

CURSE OF STRAHD: DESTINED ALLIES

BY WYATT TRULL



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"There is one destined to stand with you against the shadow, but of their ultimate fate, not even I can tell,"
- Madam Eva

FOREWORD

This supplement is intended to make your life easier for tracking the ally destined to join the adventurers in their fight against the shadow of Strahd von Zarovich.

LORE.

Where characters lacked lore before, it's been expanded upon. Every character has had their ideals, bonds, and flaws written. Now characters like Sir Klutz, who has the scantest background written (less than three sentences or so), has been fleshed out as an uber-patriot of King Barov.

Characters that already had entries in *Curse of Strahd's* Appendix D: Monsters and NPCs have not simply been copied or regurgitated but been supplemented with new information where possible.

TAROKKA READINGS

The cards know all, and now so do you. The reading done by Madam Eva is included, along with the quote, and describes how the adventurers can recruit them to their cause.

When in doubt, refer to Chapter 1: Into the Mists.

PLOT HOOKS & PERSONAL QUESTS

Most characters have had personal quests and plot hooks tied to preexisting objectives and quests in the game. An example is Parriwimple, the simpleton of the village of Barovia: the adventurers can reunite him with estranged father in Vallaki.

FUTURE, INTERACTIONS, RELATIONS

Each character has a section with suggestions and minutiae for the character's interactions with other NPCs or plot points in the story. Should, for example, Arabelle be told of her relation to Madam Eva—and Madam Eva's relation to Strahd as his half-sister—and that information reach Strahd, it's suggested that he seize her to groom into an heir the Dark Powers would accept as a substitute.

STATISTICS

To save you from having to scrounge around the *Monster Manual* or flip through *Curse of Strahd*, each character's statistics block has been created, personalized to them. The inspiration action they gain as a destined ally of the adventurers is included.

ALTERNATIVE STATBLOCKS

Let's be frank. Several characters are useless, while others are titans of power and skill. Take Arabelle for instance: what aid is a seven-year-old going to be against a *vampire*?

Destined Allies provides alternative statistics for these weaker characters that you can use at your discretion. Both a character's default and alternative statistics are included.

What *Destined Allies* does not do is nerf any allies* for it's the designers' intent that there be a difference in power. Fate is fickle, and even the smallest creature might hold the key to salvation.

*see Sir Godfrey Gwilym

CREDIT

The statistic blocks used in this supplement were made by Matt Norton in his "[Excel Statblock Monster Template](#)" product on DMs Guild with minor modifications to font and spacing. Go show him some love.

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BY WYATT TRULL

ARABELLE

On the dark waters of Lake Zarovich, Bluto Krogarov pulls another swig and cracks a grin to himself. The fish'll come out in droves. He's got a lucky charm, after all. He looks down to the lumpy sack in the ribs of his boat. Above the distant din of howling wolves, he can hear the child whispering to herself. She's calm. Says it'll be all right. Says her saviors on their way—just you wait.

Bluto Krogarov, Vallaki's favorite drunk, has kidnapped Arabelle, thinking that the Vistani are lucky. That a sacrifice will bring forth fish. Bluto's right on one account: Arabelle's lucky all right. Fate has sent Strahd's newest playthings to save the girl from a watery grave.

Beyond Her Peers. Despite being all of seven years old, this Vistani child acts with authentic maturity. Alas, there's an air of arrogance about her, inspired not by her father, but her uncle Arrigal. Though she's impressed with herself, she is also impressed with her saviors. Nothing can compare, in her mind, to these haggard adventurers and ne'er-do-wells. Nothing ever will.

Drudgery. Arabelle loathes living on the outskirts of Vallaki. She's fascinated by the baron's weekly festivals, and burns with outrage that Vistani are forbidden to even enter Vallaki—a fact she won't stop complaining about. Intoxicated by the promise of adventure, Arabelle wants nothing more than to escape this drudgery and explore Barovia.

Child of Destiny. Arabelle will command a great destiny, if she can live long enough. The blood of King Barov himself, of Madam Eva, slumbers in Arabelle's veins, and the gift of prescience is sure to manifest one day, thanks to Eva's pact with Mother Night—and not even that oracle can tell what future might come to pass. Perhaps one day, if all the Fates, those wretched crones, agree, Arabelle will sit on the throne of Barovia... but by then, will the curse of Strahd endure?

ARABELLE'S TRAITS

Ideal. "There's wonder in the world if you want it."

Bond. "Daddy's a drunk, but I know he loves me."

Flaw. "I'm destined for greatness."

THE TEMPTER

"I see a child—a Vistani. You must hurry, for her fate hangs in the balance. Find her at the lake!"

Fate has decreed Arabelle instrumental in defeating the devil Strahd, though nobody can understand why.

Finding Arabelle. Kidnapped by Bluto Krogarov, Arabelle can be found at Lake Zarovich (Area L, Ch. 2).

Recruitment. If saved, Arabelle is happy to join the adventurers—not realizing how insanely irresponsible it is to bring a child into combat. However, if she's returned to her father, Luvash (N9, Ch. 2), he refuses to let her leave and for good reason.

Arabelle

Small humanoid (human), lawful neutral

Armor Class 10

Hit Points ___/2 (1d8)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages Common

Challenge 0 (10 XP)

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4 + 0) piercing damage.

Curse (Recharges after a Long Rest). Arabelle targets one creature that she can see within 30 feet of her. The target must succeed on a DC 10 Wisdom saving throw or be cursed. While cursed, the target has disadvantage on ability checks and saving throws tied to one ability score of Arrigal's choice. The curse lasts until ended with a *greater restoration* spell, a *remove curse* spell, or similar magic. When the curse ends, Arabelle takes 3d6 psychic damage.

Evil Eye (Recharges after a Short or Long Rest). Arabelle targets one creature that she can see within 10 feet of her and casts one of the following spells on the target (save DC 10), requiring neither somatic nor material components to do so: *animal friendship*, *charm person*, or *hold person*. If the target succeeds on the initial saving throw, Arabelle is blinded until the end of her next turn. Once a target succeeds on a saving throw against this effect, it is immune to the Evil Eye power of all Vistani for 24 hours.

Inspire. While within sight of Strahd, Arabelle can grant inspiration to one player character she can see.

ARABELLE'S STATISTICS

Arabelle, all of seven, suffers from a sickness called "being useless." At your discretion, you can use the alternative statblock provided.

Default. Arabelle has the statistics of a Vistani **commoner** with 2 hit points.

Alternative. Arabelle has the statistics of a 3rd level Divination wizard.

FUTURE, INTERACTIONS, RELATIONS

• Should Madam Eva meet Arabelle, she might remark on her destiny, further inflating the child's ego.

• If Madam Eva were to reveal her connection to Arabelle, as well as her true identity as Katarina, Strahd's half-sister, and the news travels (not hard to imagine; Arabelle will likely brag about it herself), then Strahd himself would no doubt seize the child to groom into an heir that the Dark Powers could accept as a replacement.

ABDUCTION IN THE DEAD OF NIGHT

With Luvash refusing to let Arabelle leave, the party is faced with either facing the devil Strahd without their destined ally or ripping away a daughter away from her father. We already know their decision.

You can use this short quest to facilitate the retrieval (abduction, as every other sane person will see it) of Arabelle, if the adventurers don't seize her immediately and instead come back at night.

Revelry. The Vistani are celebrating as they always do: with wine. After a night of hard-drinking, all but six Vistani **bandits** have passed out, and four of them are heavily intoxicated (suffering the poisoned condition). Luvash (a **bandit captain**) is drinking with them in Area N9C. Arrigal has left on his dark master's business.

Arabelle sleeps in Luvash's wagon (N9E), which is under lock and key. The golden-sun-hubcapped wagon can be identified as Luvash's with a successful DC 12 Intelligence (Investigation) check, and the lock picked with a successful DC 14 Dexterity check made with thieves' tools. Alexei, a Vistani **bandit** with 5 hit points, has been given a second chance and guards the door.

Loyal, Bruised. Alexei is still loyal to Luvash, despite his punishment. He's exhausted and inattentive, and can be lured away. He will fight but not to the death, and eventually breaks down, begging the adventurers not to take the girl lest he be killed for failing to keep her safe again. He can be persuaded to accompany the party under the excuse of watching over Arabelle; Alexei thinks this is better than staying to face Luvash's wrath.

A Ruckus. If Alexei shouts or causes a commotion, Luvash hears nearby and brings his bandits, bearing weapons. He will fight to the death to save his child, unless beaten unconscious or persuaded otherwise (DC 20; only possible if Madam Eva is mentioned). Arabelle, for her part, begs the adventurers to spare her father and refuses to adventure with them if he's slain.

Consequences. Unless resolved amicably, Luvash puts out a bounty of 100 gp on each adventurer's head. Even if Arabelle is taken quietly, he's smart enough to put two-and-two together if the adventurers previously expressed interest in Arabelle.

Until Luvash is slain or appeased, whenever you roll the Vistani Bandits or Vistani Thugs random events (see Ch. 2 & 4) for Random Encounters, the number of Vistani are doubled, and they carry letters describing this bounty. There's a 50% chance Luvash is with them, distraught and desperate. Nothing on this earth will stop him from saving his child, and no price is too high.

Arabelle

Small humanoid (human), lawful neutral

Armor Class 12 (15 with *mage armor*)

Hit Points ___/14 (3d6)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	10 (+0)	16 (+3)	12 (+1)	13 (+1)

Saving Throws Int +5, Wis +3

Skills Arcana +5, Insight +3

Senses passive Perception 11

Languages Common

Challenge 0 (10 XP)

Portent (2/Day). Glimpses of the future press on Arabelle's mind. When she finishes a long rest, she can roll two d20s, recording the numbers rolled. She can replace any attack roll, saving throw, or ability check made by her or creatures she can see with one of these rolls, but only before the roll is made. Only one roll can be replaced in this way per turn. Each foretelling roll can be used only once.

Spellcasting. Arabelle is a 3rd level spellcaster. Her spellcasting ability is Intelligence (DC 13, +5 to hit with spell attacks). She has the following wizard spells prepared:
Cantrips (at will): *fire bolt, message, shocking grasp*
1st level (4 slots): *burning hands, detect magic, mage armor, protection from evil and good, shield*
2nd level (2 slots): *misty step*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +2 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 2 (1d4 + 0) piercing damage.

Curse (Recharges after a Long Rest). Arabelle targets one creature that she can see within 30 feet of her. The target must succeed on a DC 10 Wisdom saving throw or be cursed. While cursed, the target has disadvantage on ability checks and saving throws tied to one ability score of Arrigal's choice. The curse lasts until ended with a *greater restoration* spell, a *remove curse* spell, or similar magic. When the curse ends, Arabelle takes 3d6 psychic damage.

Evil Eye (Recharges after a Short or Long Rest). Arabelle targets one creature that she can see within 10 feet of her and casts one of the following spells on the target (save DC 10), requiring neither somatic nor material components to do so: *animal friendship, charm person, or hold person*. If the target succeeds on the initial saving throw, Arabelle is blinded until the end of her next turn. Once a target succeeds on a saving throw against this effect, it is immune to the Evil Eye power of all Vistani for 24 hours.

Inspire. While within sight of Strahd, Arabelle can grant inspiration to one player character she can see.

ARRIGAL

A man of death and depravity, not much can stir Arrigal's black heart. Amongst the Vistani, Arrigal is infamous as Strahd's unquestioning axeman. And why not? Why not be on the winning side? he figures.

Man in the Shadow. Vistani clans are gerontocratic, and Arrigal's clan buried their elders some years ago. Now he and his brutish brother Luvash lead their people. Truly though, power rests in Arrigal's hands; he's content to let Luvash believe himself to be a leader, not a puppet. If only his brother knew that the clan truly only heeded Arrigal.

Family Man. For all the rot in his soul, Arrigal has but one redeeming quality: though he considers his brother a fool and his niece a brat, Arrigal loves them dearly. He's hardly capable of demonstrating or voicing these feelings with anything other than awkward affections whispered to an unconscious Luvash or lessons taught to Arabelle. Alas, Arrigal considers these weaknesses and in his heart wonders whether he could sacrifice these two if the opportunity for power demanded it.

ARRIGAL'S TRAITS

Ideal. "Power exists to be taken."

Bond. "My brother and his brat are all I have but wine—and if I don't serve Strahd, he'll surely take them all away."

Flaw. "There's more to this life, and I want it."

THE HORSEMAN

"A man of death named Arrigal will forsake his dark lord to serve your cause. Beware! He has a rotten soul."

Finding Arrigal. Arrigal can be found at the Vistani Camp outside Vallaki (N9, Ch. 5), as well as at Argynvostholt (see "Special Events" Ch. 7) astride a **dire wolf** as he chases after Ezmerelda d'Avenir. Both are startling introductions for the party; both demonstrate Arrigal's tolerance of violence.

Recruitment. Believing that Fate has decreed he will one day rule Barovia, the tarokka reading being the only proof he needs, he will join the adventurers, while secretly nursing in his heart a lust for power at any cost.

Arrigal

Medium humanoid (human), neutral evil

Armor Class 15 (studded leather)

Hit Points ___/78 (12d8 + 24)

Speed 30 ft.

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

Saving Throws Dex +7, Int +5

Skills Acrobatics +7, Deception +4, Perception +4, Stealth +11

Damage Resistances poison

Senses passive Perception 14

Languages Common, Elvish, Thieves' Cant

Challenge 8 (3,900 XP)

Assassinate. During his first turn, Arrigal has advantage on attack rolls against any creature that hasn't taken a turn. Any hit Arrigal scores against a surprised creature is a critical hit.

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

Sneak Attack (1/Turn). Arrigal deals an extra 13 (4d6) damage when he hits 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 Arrigal that isn't incapacitated and he doesn't have disadvantage on the attack roll.

ACTIONS

Shortsword. *Melee Weapon Attack:* +7, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Light Crossbow. *Ranged Weapon Attack:* +7, range 80/320 ft., one target. *Hit:* 7 (1d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Curse (Recharges after a Long Rest). Arrigal targets one creature that he can see within 30 feet of him. The target must succeed on a DC 12 Wisdom saving throw or be cursed. While cursed, the target has disadvantage on ability checks and saving throws tied to one ability score of Arrigal's choice. The curse lasts until ended with a *greater restoration* spell, a *remove curse* spell, or similar magic. When the curse ends, Arrigal takes 3d6 psychic damage.

Evil Eye (Recharges after a Short or Long Rest). Arrigal targets one creature that he can see within 10 feet of him and casts one of the following spells on the target (save DC 12), requiring neither somatic nor material components to do so: *animal friendship*, *charm person*, or *hold person*. If the target succeeds on the initial saving throw, Arrigal is blinded until the end of his next turn. Once a target succeeds on a saving throw against this effect, it is immune to the Evil Eye power of all Vistani for 24 hours.

Inspire. While within sight of Strahd, Arrigal can grant inspiration to one player character he can see.

FUTURE, INTERACTIONS, RELATIONS

- Strahd is likely to believe that Arrigal, ever the loyal servant, is merely playing the part of the party's ally, just to betray them later—setting up for a dramatic moment when Arrigal first attacks his former master.
- Once Arrigal has forsaken his dark lord, Strahd is likely to pit brother against brother, or hold Arabelle hostage, forcing Arrigal to choose between his (illusion of) destiny or his family.
- Arrigal has often visited Castle Ravenloft and can act as a guide while within.

FAMILY IS FOREVER

Nothing can be enough to sate Arrigal's lust for power. Nothing. You can demonstrate that in this short event.

Once Strahd learns of Arrigal's betrayal, the devil will undoubtedly use Luvash and Arabelle as pawns in a vile scheme.

The prime time to launch this event is once the characters have gathered either the Holy Symbol of Ravenkind, or better yet, the Sunsword. It can feasibly occur anywhere in Barovia, but recommended locations include Vallaki, van Richten's Tower, the tower at Tsolenka Pass, or the River Ivlis Crossroads (Areas N, V, T, and F, respectively).

Strahd has set up gallows or made use of a preexisting structure such as a tower or rooftop. Arabelle and Luvash dangle precariously on the edge with nooses about their necks, and Strahd offers Arrigal an ultimatum. Read:

A little girl weeps loudly while her father tries to comfort her but he's drunk and death is staring both of them in the face. Luvash sways drunkenly, always threatening to send himself to an early grave.

The devil Strahd calls out, "You can save them, Arrigal! One last chance is all I offer you, traitor! Bend your knee by bathing in the blood of these fools! Bring me what's mine."

"You son of a bitch," Arrigal snarls. "Son of a *bitch*. Gods curse you, Strahd!"

With a smile, the devil replies, "They already have."

Variants. At your discretion, Luvash and Arabelle are already vampire spawn under a spell of *disguise self*; or Strahd is astride Beucephalus, his **nightmare** steed, with Arabelle and Luvash dangling from the saddle.

ARRIGAL'S BETRAYAL

Believing himself the rightful and destined heir to Barovia's throne, Arrigal betrays the adventurers once Strahd is dead. If the party is weak, and he has a reasonable chance of succeeding, he attacks then and there. If the party poses a threat, he bides his time, hoping that they all leave Barovia. If any characters stay he assassinates them in the dead of night.

HAIL TO THE NEW KING

With Strahd defeated and victory within arm's reach, Arrigal can suffer no rivals. He approaches the weakest target and offers a handshake. Read:

There's silence. The long silence that comes after tremendous victory against all odds. Outside the storm unleashes one last cataclysmic shout and quiets down.

In the quiet, Arrigal whispers, "We did it. By all the gods, dead and live, we did it." He approaches you, bearing the first smile you've ever seen on that man, and offers his hand. "I never once believed in us," he confesses. "Never."

Whether or not the adventurer takes his hand, Arrigal immediately pulls his blade to plunge into that character's stomach. Roll initiative. Assuming Arrigal's attacks hit, read the following, adjusting accordingly.

Betrayal! Treacherous cur! Arrigal slides his blades into your gut and whispers, "The throne is mine. It was always mine."

AN EVE OF ASCENSION

Should any of the adventurers remain in Barovia, perhaps by the request of Ismark Kolyanovich to stay and purge this land of evil, Arrigal bides his time. One night, when a character is at their most vulnerable, Arrigal slips into their room at night to slit their throat.

You wake to cold steel at your throat—you try to cry out, but there's a hand over your mouth! Your heart thunders, and in the gloom, you find Arrigal's smile: the first smile you've ever seen on that treacherous cur. "It's destiny, right?" he says before making that deadly cut.

Even if the adventurer wakes with a blade at their throat, they would likely be surprised for a round—as an assassin, Arrigal has a +11 to Stealth and the Assassinate feature.

Arrigal continues this black dance until all would-be challengers or threats to his ascension have been eliminated. What the reign of Arrigal over Barovia looks like is up to you.

CLOVIN BELVIEW

A child of a legacy of leprosy and arrogance, Clovin Belview has been cursed to live a debauch life marred by deformities. Long ago, the Belviews, those inbred lepers, asked the mysterious Abbot to heal them. And he did. With his holy hands he did excise their tumors and flaws. Then they asked for more: the guile of a snake, wings to fly. The Abbot... did what he thought was right, the self-righteous fool.

Mongrel. Clovin is a two-headed mongrelfolk; his right head bears the stubby horns of a goat while his left is half-formed, cherubic, and snake-tongued. It cannot produce anything but hisses and awful noise. Crocodilian hide stretches across half its face.

The deformities don't stop there: Clovin's left hand ends in a crab's claw and right foot is a bear's paw.

Manservant. Clovin is one the privileged few Belviews that haven't been confined to those rooms of inbred madness—something he's eternally grateful to the Abbot for. While his brethren howl and accuse of him starving them, Clovin can wander this house of horrors unchained.

Musician. It's ironic that someone as hideous as Clovin can produce something so beautiful as the music of his viol. The music lulls his other head to sleep. Alas, Clovin can only play while drunk... But he never needed much of an excuse for that, did he?

Manic. All Belviews have a touch of madness, and Clovin is no different. He foolishly believes himself sane—so long as he can finish a bottle of wine. And then the next, and the one after that. When there's no wine left, Clovin becomes a desperate, whiny addict with not an ounce of shame.

CLOVIN BELVIEW'S TRAITS

Ideal. "Sanity is found at the bottom of the bottle!"

Bond. "The Abbot has done right by me, and I will serve him until my dying breath."

Flaw. "My family are abominations that ought to be scoured from this earth. I'd let them starve if I could."

THE MARIONETTE

"Look for a man of music, a man with two heads. He lives in a place of great hunger and sorrow."

Finding Clovin. Clovin resides at the Abbey of Saint Markovia in the village of Krezk (see Ch. 8).

Recruitment. Only if the Abbot is slain will Clovin leave the Abbey—and he'll be happy to do so.

CLOVIN BELVIEW'S STATISTICS

Clovin has the statistics of a **mongrelfolk** with the two-headed feature. Given his crab claw, a grapple has been to his claw attack; use it at your discretion.

Clovin Belview

Medium humanoid (mongrelfolk), neutral evil

Armor Class 11 (natural armor)

Hit Points ___/26 (4d8 + 8)

Speed 20 ft.

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

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

Senses passive Perception 12

Languages Common

Challenge 1/4 (50 XP)

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

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

ACTIONS

Multiattack. Clovin makes two attacks: one with his claw, and one with his dagger.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage, and the target is grappled (escape DC 11). Clovin has only one claw, which can only grapple one target.

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

Inspire. While within sight of Strahd, Clovin can grant inspiration to one player character he can see by playing his viol.

FUTURE, INTERACTIONS, RELATIONS

- Clovin can go nowhere without attracting stares, suspicion, and revolt... But perhaps the Vistani can look past that when he busts out his viol.
- Should he meet his relative, Cyrus Belview, Strahd's manservant of Castle Ravenloft, Clovin is likely to react with disgust and hate.
- Rahadin, Strahd's chamberlain, would likely confuse Clovin with Cyrus in the dimness of Castle Ravenloft, snapping off orders with half a glance to the mongrel nearby.
- If brought to the Wizards of the Wines winery, it's possible Clovin will want to never, *ever* leave.

DAVIAN MARTIKOV

"And quoth the raven: I'm gonna mess you up."

Davian, patriarch of the Martikov family, has lived a long and full life—well, as full as one can be in Barovia.

Lifeblood of Barovia. The Martikovs have operated the Wizards of the Wines winery for nearly three centuries now, thanks to a matrilineal marriage mishap with their liege-lords, the Krezkovs. Yet the Martikovs don't make wine for coin, oh no. They know that wine is the lifeblood of Barovia; that without it, Barovians everywhere would have nothing to drown their sorrows in but Lake Zarovich. And from this simple truth has born a mission: keeping the valley from killing itself.

Family Curse. Somewhere between acquiring the winery and the dreadful present, the Martikovs became afflicted with wereraven lycanthropy. "How" is a well-guarded secret, and "who" matters little to them. Already drunk off their altruism, the Martikovs embraced their curse and formed a secret society of wereravens: the Keepers of the Feather. Nobody thought to suggest a better name, and it sort of just stuck.

Still, seeing their lycanthropy as a curse, and not a gift, the Martikovs grew highly selective in whom their children would marry, knowing that any offspring would inherit the curse. As the family shrunk, critics considered it a ploy to ensure no cadet branches could ever wrest control of the winery away.

Since their formation, the Keepers of the Feather have collected Strahd's secrets and sought to help the poor playthings the devil has tricked or forced into Barovia. Well aware of their (lack of) strength, the Keepers have yet to stage a grand stand against the devil.

An Old, Done Man. Davian approaches his seventies, but his curse keeps him strong for his age. He's crotchety and suspicious of others. Some would call him an ass. Knowing that his time is coming, Davian seeks to end Strahd's tyranny once and for all. He's old, but he's got one last fight left in him—just you watch.

DAVIAN MARTIKOV'S TRAITS

Ideal. "The Martikovs have a responsibility—nay, the privilege!—to keep this land alive and free."

Bond. "My family deserves to see a better tomorrow."

Flaw. "I'm too old for all this nonsense."

THE RAVEN

"Find the leader of the feathered ones who live among the vines. Though old, he has one more fight left in him."

Fate has decreed that the Martikov legacy will be more than just about wine and spying.

Finding Davian. Davian can be found escaping the carnage wrought by blights and druids at the Wizards of the Wine winery with his family. (See Ch. 12).

Davian Martikov

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

Senses passive Perception 16

Languages Common (can't speak in raven form)

Challenge 2 (450 XP)

Shapechanger. Davian can his action to polymorph into a raven-humanoid hybrid or into a raven, or back into his human form. His statistics, other than his size, are the same in each form. Any equipment he's wearing or carrying isn't transformed. He reverts to his human form if he dies.

Mimicry. Davian can mimic any sound he has heard, including voices. 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). Davian makes two weapon attacks, one of which can be with his 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 a 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.

Inspire. When in sight of Strahd, Davian can grant inspiration to one player character he can see.

Recruitment. Seeing this as his sole chance to free his family from this eternal tournament, Davian readily agrees to join the party, but before they venture to Castle Ravenloft, Davian insists on reconciling with his son Urwin in Vallaki. (See N2, Ch. 5).

DAVIAN'S STATISTICS

Davian Martikov has the statistics of a **wereraven**. His immunity to nonmagical, nonsilvered attacks makes him a formidable fighter.

At your discretion, you can modify lycanthropy to band-aid some oversights that are unexplained in the *Monster Manual*: lycanthropic and vampiric attacks bypass a lycanthe's immunity to nonmagical, nonsilvered attacks.

FUTURE, INTERACTIONS, RELATIONS

- Davian's family includes:
 - Adrian, his eldest son, unmarried.
 - Urwin and his wife Danika Dorakova, and their two children Brom and Bray, who manage the Blue Water Inn.
 - Elvir, his youngest son, unmarried.
 - Stefania, and her husband, Dag Tomescu, and their four children: Claudiu, Martin, Viggo, and baby Yolanda.
- Like most wereravens, Davian is loath to use lycanthropic attacks for fear of spreading the curse. He prefers his shortsword (a family heirloom) and his hand crossbow.
- Barovian lore is fond of the phrase "The son of a wolf so too is a wolf." Davian knows that if anyone that knows his identity were to see him transform into his raven or hybrid forms, it wouldn't take long for the entire valley to suspect the curse of lycanthropy runs through the Martikovs' veins—and Strahd, aware of the existence of a secret organization of wereravens determined to harry his operations, would quickly eradicate them. Only if Davian intends to leave no survivors does he shapeshift.
- If Davian accompanies the adventurers to the Ruins of Berez or Yester Hill (chapters 10 and 14, respectively) and learns that two of the three gems the vineyard owes its vitality to are there, he won't leave without it. Knowing that their quest to defeat Strahd might fail, he's desperate to preserve his family's wealth, influence, and cause as the sole producers of wine.

FAMILY CHAINS

You can use this short quest to add a bit of drama to Davian's reconciliation with his son, Urwin. When the first "seed" responsible for the vineyard's vitality went missing, he blamed Urwin, who was on watch that night. Davian suspected he was instead with Danika.

For this quest, Lady Wachter has seized control of Vallaki, either in the aftermath of the unrest caused by St. Andral's Feast (see "Special Events" in Ch. 5), or by finally placing her cultists in high enough positions to launch her coup.

Purge. Wachter conveniently saw enemies everywhere she looked; several have been exiled or executed. The Martikovs were imprisoned for dissent against Vallaki's new baroness—but Wachter is unaware of their lycanthropy. Still, all four have been bound and chained

beneath Wachterhaus, guarded by her cult and her imp, Majesto. Many Keepers of the Feather fled or were purged by the cult. They've been watched at all hours and dare not escape their chains by transforming. Not in front of witnesses—even in this dire hour, the Martikovs will not risk betraying their family secret.

The Drunks. The Blue Water Inn lies abandoned. Much of its stock has been stolen; Nikolai and Karl Wachter can be found here drinking the last of the wine. If questioned, they explain the situation. Both men are terrified of their mother and dare not cross her unless persuaded with a successful DC 15 Charisma (Persuasion) check (and only if the adventurers can demonstrate their capabilities).

Davian, for his part, refuses to leave Vallaki until his family has been freed.

Imprisoned. Wachterhaus has become a compound. Lady Wachter has seized control of the town guard, using her cultists as lieutenants, captains, inspectors, and inquisitors. Her estate is staffed by a guard unit:

- Two patrols circle the house: two **guards** and a **mastiff** each. One goes counterclockwise and vice versa.
- Two **guards** watch the front door, while a **cultist** oversees the servants in the kitchen.
- Ernst Larnak, Wachter's **spy** patrols the grounds at his leisure; he has no special loyalty to Wachter and would betray her if his life was endangered.

Urwin, Danika, and their two sons Brom and Bray have been imprisoned in the cult headquarters of Wachterhaus (Area N4T). They're guarded by Majesto, an **imp**, and four **cult fanatics**. Eight **skeletons** lie buried in the cellar outside the room (N4S) and attack anyone that don't utter the phrase "Let the dead remain at rest."

Just Smile and Wave. If Nikolai and/or Karl Wachter join the party, they can beguile the guards so long as the adventurers are properly disguised or unrecognizable. Only Ernst Larnak and the cultists suspect the two men of ulterior motives.

Time of Day. If it's daytime, Wachter is in her den (N4K) with two **cult fanatics** and a **guard**. If it's nighttime, Wachter is in her bedroom (N4O), with two **cult fanatics** stationed outside (N4L).

Aftermath. If Nikolai and Karl aided the Martikovs in this venture, the family pronounces a new vow of friendship, especially if Lady Wachter is disposed of.

If the Martikovs are rescued but Wachter is not overthrown, the family finds a secluded spot, such as the graveyard, to shapeshift into the raven forms, after which they fly from this wretched place. The Martikovs call upon their liege lord, Baron Dmitri Krezkov, to accept his vassals into Krezk. A slave to custom, Krezkov accepts.

DONAVICH

Once Donavich was a man of the cloth. A man of faith. And now? Now he's been reduced to a broken shell of a man tormented by the hungry screams of his vampire son and the doubts raging in his head. How can the Morninglord allow such darkness to reign unchecked? After all his years of devotion, he wonders, how can Donavich be punished so *cruelly* without respite?

Shadow of Yesteryear. Never in centuries had the village of Barovia seen such an uproar. Men and women had come together to rage against the devil Strahd's tyranny. Together, armed with faith and decades of discontent, they would march on Castle Ravenloft and see Strahd's reign to a grisly end. Or so they thought.

What the rebels—and the mysterious wizard that whipped these peasants into a frenzy—hoped to happen became a cruel joke. The revolt was doomed from the outset. So too was Donavich's twenty-year old son, Doru, who was one of the many to march on the castle.

Doru though? He's dead, but not gone. The devil has given the boy the gift of vampirism, and now he howls for blood from the undercroft of Donavich's church.

Whispers. Doubt, frankly, is killing Donavich. Until Doru is dead, Donavich cannot quiet the voices that question the point of his faith or taunt him over his failures as a father. Every decision Donavich makes is haunted by this hopelessness. He prays for his son's salvation, for clarity, for hope, but can hear nothing but Doru's howls.

Yearning for Faith. There's a hole in Donavich's heart. A hunger. He needs to know whether his god has truly forsaken this land. He needs to know it like a child needs to know a mother's love. Throughout these dreary days, Donavich is searching for any sign that hope still burns beyond the overcast skies. That it's *possible* Barovia can one day shine.

DONAVICH'S TRAITS

Ideal. "My son's soul deserves rest... and justice."

Bond. "Kolyan Indirovich was a good man; I owe it to him to wisely counsel his children and see them safely to a place other than this dismal village."

Flaw. "How can the Morninglord allow this?"

THE BROKEN ONE

"I see a man of faith whose sanity hangs by a thread. He has lost someone close to him."

Fate has decreed Donavich, this shell of a man, shall stand with the adventurers against the devil Strahd.

Finding Donavich. Donavich resides in the remnants of the village of Barovia's church (Ch. 3).

Recruitment. Only if Doru is dead and buried will Donavich finally find the strength to abandon his church, burying there too the guilt of letting his son getting himself killed.

Donavich

Medium humanoid (human), lawful good

Armor Class 10

Hit Points ___/9 (2d8)

Speed 30 ft.

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

Skills Medicine +4, Religion +2

Senses passive Perception 10

Languages Common

Challenge 1/4 (50XP)

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

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (3 slots): *bless, cure wounds, sanctuary*

ACTIONS

Club. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

Hit: 2 (1d4) bludgeoning damage.

Inspire. While within sight of Strahd, Donavich can grant inspiration to one player character that he can see.

DONAVICH'S STATISTICS

There are two options for running Donavich:

Default. Donavich, by fault, has the statistics of an **acolyte** with a whopping 9 hit points.

Alternate. At your discretion, Donavich can attain the statistics of a **priest**.

FUTURE, INTERACTIONS, RELATIONS

- Donavich is aware of Kolyan's secret: that Ireena isn't his natural daughter; that Kolyan found her at the edge of the Svalich Woods as a little girl with no memories.

- Should St. Andral's Feast occur with Donavich present (see "Special Events" Ch. 5), the man will either fly into a rage at Strahd—casting *guiding bolt*—or see his faith utterly destroyed along with the church.

- Donavich is unaware of the horrors that have befallen the Abbey of Saint Markovia. Once the truth has been revealed, he would likely act with horror and disgust, possibly declaring the Abbot a heretic to the Morninglord's ways. The Abbot is sure to take that poorly.

THE SHADOW'S ESCAPE

If the adventurers are intent on destroying Doru, Donavich does his best to stop it—how can he not? It's his *son*. Alas, Fate has decreed it necessary.

By default, Donavich will not join the adventurers until Doru is slain. However, you can ignore that and use this short quest hook to provide motivation for Donavich to leave his church. Read the following:

The trapdoor slams against the floorboards—the screaming from below quiets down. The stairs lead into moldy darkness. Silence stretches. Candlelight slips in between the floorboards, but it's not enough. It could never be enough to banish this darkness.

As your climb down the stairs, your footfalls like thunder, you hear a small voice whisper, "Thank you, father."

Doru, climbing on the ceiling, attacks the least formidable-looking character. After he's taken half his hit points in damage, Doru attempts to escape: either by the trapdoor, or, failing that, by breaking through the floorboards (a DC 14 Strength check). What little blood he's consumed now is enough to fuel his escape. Read:

The vampire has escaped! You come thundering up the stairs while cries of pain echo across the cold hall. Bursting into the chapel with your weapons drawn, you see no one—until your eye is drawn to the rafters.

Donavich struggles from above, his choked cries wet and pained. Doru's got him by the neck!

If the characters attack Doru, he lets Donavich go and flees by climbing up into the bell tower and breaking through one of the holes in the shingled roof. He then proceeds to climb the Pillarstone of Ravenloft. If it's daytime, the adventurers are shocked to see that the sunlight has no effect on the vampire.

Donavich, for his part, realizes then he cannot wallow in his church any longer; that he must find in him the power to destroy his son and save others from his predations. When the adventurers next leave the village, read the following:

As you begin to quit this dismal place, taking the gravel road west, you hear a shout. Out from the mists choking the village shambles a bald man: Donavich.

"The Morninglord is mute," the priest says, when he reaches you, dusting off his robe. "Dead, if the cynics are to be believed... But so long as I carry the hope within me that light can still chase away the dark, my god will live on through my deeds and faith.

"My son is yet out there, friends. I cannot wallow in guilt or pity while he hunts innocents. If you're to walk from this place, I'll walk with you, warm with the fire of hope. Shall we go?"

Ultimately, Doru wanders the halls of Castle Ravenloft before returning to prey upon the village nights later. Ismark sends letters to the other settlements, begging for aid, but receives none. If Donavich receives this news, he demands the party return with him to the village.

Donavich

Medium humanoid (human), lawful good

Armor Class 13 (chain shirt)

Hit Points ___/27 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	12 (+1)	13 (+1)	16 (+3)	13 (+1)

Skills Medicine +7, Persuasion +3, Religion +4

Senses passive Perception 13

Languages Common

Challenge 2 (450 XP)

Divine Eminence. As a bonus action, Donavich can expend a spell slot to cause his melee weapon attacks to magically deal an extra 10 (3d6) radiant damage to a target on a hit. This benefit lasts until the end of the turn. If he expends a spell slot of 2nd level or higher, the extra damage increases by 1d6 for each level above 1st.

Spellcasting. Donavich is a 5th level spellcaster. His spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). He has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *cure wounds, guiding bolt, sanctuary*

2nd level (3 slots): *lesser restoration, spiritual weapon*

3rd level (2 slots): *dispel magic, spirit guardians*

ACTIONS

Mace. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

Hit: 3 (1d6) bludgeoning damage.

Inspire. While within sight of Strahd, Donavich can grant inspiration to one player character that he can see.

EZMERELDA D'AVENIR

A Vistana roams the mists with a mission: to find her old mentor, legendary vampire hunter Rudolph van Richten; and to pump a stake through Strahd's heart.

Hunter of Evil. Ezmerelda and van Richten's history is a complicated one. In short, her parents kidnapped his son and sold him to a vampire. Van Richten forced the information of his son's whereabouts out of her parents and left. This mercy left such an impression on Ezmerelda that she decided to dedicate her life to eradicating evil. She abandoned her family at fifteen to seek out van Richten, and surprisingly enough, he taught her many of his ways, seeing in her another weapon to fight the dark. Their partnership was doomed, and the two split years later. Yet word has reached Ezmerelda that van Richten has come to Barovia to hunt Strahd—and she wants in.

Pride Cometh. Ezmerelda is far too self-righteous. She believes herself to be infallible; that insidious pride masquerades as hope and self-confidence. Her mistakes embolden her; she doesn't learn from them. She's incapable. One of these days, Ezmerelda will bite off more than she can chew at the cost of her life, perhaps even her soul.

EZMERELDA'S TRAITS

Ideal. "Evil that feeds on the innocent is the worst of all evils and must be destroyed."

Bond. "My mentor and teacher, Dr. Rudolph van Richten, is like a father to me."

Flaw. "I go where angels fear to read."

THE MISTS

"A Vistana wanders this land alone, searching for her mentor. She does not stay in one place for long. Seek her out at Saint Markovia's abbey, near the mists."

Sometimes Fate takes; sometimes it gives. What will this quest cost Ezmerelda?

Finding Ezmerelda. Ezmerelda can be found at the Abbey of Saint Markovia, van Richten's Tower, and Argynvostholt (Areas S19, Ch. 8; "Special Events" Ch. 7 & 11).

Recruitment. Ezmerelda already intends to slay Strahd, and may have already tried, depending on when she comes into your campaign. She abandons her plans to join the adventurers.

EZMERELDA D'AVENIR'S STATISTICS

A Vistana, Ezmerelda has her own unique statistics, as described in Appendix D.

Special Equipment. Ezmerelda meets the party with two *potions of greater healing*, six vials of holy water, and three wooden stakes.

FUTURE, INTERACTIONS, RELATIONS

- Ezmerelda's wagon is brimming with supplies but it's trapped; she'd likely warn the adventurers. (See Ch. 11.)
- As described in "Special Events," Ch. 11, Ezmerelda may have already made an attempt on Strahd's life. The vampire then gains a new goal: killing Ezmerelda.

REUNITED AND, BOY, IS IT BAD

O' woe be to Ezmerelda, who, after all these years apart has finally found her mentor again, this time with the maturity not to shatter their relationship again.

You can use this short event to add tragedy to Ezmerelda's story, and to remove van Richten from the board. It assumes that he still resides in Vallaki and that the adventurers haven't been banished from the town by the baron or Lady Wachter.

After meeting the adventurers, Ezmerelda leaves ("Best not to draw the vampire's ire on all of us, no?") to go find her mentor, van Richten. If the adventurers already suspect Rictavio, Ezmerelda investigates him. Better for her to go by herself, rather than attract attention in a group, she says. She correctly suspects that Strahd is spying her, but underestimates the limits of his *scrying* spell, and leads Strahd's gaze straight to van Richten.

When the adventurers return to Vallaki, Ezmerelda approaches them in the shadows. Read:

"I believe I've found him," Ezmerelda d'Avenir tells you. The shadows drape her face like a cloak. "The carnival ringmaster, the half-elf: Rictavio. I see too much of my mentor in his mannerisms. The way he speaks, walks. I'm sure it's van Richten in disguise. Speak to him tonight but tell him only that you've left something in his room at the inn: me."

That evening, as Ezmerelda and van Richten speak in his room (N2N), and the adventurers sit in the taproom (N2C), they hear the thunder of hooves of the wind. Strahd has come to eliminate two of his greatest foes.

With a cloud of bats (2d4 **swarms of bats**) trailing behind him, Strahd is astride Beucephalus, his **nightmare** steed. If the six **vampire spawn** in the Coffinmaker's House (see N6, Ch. 5) still reside there, they burst free and make their way to the Blue Water Inn. Read:

Something's coming. Like a cloud passing under the sun, darkness has fallen across the air of this place. An hour of pure midnight that chases after dusk. You hear it on the very wind: the thunder of hooves and know that doom has marched from the east. From Castle Ravenloft.

Outside, confusion turns to cries of mass hysteria all while that doom thunders ever closer. You race outside: dusk has fallen to night, and the black sky sparks with flames. Clouds of bats pass under the moon and the devil himself is astride some nightmarish steed whose very hooves cause the wind to burst with flame.

Because the Blue Water Inn is also the home of the Martikovs, it counts as a threshold that forbids vampires and vampire spawn from entering without permission. Strahd stops at nothing, however, to force the adventurers out. He'll torch the entire inn if he must, or resort to taking hostages. Potential hostages include:

- Father Lucian, Yeska, or Millivoj (see N1), if the Bones of St. Andral were not recovered
- Heinrik van der Voort, the coffin maker (see N6)
- Any number of innocents that have yet to escape into their homes

The Keepers of the Feather stay until the Martikovs can escape, and prefer to flee rather than fight. If they're forced to, they tackle the bats in their raven forms. Rudolph van Richten, for his part, is prepared to make the ultimate sacrifice to save the others, believing that if he does not, his curse will be their downfall—Ezmerelda, the adventurers, and even the Keepers of the Feather. If given a choice, Strahd would prefer to slay van Richten, knowing him to be the greater threat and the sweeter prize.

Running from the Devil. There are only a few means of escaping the devil's wrath:

- Cutting a deal: one life to save all the others; van Richten is willing to make this trade but Ezmerelda will protest his sacrifice
- Holding out in a home until dawn
- Gravely wounding the devil
- Taking Victor Vallakovich's teleportation circle. At your discretion, the circle, while unable to escape Barovia, can accidentally tap into Castle Ravenloft's teleportation network, as described in K78, Ch. 4. The characters are snatched up and delivered to the Brazier Room and can teleport out or explore Castle Ravenloft.

Consequences. Strahd's attack causes mass hysteria that boils into civil unrest. Baron Vallakovich cannot control the mob, leading to his ruin as described in St. Andral's Feast (see "Special Events" Ch. 5). If he's already been ousted by Lady Wachter, she's capable of quelling the unrest by claiming that the devil Strahd has shown them great favor by personally purging Vallaki of traitors.

Ezmerelda d'Avenir

Medium humanoid (human), chaotic good

Armor Class 17 (+1 studded leather)

Hit Points ___/82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	19 (+4)	16 (+3)	16 (+3)	11 (+0)	17 (+3)

Saving Throws Wis +3

Skills Acrobatics +7, Arcana +6, Deception +9, Insight +3, Medicine +3, Perception +6, Performance +6, Sleight of Hand +7, Stealth +7, Survival +6

Senses passive Perception 16

Languages Common, Elvish

Challenge 8 (3,900 XP)

Spellcasting. Ezmerelda is a 7th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). She has the following wizard spells prepared:

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

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

2nd level (3 slots): *darkvision*, *knock*, *mirror image*

3rd level (3 slots): *clairvoyance*, *lightning bolt*, *magic circle*

4th level (3 slots): *greater invisibility*

ACTIONS

Multiattack. Ezmerelda makes three attacks: two with her +1 rapier and one with her +1 handaxe or her silvered shortsword.

+1 Rapier. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

+1 Handaxe. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Silvered Shortsword. *Melee Weapon Attack:* +7, reach 5 ft., one target. *Hit:* 6 (1d6 + 4) piercing damage.

Curse (Recharges after a Long Rest). Ezmerelda targets one creature that she can see within 30 feet of her. The target must succeed on a DC 14 Wisdom saving throw or be cursed. While cursed, the target has vulnerability to one type of damage of her choice. The curse lasts until ended with a *greater restoration* spell, a *remove curse* spell, or similar magic. When the curse ends, Ezmerelda takes 3d6 psychic damage.

Evil Eye (Recharges after a Short or Long Rest). Ezmerelda targets one creature that she can see within 10 feet of her and casts one of the following spells on the target (save DC 14), requiring neither somatic nor material components to do so: *animal friendship*, *charm person*, or *hold person*. If the target succeeds on the initial saving throw, Ezmerelda is blinded until the end of her next turn. Once a target succeeds on a saving throw against this effect, it is immune to the Evil Eye power of all Vistani for 24 hours.

Inspire. While within sight of Strahd, Ezmerelda can grant inspiration to one player character she can see.

IREENA KOLYANA

Ireena Kolyana: beloved of the devil and the focus of a cosmic struggle between the Dark Powers and Strahd von Zarovich.

Orphaned by Wolves. A secret known by few is that Ireena Kolyana is not the natural daughter of Kolyan Indirovich, burgomaster of the village of Barovia. He instead found her as a little girl at the edge of the Svalich Woods, dirty and terrified, empty of memories. In truth, Ireena's family hails from Vallaki; on one dreary afternoon, Ireena's father and uncle took her and her brother—the fiendish Izek Strazni—to fish on the shores of Lake Zarovich. These were in the days before the Svalich Woods teemed with ravenous wolves, and Ireena's father could never expect that his son would lose an arm, and he a daughter.

Tatyana Reborn. Unbeknownst to her, Ireena is Strahd's beloved Tatyana reborn. Time and again, the Dark Powers have reached into that black ether, fished out Tatyana's soul, and flung it into an infant of Barovia. Time and again, they have provided Strahd the chase that bleeds his shriveled heart. And every time, Strahd nears claiming his beloved, the Dark Powers conspire to wrench her away.

Bride-to-Be. Strahd will stop at nothing to make Ireena his. While the vampire would prefer a courtship, replete with frequent tasting of the girl's, the gloves come off if Ireena's life is endangered. She is Strahd's everything, and if he fears he might lose his beloved Tatyana again, he will do *anything* in his power to make her his. If successful, he will drain her life's blood and damn her soul to eternity as a vampire spawn.

IREENA KOLYANA'S TRAITS

Ideal. "Justice for my father!"

Bond. "Ismark, that dumb bastard, the greatest brother a sister could ask for, is all I have left."

Flaw. "I'm brash and quick to anger."

THE INNOCENT

"Evil's bride is the one you seek!"

That the devil's prey would rise up and slay him is the greatest irony that Fate can offer.

Finding Ireena. Ireena shelters in her father's home in the village of Barovia (E4, Ch. 3).

Recruitment. After being tormented, charmed, and bitten by the devil Strahd; after the death of her father, Ireena *hungers* to rid herself of this shadow. She'll leave the village behind after her father is buried. Alas, it isn't her that the adventurers have to worry about, but Ismark Kolyanovich.

Ireena Kolyana

Medium humanoid (human), lawful good

Armor Class 15 (breastplate)

Hit Points ___/14 (2d8)

Speed 30 ft.

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

Skills Deception +5, Insight +4, Persuasion +5

Senses passive Perception 10

Languages Common

Challenge 1/8 (25 XP)

ACTIONS

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

Inspire. When in sight of Strahd, Ireena can grant inspiration to one player character that she can see.

REACTIONS

Parry. Ireena adds 2 to her AC against one melee attack that would hit her. To do so, she must see the attacker and be wielding a melee weapon.

IREENA'S STATISTICS

There are two options at your discretion.

Default. Ireena, by default, has the statistics of a **noble** with 14 hit points. Splendid, right?

Alternative. Ireena is a 3rd level Battle Master Fighter armed with a rapier and true grit.

FUTURE, INTERACTIONS, RELATIONS

- As a noble of Barovia, Ireena can secure an audience with Baron Vallakovich or Lady Wachter, or entrance into Krezk. All three are sure to lavish her with courtesies and favors.
- Both Baron Vallakovich and Wachter would seek Ireena's hand in marriage on behalf of their sons.
- Once Izek Strazni, the baron's henchman, spots Ireena, he does everything in his power to take her. For years, he's dreamed of this beautiful stranger, but doesn't know why.
- The Abbot is sure to... object to Ireena's existence. Or surrender her to Strahd as part of his vain plan.

THE DEVIL PROPOSES

It's the subject of nearly every *Curse of Strahd*: is Strahd successful in capturing Ireena Kolyana? When? How?

You can use this event to stage Strahd's capture of Ireena. This assumes that she has traveled with the adventurers to Krezk, and follows a brief series of events:

- The adventurers arrive to Krezk at dusk; with Ireena present, she demands shelter as a noble of Barovia. A slave to custom, Baron Krezkov accepts the party in regardless if they have wine or not.

- That night, the Abbot visits the Krezkov's home to resurrect Ilya, Krezkov's son (see the "Something Old" event in Ch. 11). The Abbot leaves; if asked by the party for an audience, he tells them to come tomorrow evening.

- Krezk is a commune; every man, woman and child does their part and Krezkov expects the adventurers to contribute for their lodgings last night by helping out with chores. Ireena is exempt but she does her part anyway. After their work is over, dusk nears and Ireena is drawn towards the Shrine of the White Sun (Area S4), sparking the "Something Blue" special event.

- At your discretion, Strahd senses Ireena approaching Sergei's spirit *before* she wades into the waters, striking out in rage. Ireena is struck with 8d10 lightning damage and killed instantly—forcing the adventurers to turn to the Abbot for her resurrection.

- As dusk falls and the maddened howls of mongrelfolk ride the wind, the adventurers ascend to the Abbey of Saint Markovia for an audience with the mysterious Abbot. The Abbot resurrects the girl but only for the promise of a wedding dress (as described in the "Something Borrowed" special event), threatening to execute her if the adventurers don't pay up in time.

- Strahd appears at the gates, preferably with a hostage, and demands Ireena. He pretends that the ground is still consecrated, that he cannot step foot into the Abbey... And when he's done with his game, he enters with a smile. If the characters flee to Area S13, Strahd breaks through the stained glass, mocking them for their foolishness.

- The Abbot lifts no finger, presenting at first Vasilka for Strahd's review. The devil rejects this flesh golem and attacks the adventurers; they've had their chance, and Strahd *will* take what he's due.

- Amidst the carnage, Ireena appears to save her friends at the cost of herself. Beaming, the devil gets down on one knee and proposes to Ireena Kolyana. Much to the adventurers' horror she accepts. Strahd takes her from this place in a veil of shadow, and escapes with his bride-to-be on the back of his **nightmare** steed, Beucephalus.

Ireena Kolyana

Medium humanoid (human), lawful good

Armor Class 15 (breastplate)

Hit Points ___/23 (3d10 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	14 (+1)	12 (+1)	10 (+0)	13 (+1)

Saving Throws Str +1, Dex +5

Skills History +3, Insight +2, Persuasion +3

Senses passive Perception 10

Languages Common

Challenge 1 (25 XP)

Action Surge (Recharges after a Short or Long Rest). On her turn, Ireena can take one additional action on top of her regular action and a possible bonus action.

Maneuvers (4/Recharges after a Short or Long Rest). Ireena can expend a Maneuver charge to use any of the following:

- **Disarming Attack.** When Ireena hits with a weapon attack, she adds an extra 4 (1d8) damage to her attack. The target must make a Strength saving throw. On a failure, the target drops one item it's holding of Ireena's choice.
- **Maneuvering Attack.** When Ireena hits with a weapon attack, one ally of her choice that can see or hear her can use its reaction to move up to half its speed without provoking opportunity attacks from Ireena's target.
- **Riposte.** When a creature misses Ireena with a melee attack, she can use her reaction to make a weapon attack against it, adding an extra 4 (1d8) damage on a hit.

ACTIONS

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

Inspire. When in sight of Strahd, Ireena can grant inspiration to one player character that she can see.

REACTIONS

Parry. Ireena adds 2 to her AC against one melee attack that would hit her. To do so, she must see the attacker and be wielding a melee weapon.

ISMARK KOLYANOVICH

Ismark has wallowed in the shadow of his father all his life, but his sword-arm is strong and his love for his family undying.

Welcome to Barovia. Having lived his life in the village, Ismark has met dozens of adventurers lured into Barovia to become Strahd's playthings. He's long since learned not to grow attached to these outsiders, knowing full well their inevitable fate. His heart just can't take it anymore—but these panicked cattle deserve answers, and it just seems to be Ismark's lot in life to let them know that doom is coming. The least he can do is buy them a drink.

Spies Everywhere. Barovians are a suspicious lot, and treat Vistani with great scrutiny. They even have a nursery rhyme for children: "Never Trust a Vistana." To Barovians, it's just common sense. To Ismark, it's personal. He sees all Vistani as accomplices to the grisly end all outsiders march toward.

Shadow of Kolyan. The villagers call Ismark "the lesser" for he's lived under his father's shadow all his life. The real joke is that that shadow's never stretched too far. Despite being burgomaster, Kolyan Indirovich had little destiny to command. That's not to say that he didn't do his best for the village, just that there's little one can do under the shadow of Castle Ravenloft. Ismark *yearns* to escape this shadow, to better his people's lives, but fears he can't—and because of that fear, he won't.

Obsession. The devil Strahd has taken a sick fascination with Ismark's sister, Ireena. Twice now she's been charmed and bitten. The devil's very minions have scratched and howled against the walls of his home. The stress of these constant onslaughts was too much for Kolyan's heart, and now Ireena is all Ismark has left in this world. He will do anything, *kill* anything, to protect her.

ISMARK KOLYANOVICH'S TRAITS

Ideal. "I must do right by my family and village."

Bond. "My love for Ireena burns brighter than any flame, any sun, any star."

Flaw. "I'll always live under my father's shadow."

THE EXECUTIONER

"Seek out the brother of the devil's bride. They call him 'the lesser' but he has a powerful soul."

Fate has stolen Ismark's father and now offered revenge—and Ismark "the lesser" is game.

Finding Ismark. Ismark can be found in the Blood of the Vine Tavern or his home (E2 or E4, Ch. 3).

Recruitment. Only when he's confident Ireena is safe will Ismark accompany the adventurers to Castle Ravenloft. Donavich suggests the Abbey of Saint Markovia, and, barring that, St. Andral's Church in Vallaki. Alas, if Ireena is taken by Strahd, he'll have no choice but to go, no?

Ismark Kolyana

Medium humanoid (human), lawful good

Armor Class 17 (splint)

Hit Points ___/58 (9d8 + 18)

Speed 30 ft.

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

Skills Athletics +5, Perception +2

Senses passive Perception 12

Languages Common

Challenge 3 (700 XP)

ACTIONS

Multiattack. Ismark makes two longsword attacks. If he has a shortsword drawn, he can also make a shortsword attack.

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

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

Heavy Crossbow. *Ranged Weapon Attack:* +3 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Inspire. While within sight of Strahd, Ismark can grant inspiration to one player character that he can see.

ISMARK'S STATISTICS

Ismark has the statistics of a **veteran**. At your discretion, his longsword is silvered—an heirloom.

FUTURE, INTERACTIONS, RELATIONS

- If it's revealed that Ireena and Ismark are not related, he doesn't care ("You'll always be my sister"). Nothing can ever separate what they have.
- If Lady Wachter has her way, she'll betroth her mad daughter, Stella, to Ismark as a gambit to extend her influence beyond Vallaki.

KASIMIR VELIKOV

Broken and desperate, Kasimir Velikov's people—the dusk elves—stand at the brink of extinction.

Survivor. Kasimir has yet to know respite for centuries. His people were early victims of King Barov's wars. Wars in which Strahd himself was both a soldier and later a general. The dusk elven kingdom was shattered; Kasimir and his brethren sought refuge with the Vistani who bore them to the valley that would one day be conquered in Barov's name. Ironic, really.

The Kinslayer. Kasimir harbors a black and hungering hatred for but one man: Rahadin the Kinslayer. While it was Strahd that gave the order of genocide—and Kasimir himself who caused it—the axe that decapitated the dusk elves' future was Rahadin von Zarovich himself, honorary son of King Barov. Rahadin, a dusk elf exiled for refusing to bend the knee to a corrupt dusk elf prince, fled to King Barov's court and surrendered to him all the dusk elves' secrets: their defenses, their politics, and their distractions. It was a bloodbath.

But Rahadin's betrayal of his kin did not stop there. Years later, when Kasimir led his people into stoning his sister Patrina before she could join the devil in matrimony, it was Rahadin who Strahd sent to exact punishment. To wreak genocide. With Strahd's forces to back him, Rahadin gleefully slaughtered all dusk elven women, condemning his very people to extinction.

A Brother's Redemption. Patrina yet whispers from beyond the grave to her treacherous brother, promising that in death she's learned the error of her ways. Redemption can be had, she whispers, for deep in the mountains lie the Amber Temple, an archive of tenebrous power, and the source of Strahd's vampirism. Patrina has suggested the power to overturn death can be found there. And to Kasimir? Perhaps in those depths he can find redemption for himself and salvation for his people.

KASIMIR'S TRAITS

Ideal. "I failed my people and my sister, and now I must atone or be damned."

Bond. "I seek to return my long-dead sister, Patrina to life—at the cost of my own."

Flaw. "I believe my sister can be redeemed."

THE SEER

"Look for a dusk elf living among the Vistani. He has suffered a great loss and is haunted by dark dreams. Help him, and he will help you in return."

Fate has watched the extinction of Kasimir's people. The hour of their rebirth—or sweet revenge—is at hand.

Finding Kasimir. Kasimir can be found at the Vistani Camp outside Vallaki (N9, Ch. 5). As the only elves in the valley, it isn't hard for the adventurers to find out where the dusk elves are.

Kasimir Velikov

Medium humanoid (dusk elf), neutral

Armor Class 12 (15 with *mage armor*)

Hit Points ___/40 (9d8)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses darkvision 60 ft., passive Perception 11

Languages Common, Elvish

Challenge 6 (2,300 XP)

Special Equipment. Kasimir wears a *ring of warmth* as well as a leather-bound spellbook containing the following spells: *arcane lock*, *comprehend languages*, *hold person*, *identify*, *locate object*, *nondetection*, *polymorph*, *protection from and evil and good*, *ray of frost*, and *wall of stone*.

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

Spellcasting. Kasimir is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at will): *fire bolt*, *light*, *mage hand*, *prestidigitation*
1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *misty step*, *suggestion*

3rd level (3 slots): *counterspell*, *fireball*, *fly*

4th level (3 slots): *greater invisibility*, *ice storm*

5th level (1 slot): *cone of cold*

ACTIONS

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

Inspire. When in sight of Strahd, Kasimir can grant inspiration to one player character that he can see.

Recruitment. Kasimir will only join the party after a foray into the Amber Temple (Ch. 13) and they successfully find a means to resurrect Patrina.

FUTURE, RELATIONS, INTERACTIONS

• Kasimir has outlived nearly every individual in Barovia. Only Strahd, Rahadin, and other mythic figures like Baba Lysaga and Exanther (the lich of the Amber Temple) can claim peerage near his own. He has witnessed the fall of the Order of the Silver Dragon (and with it, hope); he has seen the tide of darkness sweep over this land.

To just about any noble, he can remark on their ancestors' efforts and gambols and exploits. He is the perfect storyteller to relay the pitiful history of Barovia—alas, visiting the past only reminds him of his failures. Of Patrina. Of the genocide.

• Rahadin is Kasimir's sworn enemy. If nothing else, he'd like to see that kinslayer burned alive. Slowly.

EXTINCTION DENIED

Should Kasimir succeed in acquiring his dark gift from the Amber Temple (see "Special Events" in Ch. 13), he asks for the party's aid in reaching his sister's tomb. Failing that, he abandons the party once they invade Castle Ravenloft, knowing that Strahd's full attention will be on the adventurers that dare to trespass in his domain. Kasimir, you see, is desperate. He knows that tonight might be his last, and so long as he can resurrect Patrina before the grisly end, he can perhaps save his people from extinction.

If the adventurers explore the catacombs (see Crypt 21, K84, Ch. 4), they come across Kasimir with three dusk elf **guards**. If Rahadin yet lives, he awaits in the darkness of this place; read the following:

You rush through the catacombs as the ceiling pulsates above with legion bats. "Over here!" Kasimir calls to his men, leading further into the crypts. "Patrina's tomb—"

A voice thunders out from the dark: "This ends here, elf!"

"Rahadin!" Kasimir shouts. "Stand aside, kinslayer! My sister will live again! *Our people* will live again!"

"You vermin deserve extinction!" Rahadin shouts back from the gloom. Then you hear it, riding the wind: the faint wails of the countless souls Rahadin has culled from this world.

Kasimir visibly tenses. His hands curl into fists and arcane fire leaps from finger to finger. "After all these years," he asks, "how can you still harbor such hate for your own people?"

"My people *abandoned* me, Velikov! Threw me to the wolves because I wouldn't bend the knee to your petty, corrupt princeling."

"You bent over for King Barov quick enough."

"Enough of this," Rahadin snarls. Steel rasps against scabbards, gleaming in your lamplight. "The End starts today."

All around you, the floor begins to quiver with the distant footfalls of plate on stone. In the passageways to your left, your right, even behind you come dead men bearing steel. Rahadin's boxed you in.

Rahadin's reinforcements include six **wights**, each marching two abreast to block all exits, as well as a **ghast** that climbs the ceiling. If you need to make the encounter harder, replace the ghast with a **vampire spawn** or two. The wights close ranks, working in tandem, to reduce the battlefield into a slaughterhouse.

Kasimir, while this battle rages, casts *wall of stone* around himself and the entrance to Patrina's tomb. Unless the adventurers can counter this, he successfully raises Patrina. Read:

Stone grinds against stone as Kasimir grunts, shoving his weight against the slab until finally his footsteps recede. A short while later his voice cries out, "Come back to me, sister! Come back from beyond your earthly grave!"

Violet light fills the catacombs; thunder cracks as the veil between this world and the next is cracked open like an egg, and a shrill voice calls back, "I LIVE!"

Patrina Velikovna, the devil's bride, has been reborn.

Patrina is weakened from her time spent beyond the grave. She has the statistics of an **archmage** with no spells prepared. If Kasimir's guards yet live, he sends them to the Brazier Room (K78) to teleport back to Vallaki with Patrina. If his guards are dead, he demands the party accompany him back there.

THE MAD MAGE

The Mad Mage that haunts Mount Baratok is none other than Mordenkainen of Oerth, a legendary adventurer and shadow-leader of a powerful organization called the Circle of Eight. He knows there are other worlds than these and has even walked upon them.

The Shadow of Yesteryear. When the Mad Mage came to Barovia, hoping to end the curse of Strahd, he rallied the village of Barovia, and together they marched on Castle Ravenloft. The Mad Mage's magic was not enough to save them, and many went to their graves cursing his name and cause and wondering if they were but tools to an end. The battle was titanic. Strahd had not met his match in centuries, but the vampire ultimately prevailed and hurled the mage's broken body down the Tser Falls—and though the mage survived, his mind had fallen prey to the mists and in his madness, he now haunts Mount Baratok to the north of Vallaki.

Suffer No Fools. The Mad Mage can be stubborn, crotchety, and a pain to be around. He doesn't tolerate fools or their ideas and speaks with an air of authority. He is a seasoned adventurer, walker of many different worlds, and a spellcaster of such great power that men and monsters shiver at the mention of his name.

Enforced Neutrality. Mordenkainen embraces a philosophy of enforced neutrality. Only a balance of power can maintain peace and stability and sanity, and so when the scales turn to one side, Mordenkainen will act in contrast. Just as he is historically a force of great good, so too has worked darker plots to maintain balance.

THE MAD MAGE'S TRAITS

Ideal. "The scales must be balanced."

Bond. "Adventure is the pinnacle of life."

Flaw. "No one knows better than me!"

THE BROKEN ONE

"Your greatest ally will be a wizard. His mind is broken, but his spells are strong."

The Mad Mage may have failed once, Fate has offered him another chance.

Finding the Mad Mage. Vallakians are all familiar with "the Mad Mage" that haunts the northerly shores of Lake Zarovich (Area M, Ch. 2).

Recruitment. Curing the Mad Mage's mind is a task all in itself. See "Madness of the Mage."

THE MAD MAGE'S STATISTICS

The Mad Mage has the statistics of an archmage with his own unique spell list.

The Mad Mage

Medium humanoid (human), chaotic neutral

Armor Class 12 (15 with *mage armor*)

Hit Points ___/99 (18d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Int +9, Wis +6

Skills Arcana +13, History +13

Damage Resistances damage from spells; nonmagical bludgeoning, piercing, and slashing (from *stoneskin*)

Senses passive Perception 11

Languages Abyssal, Common, Elvish, Dwarvish, Infernal, and Primordial

Challenge 12 (2,300 XP)

Magic Resistance. The Mad Mage has advantage on saving throws against spells and other magical effects.

Spellcasting. The Mad Mage is an 18th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). He can cast *disguise self* and *invisibility* at will and has the following wizard spells prepared:

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

1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *mirror image*, *misty step*, *web*

3rd level (3 slots): *counterspell*, *fly*, *lightning bolt*

4th level (3 slots): *Mordenkainen's faithful hound*, *polymorph*, *stoneskin*

5th level (3 slots): *Bigby's hand*, *cone of cold*, *scrying*

6th level (1 slot): *true seeing*

7th level (1 slot): *Mordenkainen's magnificent mansion*

8th level (1 slot): *mind blank*

9th level (1 slot): *time stop*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +6 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Inspire. When in sight of Strahd, the Mad Mage can grant inspiration to one player character that he can see.

FUTURE, INTERACTIONS, STATISTICS

- The Mad Mage, even after being cured of his madness, refuses to travel with the party until it's time to delve into the shadows of Castle Ravenloft.
- The Mad Mage's entrance to Castle Ravenloft can, and should be, dramatic, perhaps appearing in a shower of light and sparks when the party reach Strahd's destined location.
- Mordenkainen will accompany the adventurers back to their world if Strahd is defeated, if only not to disappoint them.

MADNESS OF THE MAGE

By default, the only means to cure Mordenkainen of his madness is to cast a greater restoration spell upon him seven days after his mind blank spell has elapsed.

You can instead use these short quests to solve the madness of the mage.

THE GIFT OF THE INSCRUTABLE ONE

Within the Amber Temple, the vestige of Savnok the Inscrutable shivers in its amber prison. Visitors. Visitors have come and again the vestige might have the chance to influence the mortal world.

By default, Savnok's gift is the power to shield the mind (via a mind blank spell which an extension of 1 year). At your discretion, the gift can also "reverse the tides of madness."

If a character accepts this dark gift, they can cure madness (as if they cast greater restoration) up to 3 times after which the dark gift vanishes. The beneficiary's eyes melt away upon receiving this dark gift, leaving empty sockets that can still see.

To find out this information, Kasimir Velikov (see N9, Ch. 5) or Madam Eva can suggest that this power can be found in the Amber Temple's depths.

FRUIT OF THE WITCH BLOSSOM

The horrid witches that reside in Castle Ravenloft have a wide assortment of reagents for their potions and spellcraft—many of them useless or mundane—but one stands out: the fruit of the witch blossom. It is a seed that, when prepared correctly, can excise all ails of the spirit or mind at the cost of the body.

The fruit, which is bitter and gnarled like a shriveled head, has the effects of a greater restoration spell. However, after consuming it, a creature suffers a -4 to their Strength score for up to one month. It resists magic that can reverse this, for the witch blossom itself is an invention of magic.

The witch blossom can be found in the witches' Element Room (K55, Ch. 4) of Castle Ravenloft. Characters such as Madam Eva, Kasimir, or Davian Martikov can offer this information.

If you're aiming for comedy, the Mad Mage has written a note to himself and left it in his mansion it. It reads: "Get fruit of witch blossom tree from witches in Ravenloft. Do not accept black deals or marriage proposals."

SOMETHING BORROWED

The Abbot of the Abbey of Saint Markovia has a deal to make. See the "Something Borrowed" event in Ch. 8. If the party agrees to return to Krezk with a wedding dress, the Abbot will cast *greater restoration* on the Mad Mage.

NIKOLAI WACHTER

As if the cult in the basement and a deranged daughter wasn't enough, Nikolai Wachter's been dead for three years, kept perfectly preserved by his wife's nightly castings of the *gentle repose* spell.

O' Fiona. Nikolai and Fiona were betrothed at an early age, and by all the gods, their love was picturesque. Their time together was spent their laughing, sparring, and teasing. Through the good and the bad, Fiona adored her husband, and together they bore three children: Nikolai, Karl, and Stella. It was a happy marriage ending in typical Barovian fashion: untimely, unfair death wrought by something out of mortals' control: disease.

Oh, Fiona. Nikolai's passing poisoned Fiona's heart, and rotted her soul. The woman always had a penchant for cruelty and callousness, and the loss of her love was just the rain needed to let her evil bloom. Fiona's ambitions reign supreme: at her command are cultists ready to overthrow Baron Vallakovich when the time is right. A devil dances in Nikolai's home, spurring on Fiona's madness with unfettered dreams of power.

Should Nikolai return from death, he would be shocked to find that the woman he married had already gone to the grave. That his sons are drunks. That his daughter has gone mad. But what else could he expect out of Barovia?

Loyal No More. The Wachters proved their loyalty to Strahd long ago, starting with hunting down Leo Dilisnya, one of the treacherous guards that filled Strahd with crossbow bolts on the day of his brother Sergei's wedding. Leo's bones even reside in Wachterhaus, forever denied a proper burial. Though the Wachters have enjoyed the protection of Strahd for centuries, towards the end of his life, Nikolai came to understand that the devil was a plague on this land, and that Barovians everywhere would choke in his shadow—a source of fierce debate between Nikolai and his wife, Fiona.

Nikolai believes his return from the grave is destiny itself calling upon him to rid Barovia of its darklord.

NIKOLAI WACHTER'S TRAITS

Ideal. "Strahd von Zarovich must be stopped. My family has laid with the devil for far too long. Only I can redeem our dark past."

Bond. "My children are my pride and joy. Well, they're my joy at least."

Flaw. "I expect to be treated as a lord at all times."

THE HORSEMAN

"I see a dead man of noble birth, guarded by his widow. Return life to the dead man's corpse, and he will be your staunch ally."

Death does not stop Fate. Nikolai Wachter is destined to stand with the adventurers against the shadow of Strahd.

Nikolai Wachter

Medium humanoid (human), lawful neutral

Armor Class 15 (breastplate)

Hit Points ___/9 (2d8)

Speed 30 ft.

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

Skills Deception +5, Insight +4, Persuasion +5

Senses passive Perception 10

Languages Common

Challenge 1/8 (25 XP)

ACTIONS

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

Inspire. When in sight of Strahd, Nikolai can grant inspiration to one player character that he can see.

REACTIONS

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

Finding Nikolai. A conversation with just about any noble can reveal that Nikolai is one of the only aristocrats that have kicked it in the last few years. (See N4, Ch. 5).

Recruitment. Nikolai must first be raised from death. See "Destined Rebirth" below.

NIKOLAI WACHTER'S STATISTICS

You have two options available for Nikolai's statistics:

Default. By default, Nikolai has the statistics of a **noble** with a grand total of 9 hit points.

Alternative. At your discretion, you can use a 3rd-level Battle Master fighter version of Nikolai.

FUTURE, INTERACTIONS, RELATIONS

- Just about everyone that knew Nikolai would likely react with shock and disgust and suspicion as he once again walks amongst the living. Is Nikolai Wachter, whose family has close ties to the devil Strahd, they would wonder, now a vampire spawn?
- Rumors of Nikolai's "rebirth" would abound, with many considering it just be a charlatan masquerading as him.
- Whenever Nikolai introduces himself to those that know of his family name and his fate, such as Burgomaster Dmitri Krezkov, they're likely to ask, "Wait. Aren't you dead?"

DESTINED REBIRTH

By default, if Rictavio learns of their need for Nikolai, he leaves a *spell scroll of raise dead* in their room at the inn. Rather than that, you can use these short quest hooks as a means resurrect Nikolai. Choose one of the following:

FIFTEEN FOR ONE

The hags of Old Bonegrinder (see Ch. 6) have the means to resurrect Nikolai, but at a cost. Morgantha and her wretched offspring have long since been run out of Vallaki by Izek Strazni, and business has been dry.

Morgantha's terms are simple: smuggle dream pastries into town and infect fifteen innocents with that tyrannical addiction. The hag still holds a grudge against Izek Strazni ("that devil-armed brute") for kicking her out of Vallaki, and so she demands that he be one of those infected. Should the adventurers comply, Morgantha and her ilk will perform a blasphemous ritual of resurrection. Fifteen lives for one—sounds fair, right?

Consequences. Despite his rebirth, Nikolai has been afflicted with resurrection madness (see "Alterations to Magic," Ch. 2). Having trailed beyond the mortal coil, he now knows firsthand that the souls of accursed Barovia can never escape. The truth has shattered his mind, afflicting him with a form of indefinite madness determined by rolling on the Indefinite Madness table in chapter 8 of the *Dungeon Master's Guide*.

Additionally, Izek's sudden addiction to dream pastries severely diminishes his effectiveness as Baron Vallakovich's enforcer, leading to civil unrest in Vallaki. Only Lady Wachter stands to gain from this development.

SOMETHING BORROWED

The Abbot of the Abbey of Saint Markovia has a deal to make. See the "Something Borrowed" event in Ch. 8. If the party agrees to return to Krezk with a wedding dress, the Abbot will cast *raise dead* on Nikolai.

Nikolai Wachter

Medium humanoid (human), lawful neutral

Armor Class 15 (breastplate)

Hit Points ___/23 (3d10 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	14 (+1)	12 (+1)	10 (+0)	13 (+1)

Saving Throws Str +1, Dex +5

Skills History +3, Insight +2, Persuasion +3

Senses passive Perception 10

Languages Common

Challenge 1 (25 XP)

Action Surge (Recharges after a Short or Long Rest). On his turn, Nikolai can take one additional action on top of his regular action and a possible bonus action.

Maneuvers (4/Recharges after a Short or Long Rest). Nikolai can expend a Maneuver charge to use any of the following:

- **Disarming Attack.** When Nikolai hits with a weapon attack, he adds an extra 4 (1d8) damage to his attack. The target must make a Strength saving throw. On a failure, the target drops one item it's holding of Nikolai's choice.
- **Maneuvering Attack.** When Nikolai hits with a weapon attack, one ally of his choice that can see or hear him can use its reaction to move up to half its speed without provoking opportunity attacks from Nikolai's target.
- **Riposte.** When a creature misses Nikolai with a melee attack, he can use his reaction to make a weapon attack against it, adding an extra 4 (1d8) damage on a hit.

ACTIONS

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

Inspire. When in sight of Strahd, Nikolai can grant inspiration to one player character that he can see.

REACTIONS

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

PARRIWIMPLE

The simpleton of the village of Barovia has a name that no one uses—Parpol Canemir.

Mother's Boy. Parpol is a sweet boy that dotes on his mother, Anamel, when he's not working in his uncle Bildrath's shop. Parpol has no siblings, and his grandparents have long since passed. All he has left is his mother and uncle, whom he would do anything for.

Father's Shame. Once Parpol's handicap became apparent, his father split for Vallaki (shouting "I won't raise a simpleton" at Anamel while Parpol played outside; these words have stuck with the boy ever since). From time to time Parpol has asked his mother and uncle about his father ("Where?" and "Why?") but both adults always steer the conversation elsewhere.

Sweet but Simple. The boy has a big heart and bigger arms, and he's been known to use them. Whenever Parriwimple sees violence committed by the strong against the weak, the boy tends to gently use his strength to disrupt the fight. He tolerates no bullies but offers no violence. Bildrath has tried to nip this behavior in the bud to prevent trouble, but to no avail.

PARRIWIMPLE'S TRAITS

Ideal. "Big people have to protect small people."

Bond. "People have good in them somewhere."

Flaw. "Adults know best—like Uncle Bildrath!"

THE INNOCENT

"I see a young man with a kind heart. A mother's boy! He is strong in body but weak in mind. Seek him out in the village of Barovia!"

It's an indictment of Fate's sick humor that a mentally challenged boy is the key to freeing an entire nation.

Finding Parriwimple. Finding the boy is easy enough. Everyone in the village knows Parriwimple. One would only need to ask for "the simpleton" to be pointed in the right direction. (See E1, Ch. 3.)

Recruitment. Parriwimple can be convinced simply by telling him that Barovians need his help, or that Ireena Kolyana has been captured. Bildrath refuses to let the boy leave, however. Neither money nor argument can persuade Bildrath, forcing the party to approach the boy when Parriwimple is alone, possibly at his mother's home.

PARRIWIMPLE'S STATISTICS

Parriwimple has the statistics of a **gladiator** but initially lacks a shield to utilize his shield bash attack.

Parriwimple

Medium humanoid (human), lawful good

Armor Class 16 (studded leather, shield)

Hit Points ____/112 (15d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	6 (-2)	12 (+1)	15 (+2)

Saving Throws Str +7, Dex +5, Con +6

Skills Athletics +10, Intimidation +5

Senses passive Perception 11

Languages Common

Challenge 5 (1,800 XP)

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

Brute. A melee weapon deals one extra damage die of its damage when Parriwimple hits with it (included in the attack).

ACTIONS

Multiattack. Parriwimple makes three attacks or two ranged attacks.

Spear. *Melee or Ranged Weapon Attack:* +7 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.

Shield Bash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4 + 4) bludgeoning damage. If the target is a Medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

Inspire. While within sight of Strahd, Parriwimple can grant inspiration to one player character he can see.

REACTIONS

Parry. Parriwimple adds 3 to his AC against one melee attack that would hit him. To do so, he must see the attacker and be wielding a melee weapon.

BILDRATH'S GOODBYE

You can use this short event to resolve the tension with Bildrath, as well as get Parriwimple a shield for his Shield Bash attack.

For all his miserly greed, Bildrath truly loves his nephew, and wants only for the boy to be safe. Alas, with the party's successful efforts, Bildrath fears that to keep the boy is to create a rift—and aye, there's guilt in it too that Bildrath knows the boy can't achieve much in the village except sweeping floors or chopping wood.

Read the following as the party are leaving the village:

As you approach the outskirts of the village, you hear a shout: "Wait!" Bildrath, that miserable cur, comes riding down the gravel road on a thin horse. He halts just before reaching your party in a cloud of dust. "If you're going to take the boy," Bildrath says, "the least I can do is this."

He dismounts, and digs into the saddle bags, pulling out a small buckler. He turns to Parriwimple and says, "You take this, boy, and you never let go of it, hear?"

Before Parriwimple can even wrap his arm through the strap, Bildrath throws his arms around his nephew, holding on for quite a while. He turns to you, distrust and worry shining in his eyes, and says "Bring him back to me, outsiders. Bring him back alive."

A successful DC 12 Wisdom (Perception) check lets a character catch the glint of tears in Bildrath's eyes.

Before they leave, Bildrath hands one character a folded letter, and tells them to read it silently. The letter goes on to explain that Parriwimple should have the chance to meet his father before "whatever happens" and that he resides in Vallaki.

The identity of the father is up to you; change the name to whatever you see fit. It's suggested to use Udo Lukovich, the shoemaker imprisoned by Baron Vallakovich. It incentivizes searching the burgomaster's mansion and placing the party at odds with Baron Vallakovich.

When a character reads the letter, read:

You unfold the letter. In shaky handwriting it reads:

"Might the gods damn you for what you've done. What you're about to do. Stealing a simple-minded boy to use as a sacrificial lamb! And might the gods forgive me for being so useless, so helpless to stop you.

It's clear this is what Parpol wants, and gods know he won't find any better purpose in this dismal land. I won't ever forgive you for luring him onto this fool's errand, but it's what he wants, and I have to accept that.

Before whatever's to happen happens, the boy ought to meet his father in Vallaki. He left when Parpol was six. He's a shoemaker by the name of Udo Lukovich.

Punch that bastard in the jaw for me."

Alas, the truth is sad but dire: Udo Lukovich wallows in rusty chains, wondering if he'll see the dreary skies of Barovia ever again.

PARRIWIMPLE'S DEADBEAT DAD

You can run this short quest to reunite Parriwimple with his estranged father in Vallaki. The identity can be anyone, but Udo Lukovich is the suggested father.

Udo Lukovich has been imprisoned for speaking out against Baron Vallakovich's weekly festivals. His mother, Willemina Rikalova, is distraught and prays at St. Andral's Church for his freedom. If the party ask around for Udo, they find uncomfortable silence until someone whispers to them the truth. Rumor has it that Udo is somewhere in the baron's mansion. (See N3, Ch. 5).

Even if Parriwimple isn't told that this man is his father, he insists that the party does something about it ("The strong don't get to bully the weak!").

The party can either parley with the baron, even for just a meet-and-greet, or they can conspire to free Udo.

Parley. There's two truths to face: that nothing's free, and the baron's fragile ego has been wounded. Deeply paranoid and thin-skinned, he will not forgive Udo Lukovich. It's possible that, with a DC 15 Charisma (Persuasion) check, that the baron will set the shoemaker free if Udo gives a full-throated endorsement of the festivals in the town square. The baron is just as likely to renege on this promise.

Breakout! Should the adventurers instead bust Udo out from his closet, they run afoul of the baron's temper. Baron Vallakovich orders his henchman, **Izek Strazni**, to arrest them, seize their weapons, and exile them from Vallaki.

The Wachter Angle. If Lady Fiona Wachter learns of the party's desire, she offers aid. She'd like nothing more than to see the baron humiliated by staging a covert rescue. To invade the burgomaster's mansion and set free a prisoner, then spirit him away, would demean Vallakovich and show that his security is a joke. Worse, the baron is powerless to retaliate against her. Wachter utilizes her **spy**, Ernst Larnak and members of her cult to get the job done.

Regardless of how Udo Lukovich is freed, he knows he cannot stay in Vallaki, lest he run afoul of the baron again. He quickly runs home, packs his bags, and grabs his mother and heads towards the village of Barovia. Assuming he survives the trip, Bildrath finds and knocks this deadbeat's lights out.

PIDLWICK II

All this clockwork man wants is to make someone laugh, and, failing that, murder them.

Pidlwick I. Pidlwick II was modeled after Duchess Dorfniya Dilisnya's fool, the delightful Pidlwick. Strahd was never amused by the fool, but Tatyana and Sergei were. Hoping to curry Strahd's favor (after failing to win his hand in marriage), Dilisnya had Fritz von Weerg, the legendary and mad inventor, fashion a clockwork man for Strahd's family. Pidlwick himself trained the effigy but failed. The clockwork man's efforts were too stiff and awkward, and it never did manage to speak.

A Clockwork Evil. Pidlwick II's continued failures festered into discontent, and in its jealousy, Pidlwick II shoved its namesake down a flight of stairs, killing the fool. A new hunger bloomed in Pidlwick II's metal guts: inflicting pain. From time to time, Pidlwick II kills a guest staying at Castle Ravenloft by smothering them with a pillow in the dead of night. Strahd has since realized the toy's evil and is content to let it continue its discreet killings.

PIDLWICK II'S TRAITS

Ideal. "I wish I could make people happy."

Bond. "I would like to find someone—anyone—who isn't afraid of me and who enjoys my company."

Flaw. "When I'm upset, I do bad things."

THE MARIONETTE

"What horror is this? I see a man made by a man. Ageless and alone, it haunts the towers of the castle."

Fate has placed its trust not in man, but in its inventions.

Finding Pidlwick II. The effigy can be found in the High Tower's peak of Castle Ravenloft (K59, Ch. 4).

Recruitment. Pidlwick II will follow the party if it's shown kindness.

PIDLWICK II'S STATISTICS

Pidlwick II's statistics are described in Appendix D.

FUTURE, INTERACTIONS, RELATIONS

- If any character is mean to Pidlwick II, its quiet resentment grows until the characters are at the top of a staircase. The effigy pushes a character, subjecting them to a DC 10 Dexterity saving throw. On a failure, they tumble to the bottom of the staircase, taking 1d6 bludgeoning damage per 10 feet fallen.
- Pidlwick II knows Castle Ravenloft like the back of his mechanical hand and can serve as a guide; however, since he cannot speak, he may fail to properly warn characters of traps.

Pidlwick II

Small construct, neutral evil

Armor Class 14 (natural armor)

Hit Points ___/10 (3d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	11 (+0)	8 (-1)	13 (+1)	10 (+0)

Skills Performance +2

Condition Immunities paralyzed, petrified, poisoned

Senses passive Perception 11

Languages understands Common but doesn't speak and can't read or write

Challenge 1/4 (50 XP)

Ambusher. During the first round of combat, Pidlwick II has advantage on attacks rolls against any creature that hasn't had a turn yet.

ACTIONS

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

Dart. *Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

Inspire. While within sight of Strahd, Pidlwick II can grant inspiration to one player character he can see.

- If a character plays the harp in the Dining Hall of the Count in Castle Ravenloft (K36, Ch. 4) and succeeds on a DC 15 Charisma (Performance) check, they stir the spirit of Pidlwick I, who explains that Pidlwick II pushed him down the stairs.
- If Pidlwick II is brought to Pidlwick I's tomb (Crypt 9, K84, Ch. 4), the effigy refuses to enter.

VON WEERG'S MASTERPIECE

Gadof Blinsky considers himself a student of Fritz von Weerg, the master inventor of old. If met in his shop in Vallaki, he asks the adventurers to investigate the clockwork man, von Weerg's "myasterpiece," and return him to him.

If the adventurers encounter Pidlwick II and bring it to the toymaker, Blinsky falls in love with the effigy's antics. He finds them utterly fascinating, and in his sick sense of black humor, hilarious. The effigy will be delighted to know that finally—finally—there's someone it can entertain, and Pidlwick II's murderous urges come to a quiet end.

RUDOLPH VAN RICHTEN

Dr. Rudolph van Richten has spent his life reliving tragedy and acting as a vessel of vengeance for the common man. Now in his old age, he has come to Barovia to hunt the greatest vampire of all: Strahd von Zarovich.

Beguiled. Once in days so long ago they feel like lifetimes, a trio of Vistani arrived at his door, one of them gravely ill. Van Richten could not save the wretch and promised anything of his if only they would leave in peace. So, the Vistani stole his son, Erasmus.

The Reckoning. Erasmus was to be sold to a vampire in need of a bedfellow. Van Richten, chasing after the kidnappers, attracted the attention of undead, for dusk had passed and the evening was rife with the creatures of night. A horde began to follow van Richten; a ward had been placed on him by the horde's master, a lich, so to protect him. Van Richten led that hungry tide to the Vistani caravan and in return for his son's whereabouts, he unleashed the undead. Men, women, children. All fell to that scourge—and others wonder why van Richten cringes when the title of "hero" is lavished upon him.

The Lone Hunter. Van Richten works alone. As the undead washed over the Vistani caravan, a seer cursed Van Richten. "Live you always among monsters," she cried, "and see everyone you love die beneath their claws!" The vampiric descent of van Richten's son only confirmed the proof of this curse, and the hunter has done his best to avoid all attachments and companions ever since.

VAN RICHTEN'S TRAITS

Ideal. "Evil cannot go unchallenged."

Bond. "To protect those I love, I must keep them distant and hidden from my enemies."

Flaw. "I am cursed. Thus, I will never know peace."

THE ARTIFACT

"Look for an entertaining man with a monkey. This man is more than he seems."

Fate has pitted hunter of flesh against hunter of the night.

Finding van Richten. Posing as a half-elf bard by the name of Rictavio, the party can find him at the Blue Water Inn of Vallaki (see N2, Ch. 5).

Recruitment. Normally reluctant to join the adventurers for fear of his curse, van Richten will shed his disguise if told about the tarokka reading. He believes Fate has brought him to this moment—and in his heart, he secretly wonders if these adventurers are acceptable casualties of his curse, if it means Strahd will be slain.

VAN RICHTEN'S STATISTICS

Van Richten's statistics are listed under his disguise, Rictavio, in Appendix D.

Dr. Rudolph van Richten

Medium humanoid (human), lawful good

Armor Class 12 (leather armor)

Hit Points ___/77 (14d8 + 14)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	12 (+1)	13 (+1)	16 (+3)	18 (+4)	16 (+3)

Saving Throws Con +4, Wis +7

Skills Arcana +9, Insight +7, Medicine +7, Perception +7, Religion +6, Sleight of Hand +4

Senses passive Perception 17

Languages Abyssal, Common, Elvish, Infernal

Challenge 5 (1,800 XP)

Spellcasting. van Richten is a 9th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). He has the following cleric spells prepared:

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

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

2nd level (3 slots): *augury, lesser restoration, protection from poison*

3rd level (3 slots): *magic circle, remove curse, speak with dead*

4th level (3 slots): *death ward, freedom of movement*

5th level (1 slot): *dispel evil and good*

Undead Slayer. When van Richten hits an undead with a weapon attack, the undead takes an extra 10 (3d6) damage of the weapon's type.

ACTIONS

Multiattack. van Richten makes two attacks with his sword cane.

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

Inspire. When in sight of Strahd, van Richten can grant inspiration to a player character that he can see.

FUTURE, INTERACTIONS, RELATIONS

- If van Richten learns that his protegee, Ezmerelda d'Avenir is in Barovia, he does his best to avoid her. While these adventurers might be acceptable casualties, he cannot bear in his heart the thought of her winding up dead in this venture.
- Van Richten has access to Khazan's Tower. Many of his personal belongings are there.

- At Van Richten's disposal is a saber-toothed tiger trained to hunt Vistani.

REUNITED AND, BOY, IS IT BAD

It's as the Vistana said: doom has come to van Richten's dearest friends. At long last, doom has come and it's taking Ezmerelda d'Avenir—his protege. His daughter.

You can use this short event to add tragedy to van Richten's story and remove Ezmerelda d'Avenir from the board. It's assumed to occur in Vallaki and that the adventurers haven't been banished from the town by the baron or Lady Wachter.

Ezmerelda has finally tracked down her wayward mentor but Strahd has been tracking her—something she correctly suspects after having made an attempt on his life in Castle Ravenloft—but underestimates the limits of his *scrying* spell. She leads Strahd's gaze straight to van Richten.

When the adventurers are at the Blue Water Inn, read:

The door opens. Out from the rain drips a young woman dressed in bright colors—a Vistana. Rudolph van Richten freezes as the two lock eyes, the taproom pregnant with silence. Suddenly the vampire hunter stands and walks up the stairs, his hand trailing the banister. The Vistana woman gives you a glance and follows.

Ezmerelda and van Richten speak quietly in his room (N2N). If the adventurers follow, he does not turn them away and explains he and Ezmerelda's relationship. Later they hear the thunder of hooves of the wind. Strahd has come to eliminate two of his greatest foes.

With a cloud of bats (2d4 **swarms of bats**) trailing behind him, Strahd is astride Beucephalus, his **nightmare** steed. If the six **vampire spawn** in the Coffinmaker's House (see N6, Ch. 5) still reside there, they burst free and make their way to the Blue Water Inn. Read:

Something's coming. Like a cloud passing under the sun, darkness has fallen across the air of this place. An hour of pure midnight that chases after dusk. You hear it on the very wind: the thunder of hooves and know that doom has marched from the east. From Castle Ravenloft.

Outside, confusion turns to cries of mass hysteria all while that doom thunders ever closer. You race outside: dusk has fallen to night, and the black sky sparks with flames. Clouds of bats pass under the moon and the devil himself is astride some nightmarish steed whose very hooves cause the wind to burst with flame.

Because the Blue Water Inn is also the home of the Martikovs, it counts as a threshold that forbids vampires and vampire spawn from entering without permission. Strahd stops at nothing, however, to force the adventurers out. He'll torch the entire inn if he must, or resort to taking hostages. Potential hostages include:

- Father Lucian, Yeska, or Millivoj (see N1), if the Bones of St. Andral were not recovered
- Heinrik van der Voort, the coffin maker (see N6)

- Any number of innocents that have yet to escape into their homes

The Keepers of the Feather stay until the Martikovs can escape, and prefer to flee rather than fight. If they're forced to, they tackle the bats in their raven forms. Rudolph van Richten, for his part, is prepared to make the ultimate sacrifice to save the others, believing that if he does not, his curse will be their downfall—Ezmerelda, the adventurers, and even the Keepers of the Feather. If given a choice, Strahd would prefer to slay van Richten, knowing him to be the greater threat and the sweeter prize.

Running from the Devil. There are only a few means of escaping the devil's wrath:

- Cutting a deal: one life to save all the others; van Richten is willing to make this trade but Ezmerelda will not allow it and takes attacks Strahd
- Holding out in a home until dawn
- Gravely wounding the devil
- Taking Victor Vallakovich's teleportation circle. At your discretion, the circle, while unable to escape Barovia, can accidentally tap into Castle Ravenloft's teleportation network, as described in K78, Ch. 4. The characters are snatched up and delivered to the Brazier Room and can teleport out or explore Castle Ravenloft.

Consequences. Strahd's attack causes mass hysteria that boils into civil unrest. Baron Vallakovich cannot control the mob, leading to his ruin as described in St. Andral's Feast (see "Special Events" Ch. 5). If he's already been ousted by Lady Wachter, she's capable of quelling the unrest by claiming that the devil Strahd has shown them great favor by personally purging Vallaki of traitors.

SIR GODFREY GWILYM

Once a man of honor and now a shade of the bitter past, Sir Godfrey Gwilym is chained to the mortal coil by poisonous hate.

The Order. Before Strahd created Barovia and sealed it off from the world, this valley was guarded by the valiant Order of the Silver Dragon. These knights accepted the vast refugees of Strahd's wars—but the son of Barov chased them to this valley and swept across it as a red tide. Under the leadership of Vladimir Horngaard, Godfrey's beloved, the Order fought valiantly, bravely, but ultimately it fell. Godfrey himself was cut down by Strahd before Vladimir's very eyes.

Thy Beloved Blinded. So fierce was Vladimir Horngaard's hate that he wrenched his fellow knights' souls from that black aether to do battle once again as revenants.

Yet, after realizing Strahd now lived in his own personal hell, Vladimir has committed his knights to harrying Strahd's forces and disrupting any plans that might provide the vampire solace or enjoyment. The knights are, effectively, chained here. Vladimir, blinded by his hate, cannot see reason. Even his love for Godfrey has dwindled to a distant memory easily pushed aside by news of one of Strahd's schemes. Hatred burns in Godfrey's gut, but his is a cold flame that hungers for the man he loved to just *remember* what they had and who they were.

SIR GODFREY GWILYM'S TRAITS

Ideal. "Honor in all things, even death."

Bond. "The Order of the Silver Dragon stood for truth, justice, and compassion—tenets my beloved Vladimir has lost but can reclaim should Strahd von Zarovich be slain."

Flaw. "My hatred knows no bounds."

Sir Godfrey

Medium undead (revenant), lawful evil

Armor Class 13 (leather armor)

Hit Points ___/136 (16d8 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	13 (+1)	16 (+3)	18 (+4)

Saving Throws Str +7, Con +7, Wis +6, Cha +7

Damage Resistances necrotic, psychic

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 13

Languages Common, Draconic

Challenge 5 (1,800 XP)

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

Rejuvenation. When Sir Godfrey's body is destroyed, his soul lingers. After 24 hours, his soul inhabits and animates another corpse within Barovia, and regains all his hit points. While his soul is bodiless, a wish spell can be used to force his soul to go to the afterlife and not return. His new body is determined randomly as described on pg. 130.

Turn Immunity. Sir Godfrey is immune to effects that turn undead.

Vengeful Tracker. Sir Godfrey knows the distance to and direction of Strahd von Zarovich, even if the two are different planes of existence. Should Strahd die, Godfrey knows.

Spellcasting. Sir Godfrey is a 16th-level spellcaster. his spellcasting ability is Wisdom (spell save DC 15). He has the following paladin spells prepared:

1st level (4 slots): *command, detect magic, divine favor, thunderous smite*

2nd level (3 slots): *aid, branding smite, magic weapon*

3rd level (3 slots): *blinding smite, dispel magic, remove curse*

4th level (2 slots): *aura of purity, staggering smite*

ACTIONS

Multiattack. Sir Godfrey makes two attacks with longsword.

Longsword. *Melee Weapon Attack:* +7, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage. If the target is a creature against which Godfrey has sworn vengeance, the target takes an extra 14 (4d6) slashing damage.

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

Vengeful Glare. Sir Godfrey targets one creature that he can see within 30 feet of him and against which he has sworn vengeance. The target must make a DC 15 Wisdom saving throw. On a failure, the target is paralyzed until he deals damage to it, or until the end of his next turn. When the paralysis ends, the target is frightened of him for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if it can see Sir Godfrey, ending the frightened condition on itself on a success.

Inspire. While within sight of Strahd, Sir Godfrey can grant inspiration to one player character he can see.

THE GHOST

"I see a paladin of a fallen order of knights. He lingers like a ghost in a dead dragon's lair."

Time is but a wheel, and the hour of Godfrey's revenge has come again.

Finding Godfrey. Godfrey mires in Argynvost with his fellow knights (see Q37, Ch. 7).

Recruitment. Godfrey is initially reluctant to desert his fellow knights, but if convinced that the honor of the Order can be restored (and a successful DC 15 Charisma (Persuasion) check) he will come along. However, his decision provokes an armed conflict with his brethren.

SIR GODFREY'S STATISTICS

Sir Godfrey has the statistics of a paladin **revenant**. Because of his Vengeful Tracker feature, he always knows when Strahd nears. Couple this with the extra 4d6 dealt *per hit* against Strahd, and his guaranteed dark rebirth 24 hours after being slain, Godfrey is undoubtedly the strongest ally of all, even surpassing the Mad Mage (who's at least *mortal*).

At your discretion, you can use a version of Godfrey in which his Vengeful Tracker is tied to Vladimir Horngard, for it's by *his* hatred that the knights have become revenants. Godfrey can no longer track Strahd or deal an extra 4d6 damage per hit against him.

Sir Godfrey

Medium undead (revenant), lawful evil

Armor Class 13 (leather armor)

Hit Points ___/136 (16d8 + 64)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	13 (+1)	16 (+3)	18 (+4)

Saving Throws Str +7, Con +7, Wis +6, Cha +7

Damage Resistances necrotic, psychic

Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 13

Languages Common, Draconic

Challenge 5 (1,800 XP)

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

Rejuvenation. When Sir Godfrey's body is destroyed, his soul lingers. After 24 hours, his soul inhabits and animates another corpse within Barovia, and regains all his hit points. While his soul is bodiless, a wish spell can be used to force his soul to go to the afterlife and not return. His new body is determined randomly as described on pg. 130.

Turn Immunity. Sir Godfrey is immune to effects that turn undead.

Vengeful Tracker. Sir Godfrey knows the distance to and direction of his beloved, Vladimir Hoorngard—for it is *his* hatred that has brought back the Knights of the Order of the Silver Dragon as revenants.

Spellcasting. Sir Godfrey is a 16th-level spellcaster. his spellcasting ability is Wisdom (spell save DC 15). He has the following paladin spells prepared:

1st level (4 slots): *command, detect magic, divine favor, thunderous smite*

2nd level (3 slots): *aid, branding smite, magic weapon*

3rd level (3 slots): *blinding smite, dispel magic, remove curse*

4th level (2 slots): *aura of purity, staggering smite*

ACTIONS

Multiattack. Sir Godfrey makes two attacks with longsword.

Longsword. *Melee Weapon Attack:* +7, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage. If the target is a creature against which Godfrey has sworn vengeance, the target takes an extra 14 (4d6) slashing damage.

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

Vengeful Glare. Sir Godfrey targets one creature that he can see within 30 feet of him and against which he has sworn vengeance. The target must make a DC 15 Wisdom saving throw. On a failure, the target is paralyzed until he deals damage to it, or until the end of his next turn. When the paralysis ends, the target is frightened of him for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if it can see Sir Godfrey, ending the frightened condition on itself on a success.

Inspire. While within sight of Strahd, Sir Godfrey can grant inspiration to one player character he can see.

FUTURE, INTERACTIONS, RELATIONS

- Godfrey is aware that Argynvost's spirit haunts the mansion and that returning the dragon's skull to Argynvost would redeem the knights of the order. He insists on venturing into Castle Ravenloft to retrieve it.
- Godfrey would take great pleasure in gutting Rahadin, who both started the crisis that created the dusk elf refugees taken in by the order and slaughtered them years later.

THE DESERTER

The revenants of Argynvostholt will not tolerate desertion of one's duties, nor freeing the devil Strahd by means of a sword. Sir Godfrey must be captured and tried for his crimes.

You can use this short event to underscore Vladimir's fanaticism. Fanaticism that has scrubbed away all memories of his Godfrey's love. There are several options as to where to have this event occur, as described below.

Under no circumstances do the revenants kill Sir Godfrey, knowing that his soul will just fly to another corpse somewhere in Barovia. Instead, they aim to dismember him, and haul his broken form back to Argynvostholt. The revenants don't extend the same courtesy to the adventurers and have no qualms with killing them.

ON THE ROAD

While traveling, the adventurers come across a ruined Vistani wagon. Corpses litter the road—Vistani, and servants of Strahd. If the adventurers have a wagon of their own, they cannot pass without clearing the roadside underbrush or by moving the wagon.

When the adventurers pause to observe the wreckage or make way, they hear the thunder of hooves coming their way. The two **revenants** that have laid this trap emerge from the brush, while another three **revenants** come riding up on **warhorse skeletons**.

WITHIN LODGINGS

If the adventurers are staying in lodgings outside the walls of Vallaki or Krezk—say a roadside inn, a waystation, or the village of Barovia—the five **revenants** find the adventurers at night and begin to swarm whatever building it is. The knights are old tacticians and try to cover every exit and enter by breaking down doors.

BEHIND WALLS

If the adventurers are staying within Krezk or Vallaki by when the revenants find them, Vladimir orders a most morbid ploy: dozens of revenants commit suicide so that their souls find new hosts. By sheer luck, four **revenants** have managed to cling to corpses in the graveyard of whatever settlement the adventurers are in. They lack armor and weapons, reducing their AC to 12, and make use of their Fist attack.

SIR KLUTZ TRIPALOTSKY

"Why march? Why fight? Just fall on your sword, and they'll make you a knight" – Barovian proverb

Sir Klutz has been dead for almost four centuries now. He fell on his sword well before Strahd became a vampire and would be shocked to learn the truth.

Knight of the Realm. In life, nothing could satisfy Sir Klutz but the thrill of battle, the ceremonies of honor held at court, and the knowledge that he stood as a standard-bearer for the realm. Not even his wife, Catherine, could satisfy him—and when she left? Klutz continued on, serving his dear king, Barov, no matter the cost. No cost was too high—or so Klutz thought.

The War Years. After King Barov passed, Sir Klutz heeded the call of his new liege, Strahd, without hesitation or trepidation. Klutz saw much of Barov in Strahd, but none of the warmth: something that stuck with Klutz throughout the years.

As Strahd's armies swept through Barovia, Klutz found himself confronted with two truths: not all kings are good men, and knighthood isn't all gallant pageantries. Knighthood is bloody business.

The Scar Untended. Sir Klutz spent four centuries with nothing to do but ponder his life some thousand times and he can't help but look back with regret. Though he cherished serving King Barov, his heart yearns for those years lost with Catherine. He knows he can't get that time back, and, if told of what's happened to Barovia, he would burn with hatred of Strahd; Strahd, who pissed away all that his father was and did. For Strahd to make a mockery of his family legacy enrages Sir Klutz, who sacrificed everything for it.

The Last Quest. Now freed from his prison, Sir Klutz has but one last task on this earth: to restore the honor of King Barov by ridding this land of Strahd. Should he triumph, Klutz can go to the hereafter at least believing those lost years were well spent.

SIR KLUTZ'S TRAITS

Ideal. "Knights of the realm are held to higher standards, and rightly so."

Bond. "My sword for Barov! My king! My friend."

Flaw. "I'm the ass of every joke. I don't appreciate it."

THE GHOST

"Stir the spirit of the clumsy knight whose crypt lies deep within the castle."

Fate has decreed that the ghost of Sir Klutz, knight of the realm, is instrumental in defeating Strahd.

Finding Sir Klutz. Deep in the Catacombs of Ravenloft (pg. 91) lies the tomb of the most humiliated soldier of the crown: Sir Klutz. Should the sword be pulled from his body, his spirit will manifest and thank whomever freed him.

Sir Klutz

Medium undead (phantom warrior), lawful good

Armor Class 16

Hit Points ___/45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	8 (-1)	10 (+0)	15 (+2)

Skills Perception +2, Stealth +4

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 3 (700 XP)

Ethereal Sight. Sir Klutz can see 60 feet into the Ethereal Plane while he is on the Material Plane, and vice versa.

Incorporeal Movement. Sir Klutz can move through other creatures and objects as if they were difficult terrain. He takes 5 (1d10) force damage if he ends his turn inside an object.

Spectral Armor and Shield. Sir Klutz's AC accounts for his spectral armor and shield.

ACTIONS

Multiattack. Sir Klutz makes two attacks with his spectral longsword.

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

Etherealness. Sir Klutz enters the Ethereal Plane from the Material Plane, or vice versa. He is visible on the Material Plane while he's in the Border Ethereal, and vice versa, yet he can't affect or be affected by anything on the other plane.

Inspire. While within sight of Strahd, Sir Klutz can grant inspiration to one player character he can see.

Recruitment. Eternally (pun intended) grateful for being freed from his unearthly prison and dismayed at the dishonor wrought on the Zarovich legacy by Strahd, Sir Klutz gladly joins the party.

SIR KLUTZ'S STATISTICS

Sir Klutz has the statistics of a **phantom warrior** (Appendix D, *Curse of Strahd*). Unlike other phantom warriors, his spirit does not dissipate after seven days but after Strahd is reduced to 0 hit points.

FUTURE, INTERACTIONS, RELATIONS

- If Sir Klutz finds himself in Audience Hall of Castle Ravenloft (Area K25), and no danger abounds, he sighs and says, "I would give anything to see King Barov on that throne."
- As a loyal knight of the realm, Sir Klutz is at odds with the Knights of the Silver Dragon (in that he killed, like, a lot of them). Many, including Sir Godfrey and Vladimir Horngaard, likely would remember him. At your discretion, as a former minion of Strahd, Sir Klutz counts as a sworn enemy of the Argynvostholt revenants, and thus being eligible to be affected by their Vengeful Glare feature and the extra damage from their attacks.
- All **wights** in Castle Ravenloft (the remnants of Strahd's castle guards) know Sir Klutz. Even Strahd remembers the fool, and remarks on his lack of... grace.
- If taken to the Lost Battlefield (see "Special Events" in the Ruins of Berez, Ch. 10), Sir Klutz can watch himself battling the Order of the Silver Dragon.

STIRRING THE SPIRIT

Delving into the Catacombs of Ravenloft can be a harrowing journey that the party puts off for as long as possible, depriving them of a much-needed ally and screen-time for Sir Klutz. You can follow these suggestions to provide a means to reaching the crypt.

Dining with the Count. The most straight forward way, Strahd invites the party to dine at Castle Ravenloft (many events trigger the invitation: thwarting St. Andral's Feast (Ch. 5), joining forces with Ezmerelda d'Avenir (Ch. 11), trying to use the cursed mirror in the Vallakovich manor to kill Strahd (Ch. 5)). Strahd can extend the invitation at any time for any reason. If the party accepts, their dinner should devolve to horrid games played on them by the devil as they flee towards the crypts to stir Sir Klutz's spirit before ultimately escaping via the teleportation network described in K78 (pg. 82).

Victor's Circle. Victor Vallakovich has been desperately working on a *teleportation circle* spell in the vain hope of escaping Barovia. At your discretion, you can have it "malfunction" and accidentally cross into the teleportation network of Castle Ravenloft (see K78, pg. 82).

Madness of the Mage. If the party confronts the Mad Mage of Mount Baratok (see Area M, Ch. 2), he can hurl them through a portal of his making. Castle Ravenloft's teleportation network snatches up the characters, delivering them to K78, the Brazier Room, in the dungeons of the castle, and near the catacombs.

MY SWORD FOR BAROV

You can use this short event as a final goodbye for Sir Klutz. His mission now complete, his time to pass has finally come after so many centuries.

If Strahd is destroyed, Sir Klutz makes a break towards the Tomb of King Barov and Queen Ravenovia (K88).
Read:

As his very being fades into the aether, Sir Klutz throws himself before the Barov's coffin and cries, "It was worth it, my king. All of it. The war years, the killing years, the blood... Catherine. All of it to restore the honor of your legacy."

Sir Klutz unsheathes his spectral longsword, laying it on his knee. Motes of his ethereal body crumble in handfuls. "My sword for you, Barov. Always for you. My king. My friend."

Bowing one last time before his lord, the clumsy knight of the realm fades from being, crossing from this life to the next.

STELLA WACHTER

Stella: her father's dead but not gone; her brothers are deadbeat drunks; and her mother runs a cult in the basement. Standard family unit, right there.

Broken Betrothal. Stella has always been a pawn of her mother. A chit to be traded away, repayment kept in Fiona's back pocket. After her father's death, Fiona sought to marry Stella to Victor Vallakovich, heir to the barony of Vallaki (something Nikolai would never allow). Alas, somewhere during negotiations and before the betrothal, Stella's mind snapped. Baron Vallakovich called off the arrangements; disgusted, Wachter locked her daughter up, letting her insanity rage.

Reduced to Madness. Imprisoned both in body and spirit, Stella's sanity has long since fled this world. Kept under lock and key, there's but little hope for her without outside aid: her brothers stand idly by, and her mother is content with keeping Stella locked away forever.

The Truth. Questions still abound as to how Stella's sanity shattered: was it the machinations of her mother's blasphemous cult? Or did Victor Vallakovich, practicing his *suggestion* spell, break her mind? Questions abound, but Stella has no desire to answer them even for herself. Whatever the truth is, she doesn't want to know.

Daddy's Little Hunter. Before his untimely demise and Stella's madness, Nikolai the Elder delighted in taking his daughter hunting—back before the Svalich Woods teemed with ravenous wolves. "A girl needs to know how to notch a bolt and work a knife," he was fond of saying. Though it has been three years since their last foray, Stella's fingers still remember the way of the crossbow. Her eyes are sharp, her aim is true. All she needs is her crossbow and the hunt is on.

STELLA WACHTER'S TRAITS

Ideal. "There's a loving home for me out there somewhere, and I'll find it."

Bond. "My father loved me with all his heart, but my mother doesn't have one."

Flaw. "If someone's kind to me, I latch on, and I don't let go."

THE DONJON

"Find a girl driven to insanity, locked in the heart of her dead father's house. Curing her madness is key to your success."

In its sick humor, Fate has decreed that salvation lies in the hands of a shattered young girl.

Finding Stella. Stella's predicament is the talk of the town. Some merely wonder why the Wachter girl hasn't been seen for so long. Others, like Baron Vallakovich and the Martikovs, know the grim truth. (See N4, Ch. 5.)

Recruitment. Stella is useless until her madness is cured (though many say she's useless in general, but more on that later!). See the "Panacea to Madness."

Stella Wachter

Medium humanoid (human), chaotic good

Armor Class 10

Hit Points ___/4 (1d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses passive Perception 10

Languages Common

Challenge 0 (10 XP)

ACTIONS

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

Inspire. While within sight of Strahd, Stella can grant inspiration to one player character she can see.

STELLA'S STATISTICS

Two options are available for you.

Default. Stella, by default, has the statistics of a **commoner**, effectively making her dead weight.

Alternative. At your discretion, you can use a 3rd-level Mastermind rogue version of Stella.

FUTURE, INTERACTIONS, RELATIONS

- If Stella's madness is cured, Baron Vallakovich suddenly wants to reinstate the betrothal with his son, Victor. Stella would rather wander the Svalich Woods at night than spend one moment with that horrible boy.
- Keeping with the above, if Ismark Kolyanovich is traveling with the party, he can fake a betrothal to prevent Vallakovich or Wachter using Stella as a pawn.
- Stella would make a wonderful bride for Strahd, if only to rip her away and reduce her to a vampire spawn to spite the adventurers.

PANACEA TO MADNESS

Only a spell of *greater restoration* can restore Stella's mind. However, few individuals in Barovia have the capability to cast such a spell.

You can instead use any of these small quest hooks to restore Stella's madness. Alternatively, you can just settle for a cop-out and have Rictavio give the party a *scroll of greater restoration*, whether in person or secretly.

Choose the quest hook you prefer from the suggestions below.

CONFRONTING THE TRUTH

Sometimes one must seize the bull by the horns. At your discretion, you can change the source of her madness (*Curse of Strahd* explains that Victor Vallakovich "spoke such unkind words to her that she went mad" and that implies he used *suggestion* on her). Choose whichever alternative source of madness you prefer and plan accordingly:

The Cult. Stella stumbled across Fiona's cult operating in the basement, and her imp, Majesto, tormented the girl until the seeds of madness were planted. She mentions in her ravings the "truth in the basement." If brought there, can reclaim her sanity by facing Majesto. Screeching, she snatches at the imp's neck, and squeezes until it's all squishy inside.

(Dead) Man of the House. Stella stumbled into her mother's room and found the perfectly preserved body of her father—two years after he was supposedly buried. This horrific revelation broke the poor girl's mind; Lady Wachter shifted blame on Victor Vallakovich to avoid the suspicion of her sons, Nikolai and Karl, who would surely turn away from the bottle to take care of this matter.

FIFTEEN FOR ONE

The hags of Old Bonegrinder (see Ch. 6) have the means to cure the girl of her madness, but only at a cost. Morgantha and her wretched offspring have long since been run out of Vallaki by Izek Strazni, and business has run dry.

Morgantha's terms are simple: smuggle dream pastries into town and infect fifteen innocents with that tyrannical addiction. The hag still holds a grudge against Izek Strazni ("that devil-armed brute") for kicking her out of Vallaki, and so she demands that he be one of those infected. Should the adventurers comply, Morgantha and her ilk will perform a ritual to imprison the girl's insanity deep within her mind. Fifteen minds for one—sounds fair, right?

Consequences. Beyond the moral implications, the chief consequence of this deal is that Stella's madness threatens to bubble out whenever she sees, or hears the name thereof, her mother or Victor Vallakovich. She must make a DC 10 Wisdom saving throw or be afflicted with short-term madness (see Ch. 8 of the *Dungeon Master's Guide*). On a success, she her madness is chained for 24 hours. No further saving throws are needed in that time.

Additionally, Izek's sudden addiction to dream pastries severely diminishes his effectiveness as Baron Vallakovich's enforcer, leading to civil unrest in Vallaki. Only Lady Wachter stands to gain from this development.

SOMETHING BORROWED

The Abbot of the Abbey of Saint Markovia has a deal to make. See the "Something Borrowed" event in chapter 8. If the party agrees to return to Krezk with a wedding dress, the Abbot will cast *greater restoration* on Stella.

Stella Wachter

Medium human (humanoid), chaotic good

Armor Class 14 (leather armor)

Hit Points ___/21 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	16 (+3)	12 (+1)	13 (+1)	10 (+0)	14 (+2)

Skills History +3, Persuasion +4, Sleight of Hand +5

Senses passive Perception 10

Languages Common

Challenge 1 (200 XP)

Cunning Action. On each of her turns, Stella can use a bonus action to take the Dash, Disengage, or Hide action.

Master of Tactics. As a bonus action, Stella can use the Help action. When used in aiding an ally in attacking a creature, the target of that attack can be within 30 feet of her, rather than within 5 feet, so long as the ally can see or hear her.

Sneak Attack (1/Turn). Stella deals an additional 7 (2d6) damage when she hits 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 hers that isn't incapacitated and the spy doesn't have disadvantage on the attack roll.

ACTIONS

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

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

Inspire. While within sight of Strahd, Stella can grant inspiration to one player character she can see.

VASILKA

In his misguided pride, the Abbot—angel and servant of the wayward Morninglord—has committed himself to hitching Strahd von Zarovich. Only the perfect bride will free the vampire, and this land, from his dark curse. Alas, only perfection can create perfection, and so it has fallen to the Abbot to sew together this unknown woman of Strahd's undreamed dreams: Vasilka.

From Many, One. The Abbot's wisdom spans millennia, and he has more... eldritch means to craft a flesh golem than mere mortal creators. Perhaps it was well-intended; perhaps it was to give the girl a voice or memories to draw upon. Perhaps in his swelling pride, the Abbot can no longer catch his own mistakes, but regardless, his magic has managed to bound together the slivers of the wayward souls that once belonged to Vasilka's parts. Women, children, men. Sewn together now in flesh and in spirit, the Abbot has (accidentally?) created a new being: seven separate maddened consciousnesses, all that must do battle with the elemental spirit infused in Vasilka's body.

The Raging Storm. Every seam and stitch trembles. Every muscle spasms, every shout or scream is one of wounded outrage. To create a flesh golem, one must bind an elemental spirit to the flesh: a spark of life with no memories or personalities that howls incoherently for the injustice of its creation. There's a storm raging in Vasilka's graveyard of a body, oh yes: seven divided souls chased by that wolf of a spirit. They can never know peace, and neither can Vasilka. Her rage threatens to erupt at any moment, and only the Abbot can calm her.

Bride-to-Be. Once the Abbot has perfected Vasilka's etiquette and cultivated her mind, he intends to present her to Strahd. These are fruitless tasks inspired by Strahd himself so to corrupt this angel. Barring divine intervention or eldritch magic, Vasilka will never be capable of more than the reasoning of a young child. Her movements will always be stiff and awkward and inhumane. She can never be perfect, and that fact has driven the Abbot mad. He's buried that heretical truth, but already it has born bitter fruit.

VASILKA'S TRAITS

Ideal. "Perfection is within arm's reach."

Bond. "I just want to be accepted."

Flaw. "Sometimes I lose my temper."

THE TEMPTER

"I hear a wedding bell, or perhaps a death knell. It calls thee to a mountainside abbey, wherein you will find a woman who is more than the sum of her parts."

It's ironic. The Abbot sought to set Strahd free with his makeshift bride. Instead, she's going to murder him.

Finding Vasilka. Vasilka can be found at the Abbey of Saint Markovia (S13, Ch. 8). No villagers know of her.

Vasilka

Medium construct (flesh golem), neutral

Armor Class 9

Hit Points ___/93 (11d8 + 44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	18 (+4)	6 (-2)	10 (+0)	5 (-3)

Damage Immunities lightning, poison; bludgeoning, piercing and slashing from nonmagical weapons that aren't adamantine.

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60ft., passive Perception 10

Languages understands Common but can't speak

Challenge 5 (1,800 XP)

Berserk. Whenever Vasilka starts her turn with 40 hit points or fewer, roll a d6. On a 6, she goes berserk. On each of her turns while berserk, Vasilka attacks the nearest creature she can see. If no creature is near enough to move to and attack, she attacks an object, with preference for an object smaller than herself. Once she goes berserk, she continues to do so until she is destroyed or regains all her hit points.

If the Abbot, Vasilka's creator, is within 60 feet of her, she can try to calm it by speaking firmly and persuasively. She must be able to hear her creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, she ceases being berserk. If she takes damage while still at 40 hit points or fewer, she might go berserk again.

Aversion of Fire. If Vasilka takes fire damage, she has disadvantage on attack rolls and ability checks until the end of her next turn.

Immutable Form. Vasilka is immune to any spell or effect that would alter her form.

Lightning Absorption. Whenever Vasilka is subjected to lightning damage, she takes no damage and instead regains a number of hit points equal to the lightning damage dealt.

Magic Resistance. Vasilka has advantage on saving throws against spells and other magical effects.

Magic Weapons. Vasilka's weapon attacks are magical.

ACTIONS

Multiattack. Vasilka makes two slam attacks.

Slam. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.
Hit: 13 (2d8 + 4) bludgeoning damage.

Inspire. When in sight of Strahd, Vasilka can grant inspiration to one player character she can see, presumably by croaking or something.

Recruitment. The Abbot will only allow Vasilka to leave once he's confident she's been perfected. That requires, among other things, a wedding dress, etiquette, and the grace to waltz. The Abbot, in his illusion of wisdom, can be fooled into thinking the party means to present her to Strahd early with a DC 20 Charisma (Deception) check. The Abbot has no desire to battle the vampire, believing that it's pointless. Should the Abbot die, however, Vasilka can be goaded into following them albeit without a creator to control her rage.

FUTURE, INTERACTIONS, RELATIONS

- Vasilka is terrified of fire.
- From a distance, Vasilka appears to be a pale, thin girl. Characters within 5 feet of her can see the seams in her flesh and react accordingly.
- If the Krezkvs meet Vasilka, whose body parts have been stolen from Krezkite graves, they can put two-and-two together and may banish the party from Krezk.

BURN THE BEAST!

You can use this short event to underscore the danger of Vasilka's presence—both by her unquenchable rage, and others' boiling fear.

Unless great pains are undertaken to shroud Vasilka from prying eyes, rumors abound of "the stitched beast." It doesn't take long for word to spread to the other settlements; the Vistani, for their part, find a perverse enjoyment in spreading the tale. Suspicion boils into fear then into panic then into a desperate call for violence.

While the adventurers are traveling along the road, they're met with a mob of 3d6 + 6 Barovian **commoners** carrying clubs, torches and pitchforks (+2 to hit, 1d6 piercing damage). Read:

Out in the fog, torches burn like little islands of light. Many torches carried by many men, all shouting, "Burn the beast! Burn it!"

If the adventurers do not hide, the mob quickly finds them. One man by the name of Kravus approaches. Read:

One voice thunders across the chorus of outrage: a thin, elderly man with the voice of a baron. "Surrender the beast, outsiders! It will only bring ruin to our land!"

Vasilka shrieks, cowering behind you, her stitched arms up to shield from the fire that terrifies her so.

The mob can be talked down or intimidated (a DC 20 and 15 Charisma (Persuasion) and Charisma (Intimidation) check, respectively). At the first sign of violence, or an approaching flame, Vasilka attacks unless effected by a *calm emotions* spell. She shows no mercy, and knows not her strength, easily ripping off arms and tearing off heads.

As you can expect, the mob flees after the first few dismemberments.

VICTOR VALLAKOVICH

Men would kill for privilege and prestige, for power, for a title—but Victor Vallakovich wants none of that. The heir to the barony of Vallaki wants only to be free from this doomed place.

Miserable Mageling. Years ago, Victor came across an arcane tome in his father's library and studied it ravenously. Every meal, every moment of respite the boy had, Victor poured over the tome. His father oft remarked that he should turn to more manly sports like hunting—Vargas Vallakovich did love to purport himself as some great hunter—furthering the rift silently growing between the two. Through devoted study, Victor painfully taught himself magic and now—and the boy has used it to commit unspeakable deeds in the name of escaping Barovia.

Madness of Stella Wachter. A betrothal was arranged between the baron and Lady Fiona Wachter. Victor was to wed Stella Wachter. The betrothal didn't last long; somehow Victor shattered Stella's mind—perhaps he experimented on the poor girl with his suggestion spell one too many times and cracked open her head like an eggshell. Whatever the instrument used, Victor is the source of Stella's insanity. Insanity that festers and rages under lock and key.

Murderer. It was for knowledge, Victor would tell himself. For freedom from this dismal place. Armed with his suggestion spell, he forced two family servants (Lady Petrovna's lady-in-waiting and the butler) to test his teleportation circle. The poor, addled fools could never comprehend what would come next. Neither could Victor. To his credit, the boy forced himself to watch as the two crumbled to dust so as not to forget the price of failure. The shred of himself still capable of empathy shivers with guilt—honestly—but has been buried under the need to escape this dismal land.

VICTOR VALLAKOVICH'S TRAITS

Ideal. "To Hell with Barovia. To hell with my parents' madness."

Bond. "Magic will set me free."

Flaw. "Life is so unfair to me."

THE DONJON

"Search for a troubled young man surrounded by wealth and madness. His home is his prison."

Victor wants nothing more than to escape doomed Barovia—killing the devil is surefire way to get out.

Finding Victor. The mageling can be found in the baron's mansion of Vallaki, moping and studying and avoiding his family (see N3, Ch. 5).

Recruitment. Realizing this is his only true shot at escaping Barovia, Victor enthusiastically joins the party.

Victor Vallakovich

Medium humanoid (human), neutral evil

Armor Class 12 (15 with *mage armor*)

Hit Points ___/40 (9d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	11 (+0)	17 (+3)	12 (+1)	11 (+0)

Saving Throws Int +6, Wis +4

Skills Arcana +6, History +6

Senses darkvision 60 ft., passive Perception 11

Languages Common, Elvish

Challenge 6 (2,300 XP)

Special Equipment. Victor carries a leather-bound spellbook containing the following spells: *animate dead*, *blight*, *cloudkill*, *darkvision*, *glyph of warding*, *levitate*, *mending*, *remove curse*, and *thunderwave*.

Spellcasting. Victor is a 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). He has the following wizard spells prepared:

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

1st level (4 slots): *detect magic*, *mage armor*, *magic missile*, *shield*

2nd level (3 slots): *misty step*, *suggestion*

3rd level (3 slots): *counterspell*, *fireball*, *fly*

4th level (3 slots): *greater invisibility*, *ice storm*

5th level (1 slot): *cone of cold*

ACTIONS

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

Inspire. When in sight of Strahd, Victor can grant inspiration to one player character that he can see.

FUTURE, INTERACTIONS, RELATIONS

- If the baron learns that Ireena Kolyana has come to Vallaki, he sets out to find her, hoping to betroth Victor to her, and extending his influence beyond Vallaki. Alas, Strahd is sure to ruin such plans.
- If St. Andral's Feast occurs (see "Special Events," Ch. 5) and Lady Wachter seizes control of Vallaki, she might spare Victor from his family's doom and forcibly marry him to Stella so as to finally tie the barony to her family. Once Victor has gotten Stella with child, she intends to kill him off. If the adventurers protest, Wachter claims, "He broke my daughter's mind—this is justice. If you'd like to leave here alive, it will be without him."

- The Amber Temple is Victor's Elysium. Desperate to escape Barovia, he would like nothing more than to study its stuffed shelves of lore, or search for a spirit that can promise him a way out.

FLAWS AND FORTUNES

If you need to get the adventurers to Castle Ravenloft quickly (and quietly), or any of the destinations of its portal (the Abbey of Saint Markovia, the Amber Temple, Tsolenka Pass, etc.) you can use this short quest. It's recommended to use this in a time of great duress: say, after St. Andral's Feast (if it occurs) and Lady Wachter has whipped the commoners into a mob; or if Strahd himself is bearing down on the adventurers in the streets of Vallaki. Victor Vallakovich's *teleportation circle* cannot escape Barovia indeed, but the young mage accidentally taps into Castle Ravenloft's teleportation network and it snatches up the adventurers.

Flaws. Victor activates the portal; the party piles in, one at a time; Victor goes last. The adventurers find themselves sprawled across the cold floor of the Brazier Room of Castle Ravenloft (K78, Ch. 4). The flawed teleportation has sapped their strength, and every bone moans with pain. After the characters pick themselves up and explore the room, Victor realizes they've wound up in Castle Ravenloft. He begins the task of re-calibrating the portal ("which could take an hour or two"), giving the adventurers time to explore the castle, and possibly satisfy several objectives they would've put off until later.

Fortunes. Several interesting locales lie nearby. The catacombs of Ravenloft, teeming with peril and treasure, is nearby. Emil Toranescu, the werewolf, rots in the dungeon. Rahadin's office is up a flight of stairs, and beyond that the skull of Argynvost.

The Chamberlain. When the adventurers return to the Brazier Room, they find Rahadin strangling Victor, demanding to know how the boy got here. The adventurers can either fight or flee. Rahadin repays the adventurers' trespassing with unchecked ferocity. If he's seriously wounded, he casts *misty step* towards Western Stair (K79), and retreats to his office (K72) to call for reinforcements.

ZULEIKA TORANESCU

The night was red and rent when Zuleika was stolen from her town of Daggerford. Mist choked the woods, and the night thundered with cries of "Werewolves! Werewolves in the mists!" Zuleika and her mother Emilia happened to be on the wrong side when the gates slammed shut and the wolves descended. Emilia did her best to protect her child. She did her best and died for it, her trachea ripped out and snapped up in the jaws of the werewolf Rakimov—an image that still haunts Zuleika's dreams.

Revenge Denied. Zuleika, like many other children, had been rounded up and brought to Barovia where she was bitten and inducted into the pack. While at first, she loathed wolves, she eventually accepted the pack as her people. Only her scorn for Rakimov persisted. For years, Zuleika nursed her hate, but before she could grow old enough and strong enough to challenge Rakimov, the werewolf fell to a silvered bolt shot by a young wolf hunter by the name of Szoldar Szoldarovich. Zuleika, all of fourteen at the time, considered hunting down Szoldar for depriving her of her vengeance, but maturity softened the indignation and she abandoned the idea.

Wife. Time passed. Zuleika grew older, and fell in love with Emil Toranescu, a Barovian native and third-generation werewolf. They even wed while in their human forms in Vallaki at St. Andral's Church. The sheep were none the wiser that the wolves had walked in among them.

Widower. With Zuleika behind him, Emil rose to great prominence among the pack—but it didn't take long for Kiril Stoyanovich, that ambitious brute, to challenge the old packleader for dominance. The bout was short and bloody. With his fur still wet with the blood of their overthrown alpha, Kiril ushered in a new reign of savagery. The pack would continue kidnapping children but with a grisly twist: the children taken would fight to the death and the sole victor would be bitten to ensure the "strength and purity" of the pack.

Emil argued for an end to this disgusting contest and that the pack should instead bite every child. Kiril however feared that a large pack would be too difficult to control and feed. A schism divided the pack and threatened to consume all. Kiril disappeared for several days and returned from Castle Ravenloft with Strahd's dire wolves. The count was none too pleased with Emil's dissent, and the werewolf has languished in the dungeons of the castle ever since. None know whether Emil yet lives, but Zuleika has abandoned hope. She prays to Mother Night for guidance but has yet to receive anything but silence.

ZULEIKA TORANESCU'S TRAITS

Ideal. "This curse is the gift of utter freedom."

Bond. "Children should be protected from the horrors of this world."

Flaw. "There's only two kinds of folk in this world: wolves and sheep."

Zuleika Toranescu

Medium humanoid (human, shapechanger), chaotic evil

Armor Class 11 in humanoid form, 12 (natural armor) in wolf or hybrid form

Hit Points ___/58 (9d8 + 18)

Speed 30 ft. (40 ft. in wolf form)

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

Skills Perception +4, Stealth +3

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Senses passive Perception 14

Languages Common (can't speak in wolf form)

Challenge 3 (700 XP)

Shapechanger. Zuleika can her action to polymorph into a wolf-humanoid hybrid or into a wolf or back into her human form. Her statistics, other than her AC, are the same in each form. Any equipment she's wearing or carrying isn't transformed. She reverts to her human form if she dies.

Keen Hearing and Smell. Zuleika has advantage on Wisdom (Perception) checks that rely on hearing or smell.

ACTIONS

Multiattack (Human or Hybrid Form Only). Zuleika makes two attacks, one of with her bite and one with her claws or spear.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 10 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Spear (Humanoid Form Only). *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage if used with two hands to make a melee attack.

Inspire. When in sight of Strahd, Zuleika can grant inspiration to one player character she can see.

THE BEAST

"A werewolf holds a secret hatred for your enemy. Use her hatred to your advantage."

The Beast's rage will be instrumental to toppling the devil Strahd's reign.

Finding Zuleika. Kiril has confined Zuleika to the Werewolf Den (see Z7, Ch. 15).

Recruitment. Only if the party promises to avenge Emil by killing Kiril will she join their quest.

FUTURE, INTERACTIONS, RELATIONS

- Zuleika can be cured of her lycanthropy with a *greater restoration* or *remove curse* spell but would kill any character that tried it. She's lived her life as a wolf and views her curse as a gift emblematic of freedom itself. To end it would be to end her.
- While in Castle Ravenloft, Zuleika picks up Emil's scent and demands the party follow it. This leads them to the Dungeons (see K75, Ch. 4).
- If both Kiril and Emil die, Zuleika establishes her dominance over the werewolves and she severs all ties to Strahd. Once the devil learns of this, all ordinary wolves leave the pack at his command. Sympathetic to the sheep and a victim of this very tradition, Zuleika ends the kidnapping of children from the lands.

FOR BETTER OR WORSE

You can use this short quest for the reunification of Zuleika and her husband Emil. It assumes Strahd knows Zuleika has joined the adventurers.

While within Castle Ravenloft, she picks up his scent and knows it in her heart that he's truly alive—falling prey to Strahd's trap. It's only in the vampire's nature to exploit his foes' sympathies, and he's laid a trap for Zuleika.

Within the dungeon (K75) Emil Toranescu lies chained. The scent of death and decay fills these halls—stronger than usual. Hours ago, several wights and Cyrus Belview, Strahd's manservant, led the undead from the Torture Chamber (K76) where they now slumber under the water. Emil suspects that it's another game to be played on him by Strahd; that at some grisly point, they'll be led into his cell and left there with but one thing to content themselves: him.

In total, four **Strahd zombies** have been placed in Area 75 (cells H, D, F, & C). While submerged, they have advantage on Dexterity (Stealth) checks. A **wight** armed with a silvered longsword lurks in cell B to control the zombies until the trap is to be sprung.

Two **Strahd zombies** are in the North Dungeon (K74, cell C and feeding on the corpse there) so that the unlucky soul that steps on the first teleport trap in K73 is trapped in a locked, dimly lit with two zombies. To open the cell requires a DC 20 Dexterity check with thieves' tools, made with disadvantage if the lockpicker is inside the cell. Any shouts or noise they make can be heard throughout the dungeon.

As the party descends the stairs read:

"This place reeks of death," Zuleika murmurs, her nose twisted up. "Emil's scent hangs just below it. His body must be somewhere here."

Once the characters reach the dungeon hall, narrate the description for K73. Emil's cry of help throws Zuleika into a frenzy; she happens to avoid the first teleportation trap and advances towards the south Dungeon unless persuaded or intimidated otherwise (a DC 18 ability check). Read:

Zuleika's hackles raised, she shouts out, "Emil! EMIL! I'm here!" The werewolf's voice cracks with desperation. She wades into the dark waters, all caution abandoned. "Emil!" she shouts. "Emil!" She shoves open a swollen door and slips from view.

If the adventurers follow, they might fall prey to the teleportation traps. Whenever they reach the South Dungeon, read the following:

A weak voice cries out, "Zuleika! Turn away! The devil's laid a trap!" Before the woman can even consider this in her craze, the waters churn. In the darkness of this place, a figure in rusted armor shambles from a cell at the far end of the hall and speaks a word so foul your heart trembles. Undead rise in the cells, grasping for fresh flesh: for you. The wight knows that Emil and "the wolf woman" are both impervious to the undead's attacks and directs the zombies toward the adventurers instead.