start a timer and say the mists surrounding the crossroads begin to close in on the characters, forcing them to choose. If the characters do not solve the riddle, decide on a random path.

THE DANGEROUS PATH

If the characters choose the dangerous path, or fail to solve the riddle, they will have to face the spirits of the mist. After the characters leave the fork behind, the player with the highest passive Perception will notice that the mist appears to break 200 feet ahead of them. Read or paraphrase the following aloud.

Just as you notice a break in the mist some two hundred feet ahead, you feel a gust of icy wind blow from behind you, chilling to the bone. Suddenly, you see them. Hundreds of ghostly faces appear at the edges of the mist; their mouths open in soundless screams. Three of these ghostly figures wrench themselves free from the curtain of fog and charge towards you.

Roll initiative. The three ghostly figures are **specters** whose goal is to trap the party in the mists. The characters can attempt to run for safety, hundred-fifty feet ahead, and escape the mists. On initiative count 20 of each round, roll a die. If the result of the die is odd another specter breaks free of the mists and begins to attack the characters. If the characters are 5th level or higher, you do not roll the die and a specter breaks free regardless.

The specters will focus on any mounts the characters might have to increase their speed, then attack the characters themselves. They cannot pursue the characters once they leave the mists.

OUTCOMES

Some of the possible outcomes are listed below:

- The characters take the safe path and make it out of the fog. The Dark Powers eyes rest firmly on them as potential servants
- The characters take the dangerous path and are attacked by the spirits of the mist. They must flee to safety or be overwhelmed by the specters.

REWARDS

If the party succeeds on the riddle or successfully escapes from the specters, award them XP for a medium encounter. If the party succeeds on the riddle, the dark powers might reward the character who figured out the riddle with a small boon, such as Inspiration.

THE SYNDICATE

Encounter Level: 2nd–3rd

Encounter Type: Social, Combat

Encounter Overview: The party witnesses a confrontation between a Syndicate artificer and a naiad that has taken up residence in an old fountain outside of town. They can choose to help the artificer or the peaceful naiad.

Encounter Location: Mitternacht, in the domain of Lamordia.

BACKGROUND

In the human-dominated domain of Lamordia, most of the populace has a deep faith in the wonders of science, but few believe in deities or magic as such. One group in Lamordia, the Syndicate of Enlightened Citizens, is a social club which claims to extol the virtues of science, but in reality, seek only to eliminate the region's "superstitious beliefs," namely those grounded in religion and magic. In private, the Syndicate does not deny the existence of magic, monsters, miracles, and the like. In fact, members believe wholeheartedly in the supernatural, but they hate it. They hold that it is a force of chaos and destruction that must be eradicated. They attempt to enforce beliefs across Lamordia and beyond.

The Syndicate's leaders are manipulators extraordinaire, their subtle nudges influencing people and policy everywhere. They have grand designs for Lamordia and the other Domains of Dread, designs that do not include undead horrors, benign spellcasters, rampaging lycanthropes, or the whimsical chaos of the fey. They secretly encourage violence against spellcasters and folk they see as strange, whilst sabotaging organized religions to discredit them in the eyes of the masses.

The group's most aggressive tactic is the sponsorship of monster hunters, whom it manipulates or actively recruits to destroy the specific creatures the Syndicate has targeted for immediate destruction. Sometimes they even recruit by proxy, using the Vhage Agency (as described in *Van Richten's Guide to Ravenloft*) or other such business concerns to entangle unwitting adventurers in their cruel machinations. The only magic they tolerate is the "illuminated science" of their own artificers, such as their leader, the Grand High Cynosure, the lawful but ruthless Gerhard Reichenbach.

The small town of Mitternacht is nestled in the foothills of the Sleeping Beast and on the banks of the Boneoil River (sometimes called the Black River) that leads to Ludendorf, the capital, and then on to the Sea of Sorrows (known in this domain as the Sea of Secrets). Thanks to seasonal attacks by warped humanoids, the "haunted" old

fountain outside town, and general weirdness from the nearby Pulstein Mine, the locals are more superstitious than most Lamordians. While the town is relatively poor, it has become more important for its shipments of timber and furs to Ludendorf. Recently, a series of strange occurrences have been happening around the "Old Fountain" about ten minutes outside of Mitternacht.

- A few weeks ago, Old Ben Rallens, a neutral good **commoner**, saw a mysterious female figure bathing in the old fountain outside of town. He was beset by a series of bestial sounds and frightened away.
- When a pair of children, Beatrice and Eric von Sawyer, tossed a coin into the fountain a hand emerged from the water and caught it, sending them screaming.
- When a pair of town guards, Daniel Richten and Walen Hellinskie, went to investigate, they were plagued by eerie noises, strange lights, and temporarily lost consciousness. When they awoke, their pants were hanging from the trees, their spears were broken, and their heads were shaved.

After the humiliation of Daniel and Walen, the other town guards refused to investigate, forcing the town's mayor, Sirius Wimesh, to ask for the aid of the authorities in Ludendorf. However, a Syndicate member eager to prove himself, Martin Tepish (he/him **Syndicate artilleryist**, see appendix A) intercepted the message when it found its way to him by mistake. He arrived in town a few days ago and has begun an investigation based on nebulous, false, claims of jurisdiction.

All of the events at the Old Fountain are the result of Lidia (she/her **naiad MOT**), who has taken up residence in the fountain. She does not want to harm any of the villagers, but does not appreciate men spying on her, or attempting to kick her out of her nice fountain.

HOOKS

- The characters have been recruited by Martin to gather information on the happenings in town. He will offer them 15 gp each and direct them to the guards, the von Sawyer children, and Old Ben Rallens. After the party brings the information to Martin he will have them join him to eradicate the fey.
 - If the party inquires about the old fountain, the townspeople will tell them it's a haunted place that predates the town itself. Children have been told to stay away from it, but until recently, nothing odd had been happening.
- The characters have arrived in the town and overhear locals gossiping about a haunting at the old fountain. The mayor has called in some





kind of official from Ludendorf to investigate. If they go to the Old Fountain, Martin Tepish will be there confronting the naiad.

- The characters arrive at the town and hear explosions and sounds of a conflict. If they investigate they will see Martin Tepish confronting the naiad.
- The characters receive a letter from Flimira “Flintlock” Vhage, proprietor of the Vhage Agency, offering a number of gold pieces equal to 15 times the number of characters to act as her “occult detectives” in Mitternacht. She wants the characters to investigate a haunted fountain outside town that has recently been the center of strange events. She does not reveal that she manipulated events via other agents to make sure the mayor’s request for aid was misdelivered to Martin...

THE ENCOUNTER

When the players approach the Old Fountain read or paraphrase the following aloud:

A small, overgrown path winds its way through the forests outside of Mitternacht. After some ten minutes of walking, you come to a small clearing. Cracked, dirty tile surrounds a completely pristine fountain. A statue atop it depicts two women pouring water into the basin below.

If the players arrived with Martin add the following:

A voice echoes through the clearing, “WILL YOU JUST PLEASE LEAVE ME ALONE!” A feminine figure made of water rises from the fountain.

If the players arrived after the conflict has begun, add the following:

A feminine form – crafted from the water of the fountain itself – stands below the statue, her hands on her hips. At the end of the clearing, a man with short spectacles and wearing a long duster points a rifle straight at the watery woman.

Martin believes the naiad is an abomination and will do his best to kill her and destroy the fountain. If he sees any of the characters using magic, he will attempt to catch them in his area of effect spells.

If they approach with clear intent to aid Martin, Lidia will attempt to use a *hypnotic pattern* spell on the characters. Otherwise, unless the characters make clear intent to harm her, she will not be hostile toward them. Each turn, she will attack Martin, then disappear into the water using her Invisible in Water feature.

If she begins to lose the fight against Martin, will beg the characters for assistance. Any character who succeeds on a DC 10 Wisdom (Insight) check knows she truly does just want to be left alone.

OUTCOMES

Some of the possible outcomes are listed below:

- The party sides with Martin and kills Lidia. If the characters did not use magic, he will consider them allies of the Syndicate and could recommend them for further missions from the Syndicate.

- The party sides with Lidia and defeats Martin.
 - If the characters let him live, he will consider them enemies but to avoid further shame and humiliation will not report the incident or the characters' activities to the Syndicate.
 - If the characters kill him and the townsfolk find out, they will drive them out of town and report them to the authorities in Ludendorf. If this happens, the characters will likely be targeted by the Syndicate for elimination later in their careers.

REWARDS

- If the party sides with Martin, he will offer them each a 15 gp reward and a reference in Ludendorff.
- If the party sides with Lidia, she will promise to keep her interference with the town to a minimum. As a thank you, she will grant the first party member who came to her aid a *charm of restoration* (see page 228 of the *Dungeon Master's Guide*).

ROLEPLAYING MARTIN TEPISH

Martin Tepish is first and foremost, a zealot. He believes all magic, except that created by the “illuminated science” of artificers like himself, is evil and should be destroyed. He has lost favor with the leaders of the Syndicate and has come to this “horrible, wet, miserable little shithole at the edge of civilization” as try to impress the leading members by defeating a supernatural abomination on his own initiative. He resents the people of Mitternacht for not being able to handle something as simple as a haunting. His goal is to solve the “mystery” of the Mitternacht as quickly as possible and return back home to the comfort of his home and workshop in Ludendorf.

Martin is distrustful of anyone who appears inhuman and if he sees anyone using magic, he will turn on them later if he thinks he can defeat them.

THE TOMB

Encounter Level: 8th–10th

Encounter Type: Social, Combat

Encounter Overview: In the isolated mountains, a dusk elf has built a home at the entrance to an ancient cavern in order to trap a powerful vampire inside. But the elf is growing old and cannot let their ancient enemy escape into the world.

Encounter Locations: Any isolated mountain location. See the Mountains the Domains of Dread sidebar for a long list of potential sites for this and other encounters.



MOUNTAINS IN THE DOMAINS OF DREAD

Some Ravenloft locations that could work well for mountain encounters include various mountains in Barovia (such as Mount Bartov, Mount Baratok, or Mount Ghakis), Mount Gries in Borca, the Mountains of Misery in Darkon, the Stonespine Mountains of Falkovnia, the Sun's Throne Mountains of Har'Akir, the Kneeling Mountains of Hazlan, Balinok Range of Invidia, the Ashwagangha Mountains of Kalakeri, the Sleeping Beast Mountains in Lamordia, Mount Starchante in Richemulot, the province of Nidala's Theospine Mountains in the Shadowlands, Tepest's Mount Arak, or anywhere in the winter-bound, mountainous domains of Sanguinia or Vorostokov.

BACKGROUND

Several hundred years ago, an elf by the name of Nimir Zalken fought alongside factions and knighthoods against the forces of evil. As the tide turned against Nimir's allies, the druid was sent away with a powerful treasure. He sought to hide it deep in these mountains, but was pursued by a vampiric servant of the Darklords, Alek. While Nimir was not powerful enough to defeat Alek, he was able to use his sacred treasure to lure the vampire into an underground cavern. Then, with a moment of perfect ingenuity, he used his druidic magic to craft a mundane hut to block the

entrance of the cavern. Due to Alek's vampire weakness of forbiddance, he became trapped inside the tomb along with the treasure, Nimir alongside him. The druid has been unable to leave his hut for hundreds of years, for fear of Alek being freed and his sacred treasure falling back into the clutches of evil. But now, Nimir is dying. He needs help to defeat Alek once and for all to retrieve the long-abandoned treasure.

THE TREASURE

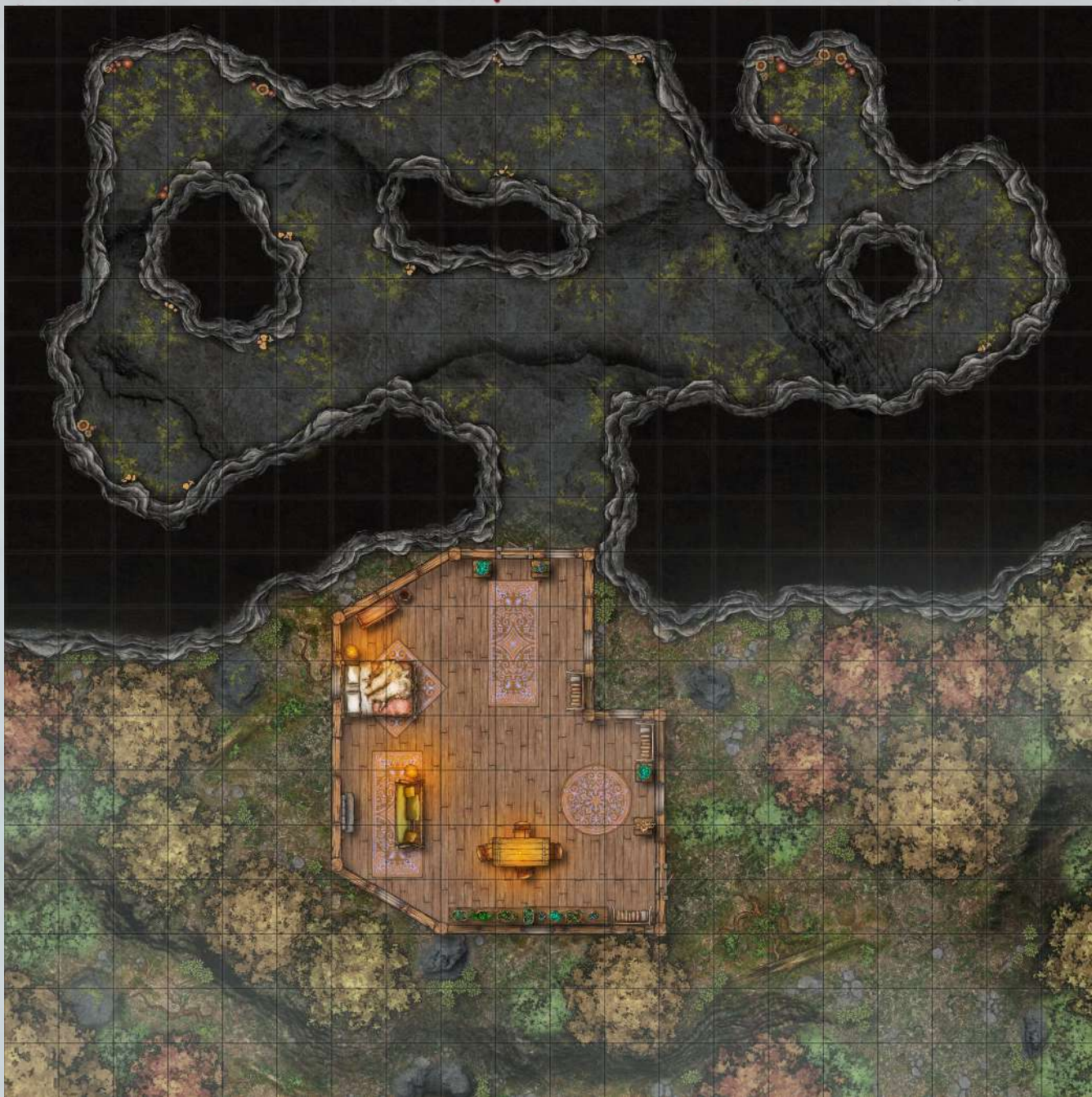
The treasure Nimir has been tasked to guard has been left purposefully vague so you can use whatever treasure best fits your campaign. Some possibilities are included below:

- If your campaign is taking place in Barovia, the *Sunsword* or *Holy Symbol of Ravenkind*, as described in *Curse of Strahd*, could be hidden in the tomb. While doing the tarot card reading described in that adventure, you can use the following "Treasure Location"
 - "I see a house deep in the mountainside. A prison for good and evil alike."
- *The Ravenblade*, the *Staff of the Magister*, or the *Torc of the Younger Self* (see appendix B).
- A canopic jar containing the heart of Tiyet, the mysterious Darklord of Sebua.
- A golden casket containing the ka of Ankhtepot (as described under Har'Akir in *Van Richten's Guide to Ravenloft*).
- A magic mirror with the power to guide the mirror's holder to the location of the person they most profess to love (many Darklords would be desperate to possess this item; Strahd could use it to find the current reincarnation of Tatyana, Dr. Mordenheim could use it to find Elise, etc.)
- *The Rod of Rastinon*, a 2-foot long shaft of crystal, occasionally illuminated by flickering silver sparks within. This item is the key to certain uses of *The Apparatus* (as described under Mordent in *Van Richten's Guide to Ravenloft*), but was sent back in time by a magical mishap the last time *The Apparatus* was used.

ROLEPLAYING NIMIR

Nimir (see appendix A) has almost succumbed to despair. When he was first imprisoned, he tried to contact his allies using the *animal messenger* spell, but his messages were never returned, leading him to believe most of his allies had been slain. He has sustained himself for hundreds of years on little more than the *create or destroy water* and *goodberry* spells. Over the years, he has tried to recruit various adventuring parties to reclaim the treasure and kill Alek, but they have all been defeated. Now, as he approaches the end of his life, he has put out a





last, desperate call for aid. But he doesn't believe anyone will answer.

NIMIR'S TRAITS

Ideal. "I will sacrifice anything to protect my home."

Bond. "I am the guardian of a sacred treasure. I will prevent it from falling into the Dark Powers clutches."

Flaw. "My destiny is to fail at my sacred task."

ROLEPLAYING ALEK

Alek, the Bloody Whirlwind (see appendix A) was a powerful servant and valued warrior of a vampire Darklord. This could be Dr. Daclaud Heinfroth, Kas the Destroyer of Tovag, Prince



Ladislav Mircea of Sanguinia, Baron Urik von Kharkov of Valachan, Count Strahd von Zarovich of Barovia, or a vampiric Darklord of your own creation, whoever best fits your campaign. However, Alek no longer has any loyalty to this former master for he knows that he has been left behind and forgotten.

Alek's goal is to escape his prison and he will use the sacred treasure as a bargaining chip to do so. While he would be perfectly happy to devour the characters, he knows that their deaths will not get him what he wants. Instead, Alek will try to convince the party to free him. But Alex sees humanoid as little more than animals, and will only honor his promises if he is forced, or finds their goals personally amusing.

ALEK'S TACTICS

Alek is cunning, ruthless, and a brilliant fighter. He has commanded armies and slain many great warriors in single combat. He utilises the following tactics often:

- **Incapacitate the Cleric/Spellcasters.** Alek knows that spellcasters are the greatest threat to him. Using his Move legendary action, he will slip behind the martial creatures and use his Unarmed Strike to strangle the spellcasters: preventing them from speaking.
- **Send them Flying.** Alek will use his Fling ability to throw slower fighters out of the melee so they will have to take the Dash action to re-engage him.
- **Whirlwind.** Alek will make attacks with his Bloody Thorn at different members to try to bleed out them, forcing them to heal themselves rather than attack him.
- **Hold a Hostage.** Alek cannot kill Nimir because of his Forribance and if the party will not willingly agree to help him, he will attempt to use one of the party members as a hostage.

ENCOUNTER HOOKS

- **Barovia Treasure.** The party seeks out the ancient hut as part of the card reading from Madam Eva in Curse of Strahd.
- **Recruited.** Nimir could try to recruit the players if he hears of their exploits throughout the Domains of Dread, or sees them through his scrying spell. The message would arrive via a raven.
- **Fate.** The party could come across Nimir's hut while traveling through one of the mountain range areas described at the start of this section under Encounter Locations.

THE ENCOUNTER

When the players arrive at Nimir's hut read or paraphrase the following:

At the base of the cliffside is a large wooden house built directly into the stone. A small strand of smoke billows up from the chimney pot above, signalling signs of life. A dozen ravens perch on the rooftop, eyeing you suspiciously as you approach.

Nimir will ask the characters for help to defeat the vampire Alek and retrieve the treasure. He will tell the characters what he knows of Alek's abilities:

- Alek's sword leaves lasting wounds that cause profound bleeding that must be treated quickly.
- Alek is very fast and can easily climb the walls of the cavern.
- Alek does not have magical abilities, but is uncannily fast and strong.

When the players descend into Alek's prison, read or paraphrase the following:

As you descend into the darkness of the cave, the sound of your footsteps echo on the smooth stone. The cave is cramped, dark, and narrow. Approaching the bottom of the cavern, you see a tall, pale figure in rusted plate armor, sitting upon the ground, a magnificent longsword lying across their lap. They appear to be meditating.

Unless the players surprise Alek, he will attempt to speak to them before fighting. He wants to convince them to kill Nimir and free him from his prison (he does not know that Nimir is dying).

OUTCOMES

Some of the possible outcomes are listed below:

- The party defeats Alek and retrieves the lost treasure. Nimir is able to die peacefully, knowing that his mission has been completed.
- The party is unable to defeat Alek and could return to fight him later. Whether or not Nimir lives that long is up to you.
- The party sides with Alek and defeats Nimir. Alek will give the party the holy treasure and depending on their objective might assist them.

REWARDS

The powerful ancient relic, described earlier in this encounter under The Treasure.

If Alek is defeated, he leaves behind multiple Mist talismans for the domain whose Darklord he once served (and possibly for other domains as well, depending on your campaign).

UNDER THE ROOTS

Encounter Level: 5th–7th

Encounter Type: Combat

Encounter Overview: While traveling through marshland or a dark forest, the characters come across a strange rotting tree stump with something glimmering inside.

Encounter Location: Any forested Domain of Dread, such as Tepest, Barovia, Kartakass, or Souragne. If you use the domain of Timbergorge, ruled by the evil and vengeful treant Silvermaw, this would work well there as a first encounter foreshadowing larger threats.

BACKGROUND

Many years ago, the archmage Mordenkainen discovered a piece of meteorite while travelling through the Domains of Dread. Realising its powerful magical abilities and potential power against the Devil Strahd and the other evils that manipulate events in Ravenloft, Mordenkainen hid the metal under the roots of an enchanted tree until he could return. But when Mordenkainen lost his mind, the tree and the metal underneath were forgotten. Until now.

THE ENCOUNTER

As the characters travel through deep forest, the character with the highest passive Perception score or the one actively making a Wisdom (Perception) check notices a glint of metal through the tree cover. If the characters decide to



investigate, read or paraphrase the following aloud.

As you make your way across the sodden, swampy ground, you see a large, rotting tree stump towering over a small clearing. Before its death, the tree must have been marvelous, probably some fifty to sixty feet tall. But now all that remains is a hollow shell. Tangled in the tree's roots appears to be a shining piece of silver metal.

In order to investigate the metal, the character must get closer to the large, rotting tree stump.

A successful DC 15 Intelligence (Investigation) check reveals a ring of grey fungus in a 20-foot radius around the tree. A further successful DC 15 Intelligence (Herbalism kit or Nature) check reveals that the fungus is not native to the area, whilst a successful DC 15 Intelligence (Arcana) check reveals that it is likely the boundary of some kind of magical spell. A *detect magic* spell reveals a faint line of conjuration magic between the metal in the tree and the cluster of rotting logs which is actually the **dead wood elemental** (see appendix A). Its location is marked on the map.

If the characters cross the fungus circle, it triggers the dead wood elemental's Readied Action to use its Grasping Roots action on that creature. If the characters are surprised, the elemental then uses its Grasping Roots on another character and makes two slam attacks against the restrained targets. A character with a passive Perception score of 15 or higher or any player casting the detect magic spell, notices a thin silver line of conjuration magic between the metal in the tree and the elemental.

The metal in the base of the tree weighs 10 pounds and can be removed with a successful DC 20 Strength (Athletics) check. If the character fails the check, but rolls above a 10, the DC decreases by 5 in future, since they manage to loosen the rock. If the metal is removed from the circle, the elemental returns to simple rotting wood.

The elemental cannot cross the fungus boundary, but can send its Grasping Roots attacks past the fungus. If the characters retreat from the circle and out of the range of its Grasping Roots, the elemental dives into the pool (marked on the map), sinking 10 feet below and out of sight.

When the characters remove the metal from the tree, they immediately realize it is not silver, or platinum. A successful DC 15 Intelligence (Arcana or Nature) check reveals it to be a meteorite. A further successful DC 15 Intelligence (Arcana or Smith's tools) check reveals the following information:

1. Meteorite metal, sometimes known as sky-metal or iridium, is extremely rare and valuable (its exact gp value is up to you as a DM.)

2. Meteorite metal can be forged into powerful magic weapons by a master smith.
3. Meteorite weapons are up to +2 magical weapons that always have the light property, regardless of their size.
4. There is enough meteorite to forge one +2 weapon, two +1 weapons, or 10 pieces of +1 ammunition.
5. Meteorite metal can be used in place of silver for casting components, such as for the *ceremony* spell.

OUTCOMES

Some of the possible outcomes are listed here:

- The party defeats the dead wood elemental and retrieves the meteorite metal.
- The party decides to leave the meteorite metal in the tree and either return later with reinforcements, or let it remain.
- The party retrieves the meteorite metal and must find a master smith to forge weapons from it or search for a buyer. Such a valuable find could bring unwanted attention to the party from those looking for a quick score.

REWARDS

If the party defeats the dead wood elemental and retrieves the meteorite metal they have one +2 meteorite weapon or two +1 meteorite weapons forged (the master smith would likely take the excess meteorite metal in payment).



APPENDIX A: CREATURES & NPCs

ALEK, THE BLOODY WHIRLWIND

Medium undead, neutral evil

Armor Class 18 (plate)

Hit Points 153 (18d8 + 72)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	18 (+4)	17 (+3)	14 (+2)	18 (+2)

Saving Throws Str +10, Con +8, Cha +8

Skills Athletics +10, Deception +12, Insight +6, Perception +10

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Senses darkvision 120 ft., passive Perception 20

Languages Abyssal, Common, Deep Speech, Infernal

Challenge 10 (5,900 XP) **Proficiency** +4

Legendary Resistance (2/Day). If Alek fails a saving throw, he can choose to succeed instead.

Martial Prowess (1/Turn). When Alek hits a creature with a weapon attack, he can invoke one of the following effects.

Disarming Strike. The target must succeed on a DC 15 Strength saving throw or one object of Alek's choice is holding.

Menacing Strike. The target must succeed on a DC 15 Wisdom saving throw or be frightened of Alek until the end of their next turn.

Trip Attack. The target must succeed on a DC 15 Dexterity saving throw or be knocked prone.

Regeneration. Alek regains 15 hit points at the start of his turn if he has at least 1 hit point and isn't in running water or sunlight. If he takes radiant damage or damage from holy water, this trait doesn't function at the start of his next turn.

Spider Climb. Alek can climb difficult surfaces, including upside down on ceilings, without having to make an ability check.

Vampire Weakness. Alek has the following flaws:

Forbiddance. Alek can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. Alek takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into Alek's heart while Alek is incapacitated in its resting place, Alek is paralyzed until the stake is removed.

Sunlight Hypersensitivity. Alek takes 20 radiant damage when he starts his turn in sunlight. While in sunlight, he has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. Alek makes three attacks, only one of which can be a Bite attack. He may then use his Fling if he can.

Bloody Thorn (Longsword). Melee Weapon Attack: +10 to hit,

range 5 ft., one target. Hit: 10 (1d8 + 6) slashing damage or 11 (1d10 + 6) slashing damage if used with two hands. If the target is a creature, it must succeed on a DC 15 Constitution saving throw or begin bleeding profusely. A creature bleeding in this way takes 4 (1d8) slashing damage at the start of each of its turns from blood loss. The wound closes if a creature staunches the wound with a DC 15 Wisdom (Medicine) made as an action, or if the bleeding creature receives any magical healing.

Unarmed Strike. Melee Weapon Attack: +10 to hit, range 5 ft., one target. Hit: 9 (1d6 + 6) bludgeoning damage. Alek can choose to grapple the target instead of dealing damage. While grappled this way, the target is restrained, cannot breathe, or cast spells that require verbal components. Alek has two hands and can only grapple a creature with a free hand.

Bite. Melee Weapon Attack: +10 to hit, reach 5 ft., one willing creature, or a creature that is grappled by Alek, incapacitated, or restrained. Hit: 9 (1d6 + 6) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire 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.

Fling. One Medium or smaller creature grappled by Alek is thrown up to 40 feet in a direction of Alek's choosing and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 15 Dexterity saving throw or take the same damage and be knocked prone.

REACTIONS

Riposte. Whenever a creature misses Alek with an attack roll, he can use his reaction to make a weapon attack against that creature.

LEGENDARY ACTIONS

Alek can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Alek regains spent legendary actions at the start of its turn.

Move. Alek moves up to his speed without provoking opportunity attacks.

Unarmed Strike. Alek makes an unarmed strike.

Bloody Whirlwind (Costs 2 Actions, 1/Day). Alek makes a Bloody Thorn attack against each creature in his melee range. A creature hit by this attack automatically fails its Constitution saving throw.



DEAD WOOD ELEMENTAL

Large elemental, unaligned

Armor Class 17 (natural armor)

Hit Points 152 (16d10 + 64)

Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	7 (-2)	12 (+1)	4 (-3)

Skills Athletics +8, Perception +4

Damage Resistances thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities exhaustion, paralyzed, poisoned, stunned

Senses blindsight 60 ft., passive Perception 14

Languages understands Primordial and Sylvan but can't speak

Challenge 7 (2,900 XP)

Proficiency +3

False Appearance. While it remains motionless, the dead wood elemental is indistinguishable from a cluster of fallen, rotting trees.

Rotting Form. The dead wood elemental's body is covered in fungus and spores. Whenever the elemental takes damage from a source that did not deal fire or psychic damage, a burst of spores explode from the point of impact in a 5-foot radius. Each creature caught in the area must succeed on a DC 15 Constitution saving throw or become poisoned for 1 minute. While poisoned this way, a creature takes 7 (2d6) poison damage at the start of each of its turns. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

ACTIONS

Multiattack. The elemental makes two Slam attacks, then uses its Grasping Roots.

Slam. *Melee Weapon Attack:* +8 to hit, range 10 ft., one target. *Hit:* 14 (2d8 +5) bludgeoning damage plus 7 (2d6) poison damage.

Grasping Roots. *Ranged Weapon Attack:* +8 to hit, range 30/60 ft., one target. *Hit:* 12 (2d6 +5) bludgeoning damage. Instead of dealing damage, the dead wood elemental can choose to grapple the target (escape DC 16) and move it up to 30 feet. While grappled this way, the creature is restrained. Each root can be attacked (AC 15, 10 hit points; immunity to necrotic, poison, and psychic damage). Destroying a tendril deals no damage to the elemental.

DIRE OCTOPUS

Large monstrosity, unaligned

Armor Class 12

Hit Points 75 (10d10 + 20)

Speed 10 ft., climb 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	14 (+2)	7 (-2)	12 (+1)	5 (-3)

Skills Perception +5, Stealth +6

Senses blindsight 60 ft., passive Perception 15

Languages —

Challenge 3 (700 XP)

Proficiency +2

Ambusher. In the first round of a combat, the octopus has advantage on attack rolls against any creature it surprised.

Hold Breath. While out of water, the octopus can hold its breath for 1 hour.

Underwater Camouflage. The octopus has advantage on Dexterity (Stealth) checks made while underwater.

Water Breathing. The octopus can breathe only underwater.

ACTIONS

Multiattack. The octopus makes two tentacle attacks.

Tentacles. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a creature, it is grappled (escape DC 16). Until this grapple ends, the target is restrained and takes 3 (1d6) bludgeoning damage at the start of each of its turns. The octopus has eight tentacles, each of which can grapple one target. If the octopus is grappling seven or more creatures, its speed is 0 and it cannot gain bonuses to its movement.

Ink Cloud (Recharges after a Short or Long Rest). A 20-foot-radius cloud of ink extends all around the octopus if it is underwater. The area is heavily obscured for 1 minute, although a significant current can disperse the ink. After releasing the ink, the octopus can use the Dash action as a bonus action.

NIMIR

Medium humanoid (dusk elf), lawful good

Armor Class 14 (studded leather)

Hit Points 105 (16d8 + 32)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	14 (+2)	16 (+3)	20 (+5)	15 (+2)

Saving Throws Int +6, Wis +8

Skills Animal Handling +8, Medicine +8, Nature +6, Perception +8, Survival +8

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 18

Languages Druidic, plus any two languages

Challenge 7 (2,900 XP) Proficiency +3

Fey Ancestry. Nimir has advantage on saving throws against being charmed, and magic can't put him to sleep.

Land's Stride. Moving through nonmagical difficult terrain costs Nimir no extra movement. He can also pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.

In addition, Nimir has advantage on saving throws against plants that are magically created or manipulated to impede movement, such those created by the entangle spell.

Legendary Resistance (2/Day). If Nimir fails a saving throw, he can choose to succeed instead.

Spellcasting. Nimir is a 10th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks). He has the following druid spells prepared:

Cantrips (at will): *druidcraft, mending, produce flame, thorn whip*

1st level (4 slots): *entangle, healing word, longstrider, speak with animals, thunderwave*

2nd level (3 slots): *animal messenger, hold person, moonbeam*

3rd level (3 slots): *conjure animals, plant growth, tidal wave*

4th level (3 slots): *blight, fire shield, wall of fire*

5th level (2 slots): *cone of cold*

LEGENDARY ACTIONS

The druid can take 2 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The druid regains spent legendary actions at the start of its turn.

Cantrip. Nimir uses a cantrip.

SWARM OF WINGED NIGHTMARES

Medium swarm of Tiny fiends, unaligned

Armor Class 14

Hit Points 40 (9d8)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	10 (+0)	6 (-2)	12 (+1)	16 (+3)

Skills Perception +5

Damage Resistances bludgeoning, necrotic, piercing, slashing

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

Senses darkvision 60 ft., passive Perception 15

Languages —

Challenge 2 (450 XP) Proficiency +3

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny raven. The swarm can't regain hit points or gain temporary hit points.

Living Shadows. Any Medium or smaller creature whose space is occupied by the swarm is considered heavily obscured from all sources except the swarm. Whilst the swarm has half its hit points or fewer, it loses this trait.

ACTIONS

Beaks. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target in the swarm's space. *Hit:* 18 (4d6 + 4) piercing damage, or 11 (2d6 + 4) piercing damage if the swarm has half of its hit points or fewer. If the swarm has more than half its hit points, the target must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. A creature frightened in this way can repeat the saving throw at the end of each of its turns, ending the effect on a success.

SYNDICATE ARTILLERIST

Medium human, lawful evil

Armor Class 15 (chain shirt)

Hit Points 65 (10d8 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	16 (+3)	14 (+2)	16 (+3)	9 (-1)	13 (+1)

Skills Athletics +8, Perception +4

Damage Resistances thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities exhaustion, paralyzed, poisoned, stunned

Senses blindsight 60 ft., passive Perception 14

Languages understands Primordial and Sylvan but can't speak

Challenge 7 (2,900 XP)

Proficiency +2

Spellcasting. The artilleryist is a 4th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 13, +5 to hit with spell attacks). It must have a tool or weapon in hand to cast a spell; the spell appears to radiate from that tool or weapon. It has the following artificer spells prepared: Cantrips (at will): *fire bolt*, *thorn whip*
1st level (3 slots): *absorb elements* (XgtE), *cure wounds*, *faerie fire*, *grease*, *longstrider*, *shield*, *thunderwave*

ACTIONS

Multiattack. The artilleryist makes one attack with its bayonet, casts thorn whip, or casts fire bolt. Before or after it does this, it can make an attack with its arcane rifle.

Arcane Rifle. *Ranged Weapon Attack:* +5 to hit, range 120 ft., one target. *Hit:* 12 (2d8 + 3) force damage and if the target is a creature, it is pushed up to 5 feet away. Requires two hands to fire. This weapon does not function for any other creature.

Bayonet. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage and the artilleryist's next ranged attack against the target before the end of its next turn is made with advantage.

THE SOMMELIER

Medium humanoid (dhampir), neutral evil

Armor Class 16 (studded leather)

Hit Points 60 (8d8 + 24)

Speed 35 ft., climb 35 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	18 (+4)	16 (+3)	16 (+3)	9 (-1)	17 (+3)

Saving Throws Dex +6, Int +5

Skills Deception +5, Intimidation +7, Performance +5,

Persuasion +5, Stealth +8, Survival +1

Senses darkvision 60 ft., passive Perception 9

Languages Common

Challenge 4 (1,100 XP)

Proficiency +2

Blood for Blood. As a bonus action, the Sommelier can syphon some of its own blood to weaponize against their enemies. The Sommelier reduces its current hit points by 1d6, then gains advantage on the next attack roll it makes before the end of its next turn.

Blood Curse of Binding (2/Day). As a bonus action, the Sommelier targets one creature it can see within 30 feet of it. The target must succeed on a DC 13 Strength saving throw or have its speed reduced to 0 and be unable to take reactions. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Sneak Attack (1/Turn). The Sommelier deals an extra 10 (3d6) damage when they hit a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the Sommelier that isn't incapacitated and the Sommelier doesn't have disadvantage on the attack roll.

Spider Climb. The Sommelier can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check while leaving their hands free.

ACTIONS

Multiattack. The Sommelier makes two attacks with their daggers.

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d4 + 4) piercing damage.

Vampiric Bite (2/Day). *Melee Weapon Attack:* +6 to hit, range 5 ft., one target. The Sommelier gains advantage on its attack roll if they are missing half or more of their hit points. *Hit:* 6 (1d4 + 4) piercing damage and the Sommelier regains hit points equal to the damage dealt.

REACTIONS

Blood Curse of the Fallen Puppet (2/Day). When a creature the Sommelier can see within 30 feet of them drops to 0 hit points, they can use their reaction to give that creature a final act of aggression. That creature immediately moves up to half its speed and makes a single weapon attack against a target of the Sommelier's choice within its attack range.

VAMPIRE CRAVEN

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (4d8 + 4)

Speed 35 ft..

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	12 (+1)	8 (-1)	6 (-2)	6 (-2)

Saving Throws Wis +0

Skills Stealth +5

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Senses darkvision 120 ft., passive Perception 8

Languages the languages it knew in life

Challenge 1 (200 XP) Proficiency +2

Craven Appetite. When the vampire hits a creature with a Bite attack, it can make another bite attack at the same creature as a bonus action.

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

Turn Resistance. The vampire has resistance against any effect that turns undead.

Vampire Weakness. Alek has the following flaws:

Forbiddance. Alek can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. Alek takes 20 acid damage if it ends its turn in running water.

Stake to the Heart. If a piercing weapon made of wood is driven into Alek's heart while Alek is incapacitated in its resting place, Alek is paralyzed until the stake is removed.

Sunlight Hypersensitivity. Alek takes 20 radiant damage when he starts his turn in sunlight. While in sunlight, he has disadvantage on attack rolls and ability checks.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, plus 2 (1d4) necrotic damage. The vampire regains hit points equal to the necrotic damage dealt. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

WERERAVEN

Medium humanoid (human, shapechanger), lawful good

Armor Class 12

Hit Points 31 (7d8)

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)

Skills Insight +4, Perception +6

Damage Immunities bludgeoning, piercing, and slashing

from nonmagical attacks not made with silvered weapons

Languages Common (can't speak in raven form)

Challenge 2 (450 XP)

Proficiency +2

Shapechanger. The wereraven can use its action to polymorph into a raven-humanoid hybrid or into a raven, or back into its human form. Any equipment it is wearing or carrying isn't transformed. It reverts to its human form if it dies.

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.

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:* +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 humanoid, it must succeed on a DC 10 Constitution saving throw or be cursed with wereraven lycanthropy.

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

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



APPENDIX B: MAGIC ITEMS

HOLY SYMBOL OF RAVENKIND

Wondrous item, legendary (requires attunement by a cleric or paladin of good alignment)

The *Holy Symbol of Ravenkind* is a unique holy symbol sacred to the good-hearted faithful of Barovia. It predates the establishment of any church in Barovia. According to legend, it was delivered to a paladin named Lugdana by a giant raven—or an angel in the form of a giant raven. Lugdana used the holy symbol to root out and destroy nests of vampires until her death. The high priests of Ravenloft kept and wore the holy symbol after Lugdana's passing.

The holy symbol is a platinum amulet shaped like the sun, with a large crystal embedded in its center.

The holy symbol has 10 charges for the following properties. It regains 1d6 + 4 charges daily at dawn.

Hold Vampires. As an action, you can expend 1 charge and present the holy symbol to make it flare with holy power. Vampires and vampire spawn within 30 feet of the holy symbol when it flares must make a DC 15 Wisdom saving throw. On a failed save, a target is paralyzed for 1 minute. It can repeat the saving throw at the end of its turns to end the effect on itself.

Turn Undead. If you have the Turn Undead or the Turn the Unholy feature, you can expend 3 charges when you present the holy symbol while using that feature. When you do so, undead have disadvantage on their saving throws against the effect.

Sunlight. As an action, you can expend 5 charges while presenting the holy symbol to make it shed bright light in a 30-foot radius and dim light for an additional 30 feet. The light is sunlight and lasts for 10 minutes or until you end the effect (no action required).

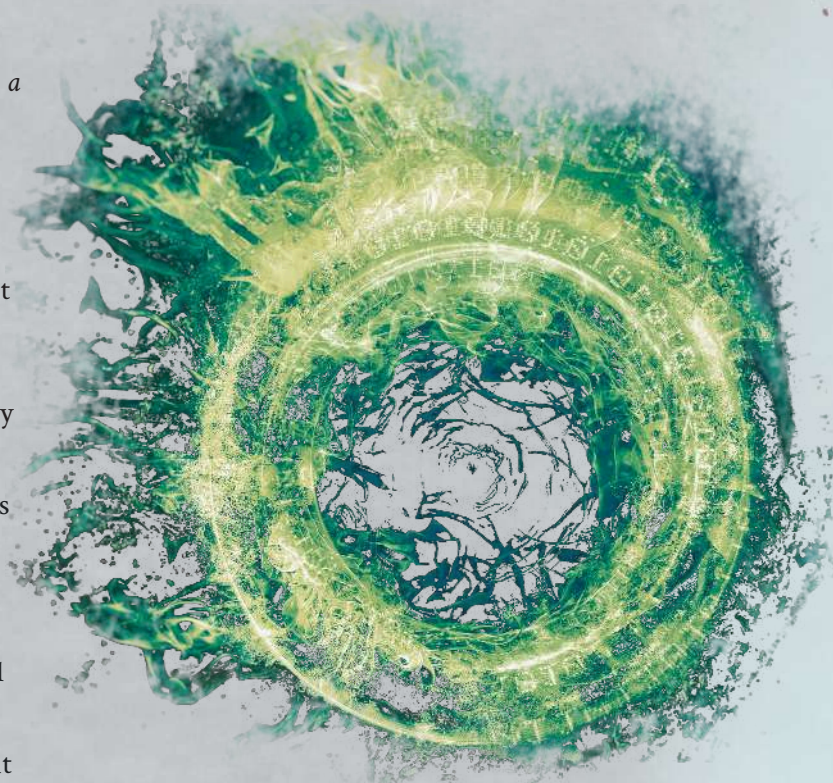
RING OF LIGHT

Wondrous Item, common

While wearing this small, crystal ring a player can speak the ring's command phrase, "*Out of the Night That Covers Me*" as a bonus action and cause it to shine with bright light in a 20 foot radius and dim light for another 20 feet.

OPTIONAL FEATURE: FOR THOSE WHO NEED ME MOST

The Ring of Light is inscribed with its command phrase on the outside, but if a character casts the *identify* spell or succeeds on a DC 15 Intelligence (Investigation) check they can see that there is another command phrase written on the inside of the ring, "For Those Who Need Me Most." If the characters speak the phrase as an action, the ring shatters and they can cast the *dawn* spell (DC 15).



THE RAVENBLADE

Weapon (longsword), legendary (requires attunement by a warlock of non-chaotic alignment)

Though this longsword appears to be carved from a single large shard of black glass, from its rounded pommel to the tip of its razor-sharp blade, it is as hard as adamantine. On further examination, the glass is actually transparent, like a window, and through it you can see the stormy expanse of a dark and alien night sky. You gain a +2 bonus to attack and damage rolls made with this magical weapon, and you can use it as a spellcasting focus. It also grants its wielder a +2 bonus to spell attack rolls.

Spellcasting. The *Ravenblade* has 6 charges. While holding it, you can expend 1 or more of its charges to cast one of the following spells from it, just as if you were casting one of your warlock spells but without using a spell slot: *hex* (1 charge), *modify memory* (5 charges) or *steel wind strike*** (5 charges). Spells cast in this way require the normal casting time and components. The blade regains all expended charges each day at sunset.

Writing. While the blade does not seem overly eager to help those attuned to it, it does offer a unique benefit: if the wielder wants a letter written, it can leave an appropriate amount of unmarked paper (no ink required) within 5 feet of the *Ravenblade*. On request, the weapon will magically inscribe the appropriate words on the



blank pages. Exactly 8 hours later after the request is made, the blank paper instantly becomes filled with the desired writing. It all appears in a very distinct and practical calligraphic script. The *Ravenblade* can only write in languages it knows.

Occasionally, the *Ravenblade* will want a favour of its own. It will ask its wielder for some paper, and then compose a letter of its own, which it will then need handed off to a courier or delivered to its proper recipient. The blade's personal letters always appear written in a coded script of sigils indecipherable to all but the intended recipient.

Sentience. The *Ravenblade* is a sentient lawful neutral weapon with an Intelligence of 18, a Wisdom of 20, and a Charisma of 17. It has hearing and truesight out to a range of 60 feet, but almost never communicates with its wielder about things it perceives.

The weapon can read and understand (and write) Common, Abyssal, Celestial, Draconic, Deep Speech, Elven, Infernal, Primordial, Qualith, Sylvan, and Undercommon, but it never speaks any language but Elvish, and communicates telepathically only with wielders that are also fluent in Elvish.

Personality. The *Ravenblade* has little interest in its mortal wielders; they are only means to an end. The *Ravenblade* uses its wielder as a mystical channel for communication, on behalf of its mysterious mistress. Somehow, being attuned by a warlock allows it to magically contact that warlock's otherworldly patron. Once in contact it negotiates complicated agreements on its mistress's behalf with the patron, usually related to inane details of extraplanar politics.

Despite its indifference, it wants worthy wielders, and quickly determines whether or not a warlock attuned to it is useful. It likes ambition, attention to detail, precision, skill, and self-control in its wielders, and hopes to grow such warlocks into truly valuable assets.

If the *Ravenblade* finds its wielder's behavior reckless, lazy, careless, or sloppy, or if a request related to its letters (either for paper or for delivery) is not honored, a conflict between the *Ravenblade* and its wielder occurs at the next sunset. While it is displeased with its wielder, it will neither write requested letters nor allow the wielder to expend its charges to cast spells.

STAFF OF THE MAGISTER

Staff, legendary (requires attunement by an arcane spellcaster)

This handsome mahogany staff is topped by a bronze, draconic claw, clutching a crystalline orb. Despite its name, there is no record of it ever being owned by a being who claimed the title of magister, and the moniker is said to be a corruption of its original name. It was made in a distant world, and how it came to Ravenloft is unknown—some say it was brought into the Mists with the death knight Lord Soth when he became lord of the Domain of Dread, Sithicus, and it is either the original or the duplicate of a staff wielded by a wizard whom even Lord Soth feared.

This staff can be used as a quarterstaff, and it grants you a +2 bonus to attack and damage rolls with it. It can also be used as a spellcasting focus, and while holding it you gain a +2 bonus to AC, spell attack rolls, Intelligence (Arcana) checks, and your spell save DC.

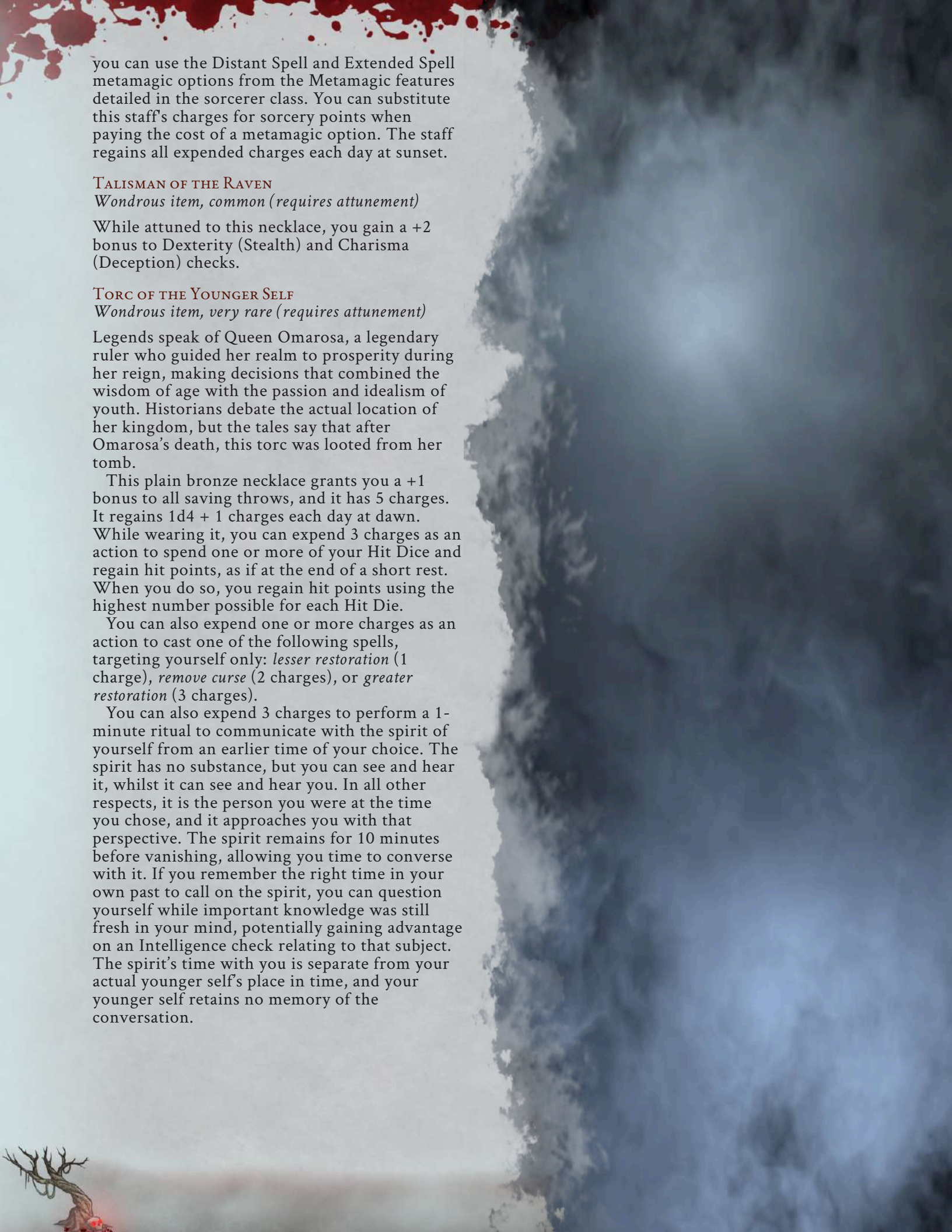
You can use a command word to cause the crystal atop the staff to emit bright light in a 20-foot radius and dim light for an additional 20 feet. You can end the light at any time, otherwise it ends when you are unconscious or no longer holding the staff.

You can use the staff to cast the *feather fall* spell, without using a spell slot and targeting only yourself.

Additionally, whenever a creature rolls a saving throw against a spell you cast, if failure would cause it to become charmed, it has disadvantage on the saving throw.

The staff also has a number of charges equal to your proficiency bonus. While you hold the staff,





you can use the Distant Spell and Extended Spell metamagic options from the Metamagic features detailed in the sorcerer class. You can substitute this staff's charges for sorcery points when paying the cost of a metamagic option. The staff regains all expended charges each day at sunset.

TALISMAN OF THE RAVEN

Wondrous item, common (requires attunement)

While attuned to this necklace, you gain a +2 bonus to Dexterity (Stealth) and Charisma (Deception) checks.

TORC OF THE YOUNGER SELF

Wondrous item, very rare (requires attunement)

Legends speak of Queen Omarosa, a legendary ruler who guided her realm to prosperity during her reign, making decisions that combined the wisdom of age with the passion and idealism of youth. Historians debate the actual location of her kingdom, but the tales say that after Omarosa's death, this torc was looted from her tomb.

This plain bronze necklace grants you a +1 bonus to all saving throws, and it has 5 charges. It regains 1d4 + 1 charges each day at dawn.

While wearing it, you can expend 3 charges as an action to spend one or more of your Hit Dice and regain hit points, as if at the end of a short rest. When you do so, you regain hit points using the highest number possible for each Hit Die.

You can also expend one or more charges as an action to cast one of the following spells, targeting yourself only: *lesser restoration* (1 charge), *remove curse* (2 charges), or *greater restoration* (3 charges).

You can also expend 3 charges to perform a 1-minute ritual to communicate with the spirit of yourself from an earlier time of your choice. The spirit has no substance, but you can see and hear it, whilst it can see and hear you. In all other respects, it is the person you were at the time you chose, and it approaches you with that perspective. The spirit remains for 10 minutes before vanishing, allowing you time to converse with it. If you remember the right time in your own past to call on the spirit, you can question yourself while important knowledge was still fresh in your mind, potentially gaining advantage on an Intelligence check relating to that subject. The spirit's time with you is separate from your actual younger self's place in time, and your younger self retains no memory of the conversation.

APPENDIX C: OATH OF RAVENKIND

Before Barovia was benighted by the fall of the devil Strahd, it was home to an order of virtuous champions—the knights of the Raven. Advised by righteous clerics like archpriest Ciril Romulich and united behind holy icons of Ravenkind, they swore to give their lives to relentless battle against the rising darkness prophets had foreseen.

Now, the knights are all but extinct. They prospered in the years before darkness descended on Barovia, but afterwards their fierce opposition to the undead drew them into more battles than could ever be won. Only a handful of knights linger in the land, some as ghosts, others as hidden agents in various domains, working day and night to defeat the Darklords.

TENETS OF RAVENKIND

Battle without End. To swear the oath of Ravenkind is to commit your body and soul to endless struggle against evil. There may one day be a final victory, but it is unlikely you will live to see it.

Mentorship. Only a knight can make another knight. Be on the lookout for new candidates to train and initiate as knights of the Raven, lest your dwindling order die out forever.

Unity. Knights of the Raven are called upon to set aside differences of politics and religion to ally with other foes of evil.

The Vigil. For your initiation into this order, you are called upon to stay up all night praying in a sacred chapel or church, before an icon or symbol of true holiness. When you initiate a new knight of the Raven, you must do the same, standing watch with the recruit. Likely, the initiation is but the first of many sleepless nights in your war against the darkness in the land.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF THE RAVENKIND SPELLS

Paladin Level Spells

3rd *guiding bolt, speak with animals*

5th *lesser restoration, moonbeam*

9th *aegis of assault*, daylight*

13th *dominate beast, guardian of faith*

17th *flame strike, scrying*

*=A new spell described at the end of this Appendix



CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options.

Radiance of the Dawn. You can use your Channel Divinity to harness sunlight, banishing darkness and dealing radiant damage to your foes. As an action, you present your holy symbol, and any magical darkness within 30 feet of you is dispelled. Additionally, each hostile creature within 30 feet of you must make a Constitution saving throw. A creature takes radiant damage equal to 2d10 + your paladin level on a failed saving throw, and half as much damage on a successful one. A creature that has total cover from you is not affected.

Summon Raven Harrier. You can expend one use of your Channel Divinity to cast the *find familiar* spell as a paladin spell without using a spell slot. When you cast the spell in this way, instead of choosing one of the normal familiar forms, your familiar is a raven harrier as described at the end of this sacred oath. Unlike other familiars, it can attack, but only as listed in its statblock.

AURA OF LIVING LIGHT

Starting at 7th level, creatures within 10 feet of you have resistance to necrotic damage and advantage on death saving throws. At the end of each of your turns, you can choose one creature within this aura and empower it with magical radiance. To do so, you must spend 10 points from the pool of healing granted by your Lay Hands feature. When you do so, that creature gains 10 temporary hit points, and until the end of its next turn, when that creature uses a spell slot of 1st level or higher to cast a spell, it can change the spell's casting time to 1 bonus action for that casting, provided the spell's casting time is normally 1 action. At 18th level, the range of this aura increases to 30 feet.

RADIANT MARK

At 15th level, if you deal radiant damage to one or more creatures on your turn, at the end of your turn you can choose one of those creatures and mark it until the end of your next turn. While it is within 5 feet of you, a creature



marked by you has disadvantage on any attack roll that doesn't target you. When a creature marked by you makes an opportunity attack, it takes radiant damage equal to your proficiency bonus.

HOLY NIMBUS

At 20th level, as an action, you can emanate an aura of sunlight. For 1 minute, bright light shines from you in a 30-foot radius, and dim light shines 30 feet beyond that.

Whenever an enemy creature starts its turn in the bright light, the creature takes 10 radiant damage. In addition, for the duration, you have advantage on saving throws against spells cast by fiends or undead.

Once you use this feature, you can't use it again until you finish a long rest.

KNIGHTS OF THE RAVEN IN THE DOMAINS OF DREAD

As champions against evil and the undead, the knights of the Raven have a clear role in Ravenloft-- especially in Barovia, their traditional homeland. In most domains, a Darklord will have countless spies and agents, likely jockeying for power amongst themselves even as they serve their dread monster. These paladins will fight tirelessly against such minions, just as they will to destroy a Darklord or any other oppressive ruler. Yet even if they manage to destroy a powerful being like Strahd, their work is not yet done. After all, a Darklord's lieutenants likely remain. Long years of cruel domination can scar both the land and its people, and knights of the Raven will be invested in helping a domain recover and rebuild.

NEW SPELL: AEGIS OF ASSAULT

3rd-level conjuration

Casting Time: 1 reaction, which you take when a creature within range that you can see succeeds on a melee attack roll that would hit one of your allies

Range: 30 ft.

Components: V, M (a weapon)

Duration: 1 round

Spell Lists: Paladin, Warlock, Wizard

With a flash of light, you bring instant vengeance to the attacking enemy. As part of the reaction used to cast this spell, you choose to do either one or both of the following:

- Teleport to an unoccupied space within range. That space must not be farther away from the creature that made the triggering attack than you were when you cast this spell.
- Make one melee weapon attack against the attacker if it is within reach. You can use your spellcasting ability instead of Strength for the attack and damage rolls of this attack if you choose. If that attack hits, it deals an additional 1d4 radiant damage.

If you are unable to do either one, the spell ends. Otherwise, after the triggering attack is resolved, you mark the creature who made that attack until the end of your next turn. While it is within 5 feet of you, a creature marked by you has disadvantage on any attack roll that doesn't target you. This spell ends early if you are incapacitated or you die, or if someone else marks the creature.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the range increases to 60 feet, and the extra radiant damage inflicted with the melee weapon attack increases by 1d4 for each slot level above 3rd.

RAVEN HARRIER

Tiny celestial, same alignment as yours

Armor Class 14

Hit Points equal the raven harrier's Constitution modifier + your Charisma modifier + five times your level in this class
Speed 10 ft., fly 50 ft

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	14 (+2)	8 (-1)	14 (+2)	6 (-2)

Saving Throws Dex +4, Wis +4

Skills Perception +4, Stealth +4

Damage Resistances necrotic, poison

Damage Immunities radiant

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 14

Languages Celestial, Common, and any languages you know, but can't speak

Celestial Bond. The following numbers increase by 1 when your proficiency bonus increases by 1: the raven harrier's skill and saving throw bonuses (above), the bonuses to hit and damage of its talons attack, and the number of hit points restored by its Mystical Recovery action (below).

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

Harrier. When the raven hits a creature with a melee attack, it can force that target to make a saving throw against your spell save DC. On a failure, it can't take reactions until the end of your next turn, and the next attack roll you make against this target before the end of your next turn has advantage.

Mimicry. The raven 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.

ACTIONS (REQUIRES YOUR BONUS ACTION)

Talons. Melee Weapon Attack: +4 to hit, reach 5 ft., one target you can see. Hit: 1d4 piercing damage + 1d4 radiant damage.

Mystical Recovery (3/Day). The raven harrier either restores 2d6 + 2 hit points to itself or to one creature within 5 feet of it that has 0 hit points.



Kaigeliokallua

APPENDIX D: ADDITIONAL MAPS



FOREST ROAD





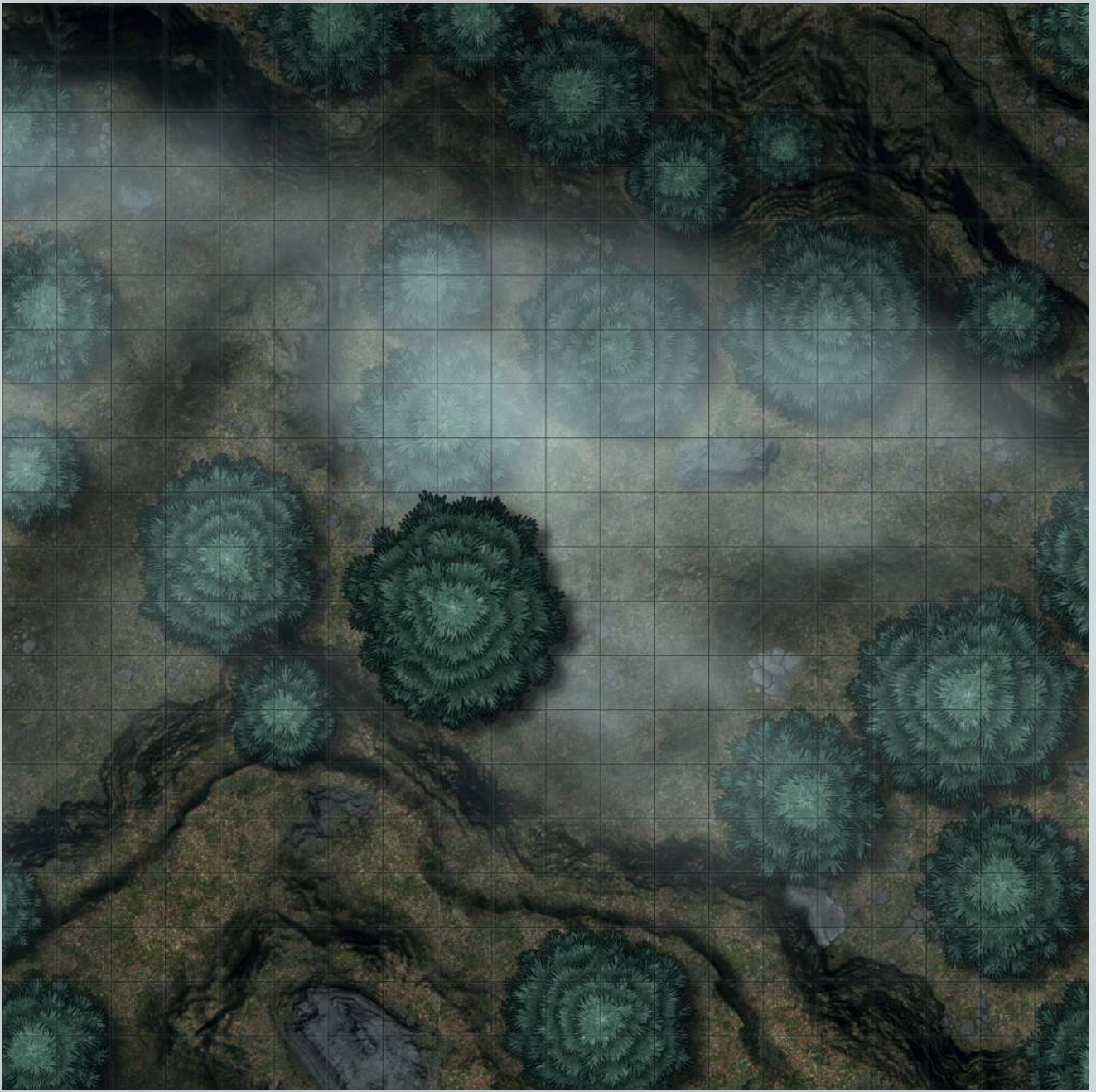
FOREST ROAD





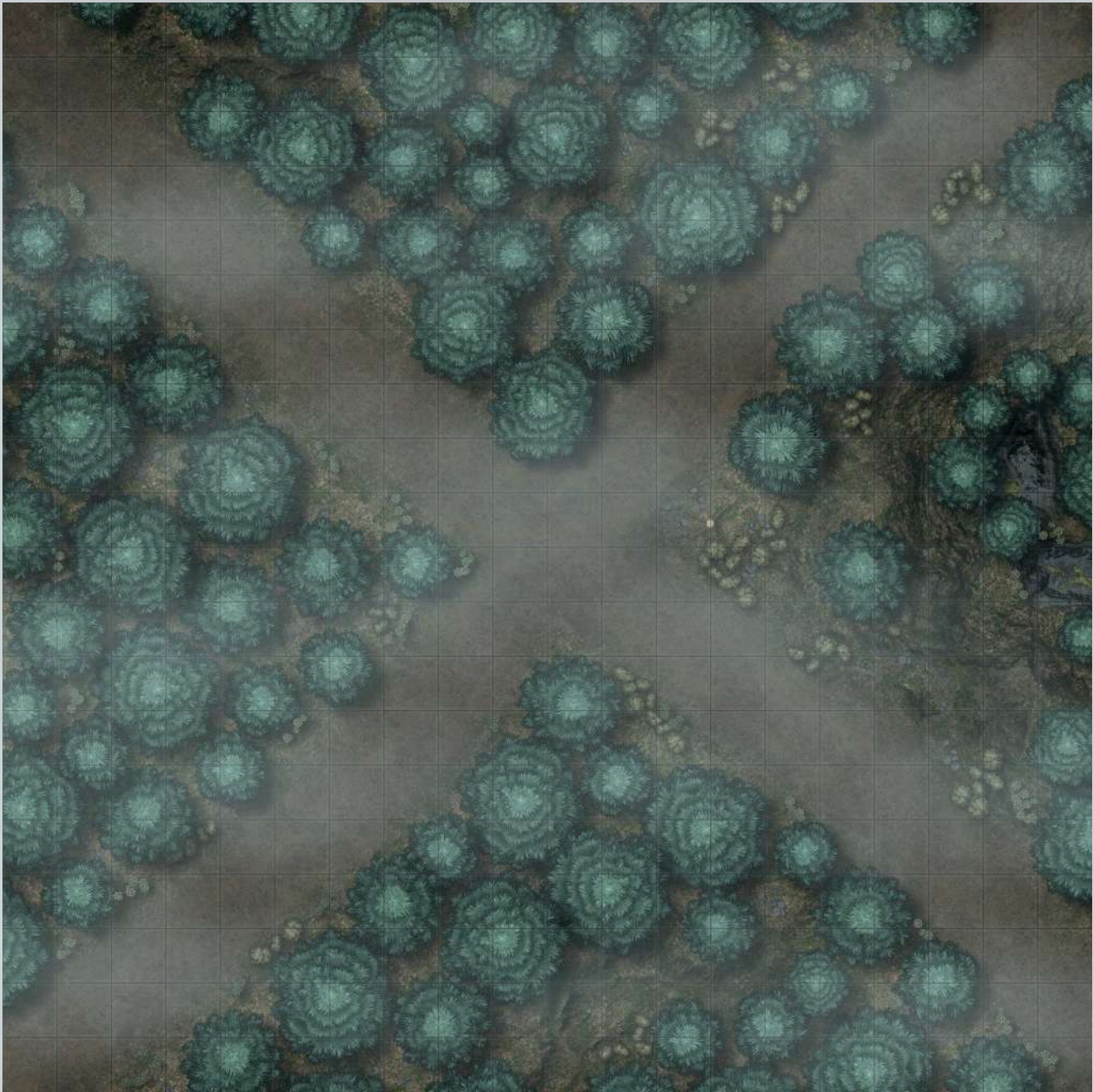
FOREST





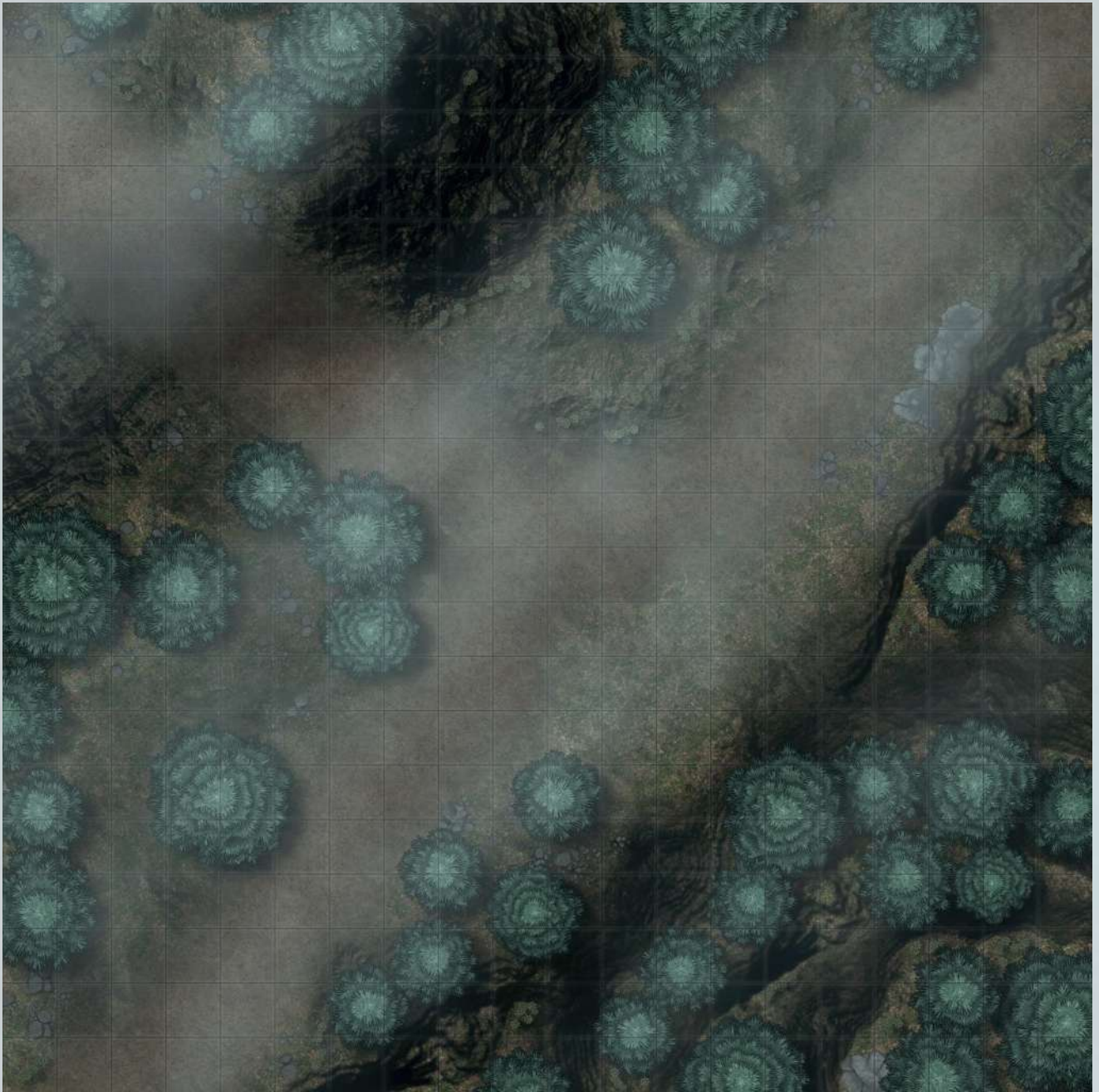
PINE FOREST





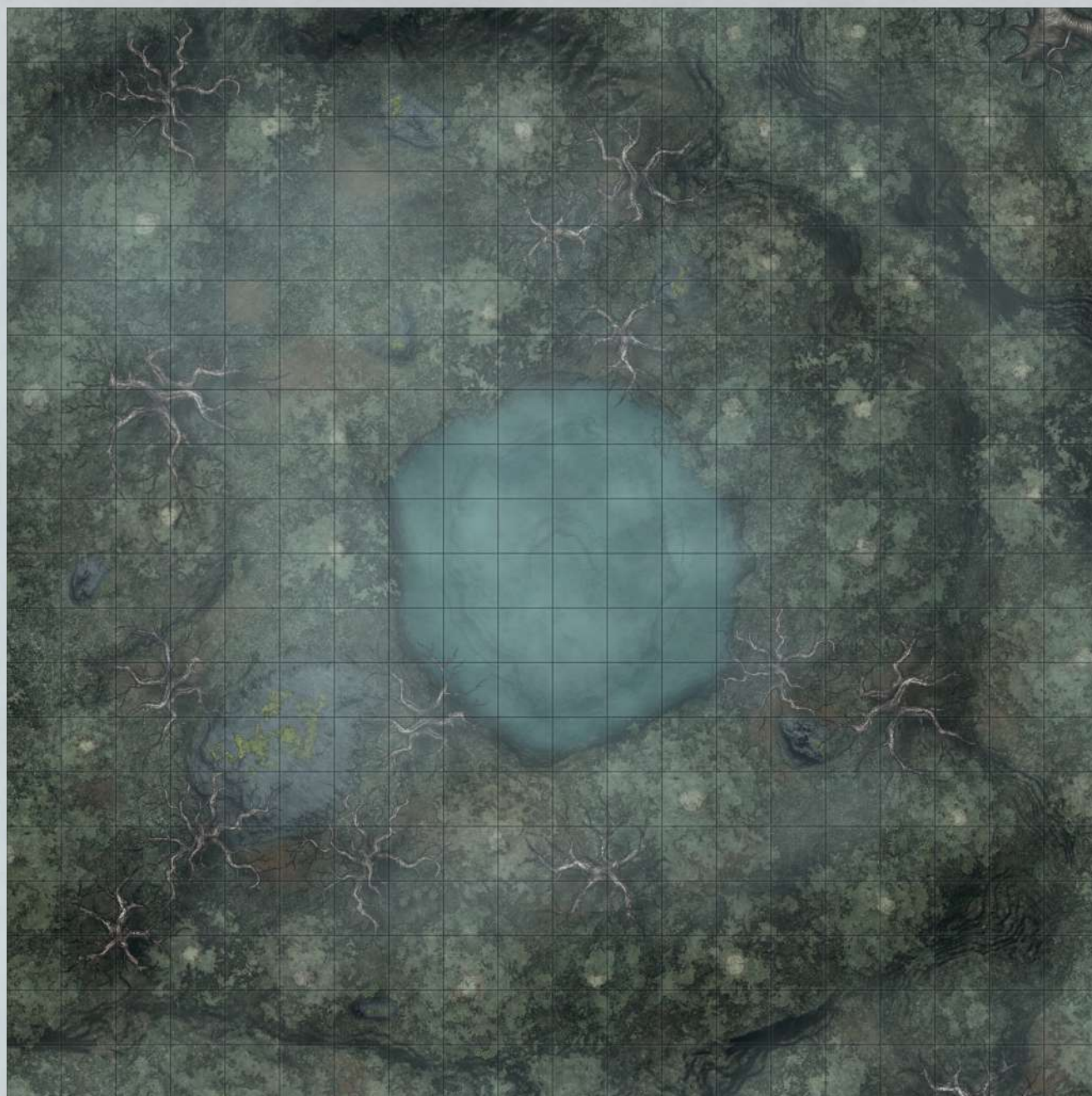
CROSSROADS





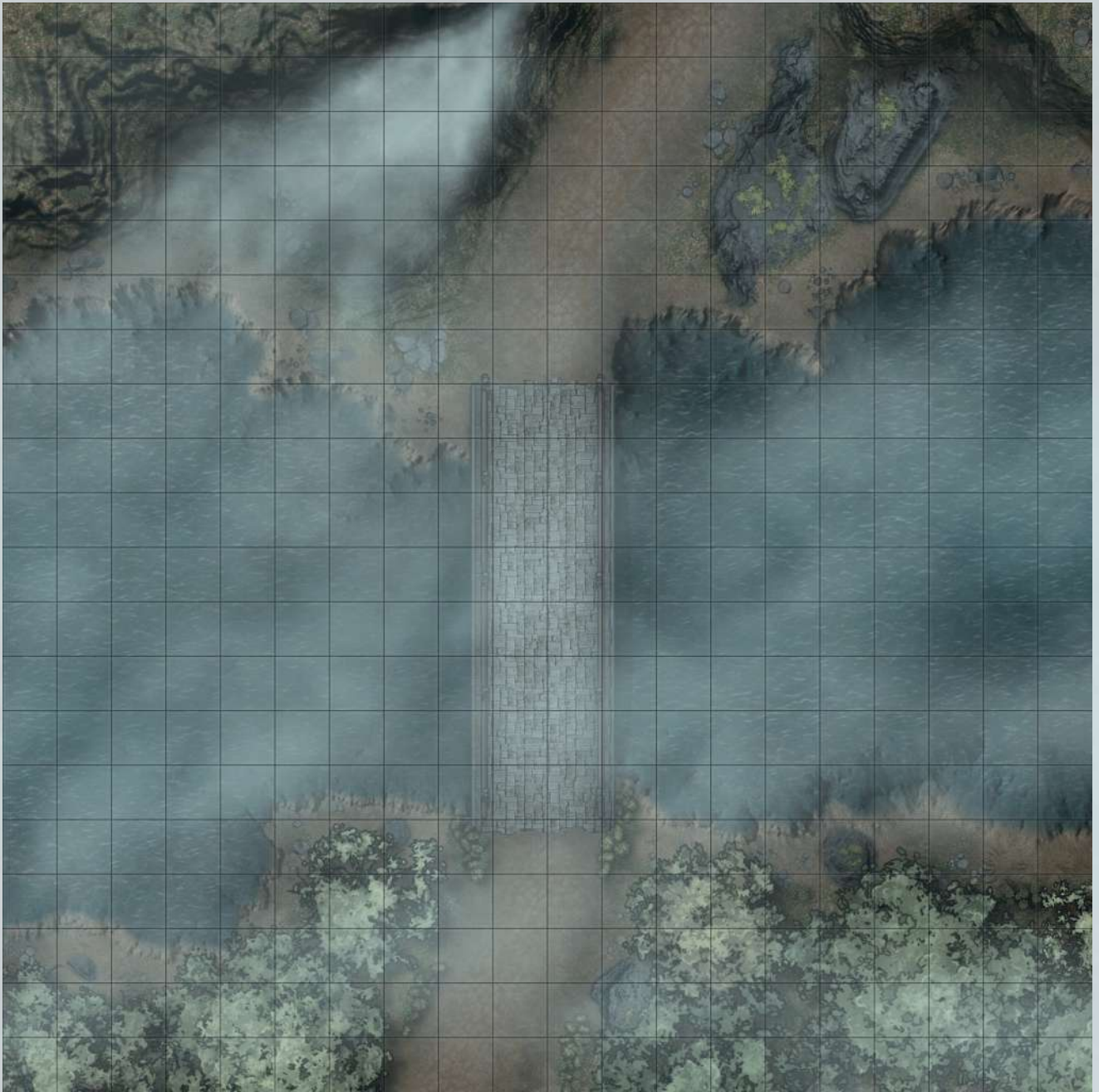
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