

Against the werewolf
plight that haunts
these misty lands,
only true, luminous
silver can bring
salvation.

I have heard parts of

Barovia

Notice Boards

by christian eichhorn

JOSEPH ALFONSO B

HONEY THIEF

This darn honey thief
struck again. Enough is
enough! I offer a sizable
reward for the
apprehension of the
scoundrel. Visit me for
details and a little drink.

-- Ol' Mitrofan

erson
me home
from his last hunt. He told
me to never come
searching for him if that
happened. He stuffed a
small sack below the
floorboard so I can buy
food when he is gone. I will
give it to you if you find
my papa.

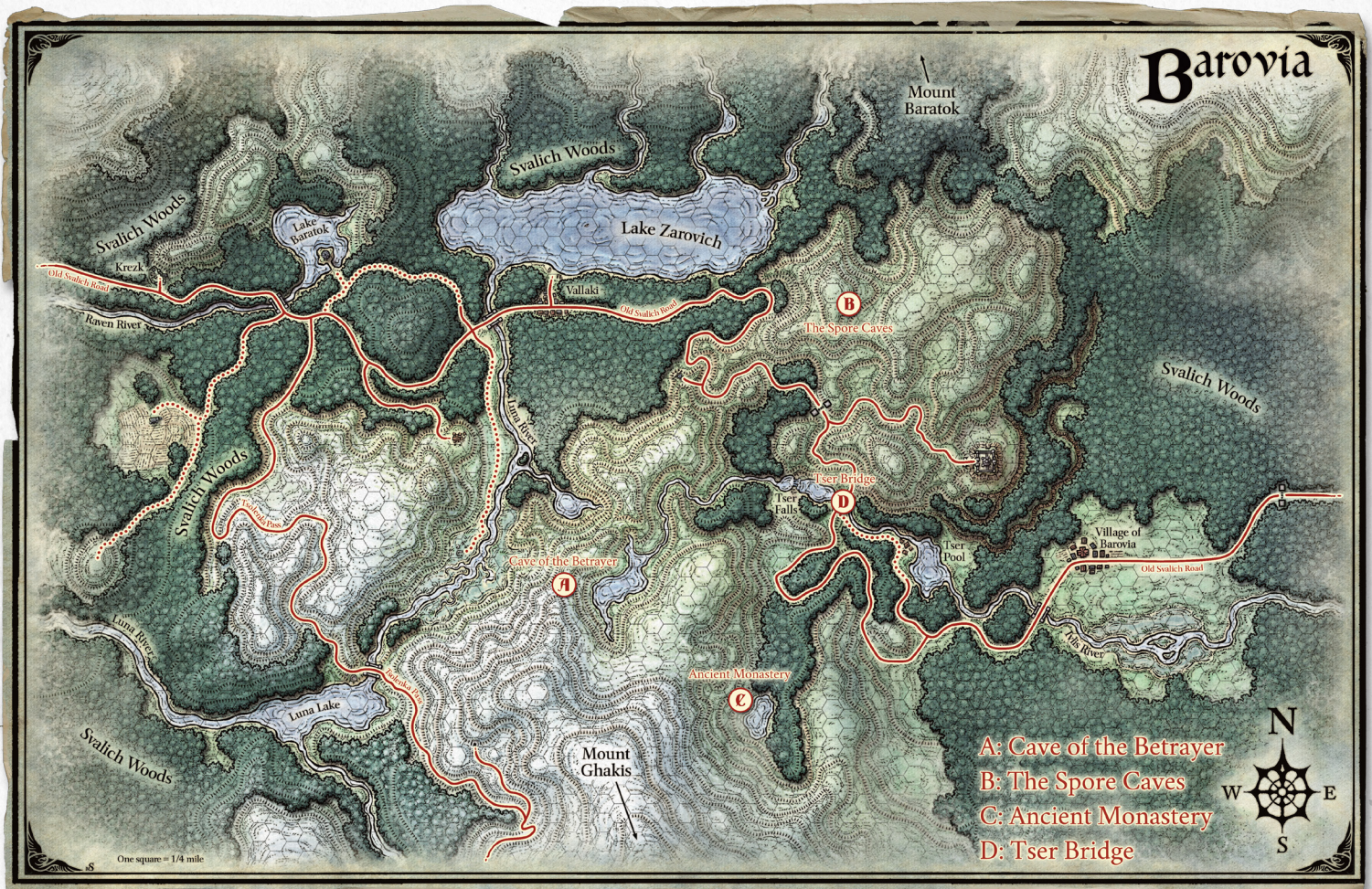
Tanya Milu

Barovia Notice Boards

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Barovia Notice Boards is a supplement with four new quests for a *Curse of Strahd* campaign. The quests can begin in any settlement, but their destinations are fixed where indicated on the map of Barovia. To run these quests, you need the fifth edition *Dungeon Master's Guide*, *Player's Handbook*, *Monster Manual*, and *Curse of Strahd* campaign book. The quests are intended for characters of 3rd level or higher. For groups of higher level, you can increase the difficulty by adding more enemies.



Barovia Notice Boards - Version 1.1 ♦ By: Christian Eichhorn ♦ Editor: John Parker

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A Gargoyle's Soul



Tales of Granite and Magic Lanterns

I need help on an important quest. Meet me on the bridge crossing the Tser Falls at sundown. The reward for your help will be invaluable.

Background

The Wizard of Wines winery and vineyard once had three pinecone-sized, magic gems buried in the soil. Viktor Vallakovich (neutral evil male human **mage**), the son of Vallaki's burgomaster, stole said gems, while hidden from plain sight by spells during the deed. He stashed the stolen treasure in the mouth of a gargoyle that perched on the family's home. A few hours later, the gargoyle came to life, and flew away. Viktor was not amused.

Since then, the gargoyle who named itself Granite, roamed the land to make sense of its life. Eventually, it met Madam Eva, from whom Granite received a reading. It was cryptic at best, and Granite needed many months and years to make sense of it. Finally, it is ready to set a plan in motion, but needs some help along the way. Granite's goal is to fashion a magic contraption able to catch a proper soul for it—a *soul lantern*.

Soul Lantern

Wondrous item, very rare (requires attunement)

Trapping Souls. If the lantern is empty, you can speak its command word to trap a willing soul or the soul of a creature within 5 feet of you that died during the last minute.

Filled Lantern. This lantern has 3 charges, and it regains 1d3 charges daily at dawn. If you expend the last charge, roll a d20. On a 1, it becomes a nonmagical lantern. It sheds bright light in a 20-foot radius and dim light in a 40-foot radius. While holding the lantern, you can communicate with the trapped soul telepathically, and as an action, you can cast one of the following spells, requiring no material components:

- ✦ *continual flame* (1 charge)
- ✦ *speak with dead* (2 charges)
- ✦ *revivify* (3 charges)

Releasing. You can release a soul as an action. A soul can automatically escape after 7 days if it chooses.

Preparations

When the characters arrive on the bridge spanning the Tser Falls, they see one gargoyle moving among the many other lifeless specimens. If the characters knocked all the gargoyles off the bridge prior, they see only one gargoyle. Granite has the statistics of a **gargoyle** with the following additions and changes:

- ✦ It has an Intelligence of 10 (+0).
- ✦ **Languages** Common, Terran
- ✦ **Sunlight Sensitivity.** While in sunlight, the gargoyle has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

This is what Granite tells the characters:

- ✦ Granite is happy that the characters heed its call. There are not many helpful people among the Barovians.
- ✦ Granite wasn't always sentient; it only came to life a few months or years ago—who is counting anyway. If the characters ask where, Granite says *"Perched atop the burgomaster's mansion of the great city of Vallaki."*
- ✦ Granite wants the characters' help in gathering materials to fashion a *soul lantern*. Using the item, the gargoyle can catch a real soul for itself, ending its strange existence between the realms.
- ✦ As a reward, the characters can have the strange gem inside its belly, which brought Granite to life in the first place—it assumes. And the *soul lantern*, of course.
- ✦ When asked where Granite learned about the *soul lantern*, it truthfully answers *"From the wise and eternal Seer Eva."* Then it makes a curt bow. Granite always bows when mentioning Eva.
- ✦ Granite can support the characters, or they can attempt the quest alone. In case of the latter, Granite will wait for their return on the bridge. If the characters want help, Granite tells them that it wants to avoid settlements, and only travels by night—which has come by now.

Gathering Materials

Granite describes the items and procedures needed to build a *soul lantern*. The steps are simple. First, the characters must light a lantern with a holy flame, then stuff it into a soul bag, and finally burn the bag over a holy flame—lantern inside. The evil magic that suffuses the bag is cleansed and seeps into the lantern.

Lantern

The characters must find any old lantern. This is purely a question of taste and allows the characters to decide on the looks of the item. They can buy or steal an existing lantern or commission one to their specifications for 10 gp.

Soul Bag

A soul bag is an item only produced by **night hags**. See the *Monster Manual* for detailed information. The characters can find a soul bag in area O3 of the Old Bonegrinder, in area K56 of Castle Ravenloft, and in area U3 of Baba Lysaga's hut. The two latter being presents from the coven of night hags in Old Bonegrinder.

Holy Flame

To light the lantern, the characters need a holy flame. They can accomplish the goal in the following ways:

- ✦ A cleric who follows a non-evil deity can perform a ritual to ignite a candle with a holy flame. The ritual takes 1 hour and costs 50 gp.
- ✦ If the characters killed the vampire spawn Doru in Barovia's church, they could convince Donavich to end his mourning and light a holy flame. This requires a successful DC 15 Charisma (Persuasion) check or a spell like *charm person* or *suggestion* to accomplish. The characters can retry a failed attempt after 7 days.
- ✦ If the characters recover the bones of St. Andral, they find a holy fire burning on the altar in the church of Vallaki.
- ✦ After lighting the beacon of Argynvostholt, the characters can find a holy flame burning in the Chapel of Morning.

Catching Souls

Considerations

With the empty *soul lantern* in hand, the characters can start hunting for a soul for Granite or run off with it. Granite is very particular about what kind of soul it wants—it must spend its whole life with it after all, and who knows how long gargoyles live. It is dead against killing someone to gain their soul. Instead, Granite sends the characters to the edges of Barovia where the mists are thick and souls wander around freely, attempting to leave Strahd's domain in continuous futility. The exact location matters not, but using the Old Svalich road which leads into the fog to the east, west, and south seems sensible. Granite wants to accompany the characters and urges them to go by night. For the quest's purpose, the characters must not enter the fog completely, only walk its border regions. The challenge is to pick a favorable soul for Granite. The gargoyle lays its fate in the characters' hands.

Into the Fog

While creeping through the fog, the characters have many strange encounters. The ones presented in the Fog Encounters table are proposals to which you can add your own. It would be especially enticing to encounter the soul of a dead character, or a different soul posing as a dead character, if one of them has died prior. The souls appear like they want to present themselves to the characters, not as they looked in life. A character with truesight can see the true looks of a soul. Souls have no statistics and don't count as creatures; they can't be attacked or targeted by spells.

Once the characters have encountered a soul, they can't meet it again for 7 days. They must take it or leave it. The names presented in the encounters are the souls' original names, but they carried many more over the course of their almost four centuries of imprisonment and reincarnation.

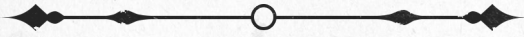
Fog Soul Encounters

d6	Encounter	Soul
1	Khazan	Evil
2	Dark druid	Evil
3	Strahd soldier	Evil
4	Squire	Favorable
5	Sergei von Zarovich	Favorable
6	Tasha Petrovna	Favorable

Dark Druid. The stories told about the druids of Barovia don't live up to their real wickedness. Their souls always return to their ranks, never mixing with the rabble. The dark druid named Dragana presents herself as a dusk elf hunter, skilled with the bow and deadly with her knives. She tells the characters that she knows secret passages into Castle Ravenloft, even Strahd's secret resting place. A successful DC 13 Wisdom (Insight) reveals that she tells the truth but also has ulterior motives.

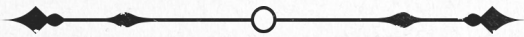
Khazan. The soul of the deceased lich senses the opportunity to once more return to something akin to life. It presents itself as a mage with a long white beard, a pointy blue head, and long blue robes. It plays the part of a distracted, yet powerful wizard named Sill. It says that it knows a thing or two about vampires and how to slay them. Best while they sleep, with a stake and hammer. That, or a meteor swarm. A successful DC 13 Wisdom (Insight) reveals this soul to be unfathomably powerful—and evil. Refusing Khazan makes the lich angry. The characters must succeed on a DC 14 Charisma saving throw or are affected by the *bane* spell for 24 hours.

Sergei von Zarovich. Strahd's dead brother appears before the characters. If they have met Strahd before, they see the striking resemblance. He is upfront about his origin and his undying love for Tatyana, whose soul now resides in Ireena Kolyana. Sergei wants to do everything to keep Ireena secure but would rather see her killed before Strahd can corrupt her soul. Then at least, their souls would be united again in the mists. If the characters are too squeamish about it, he is not afraid to do the deed, but only as a last resort. Until then, he supports the characters. If the characters choose Sergei, the events described in "Something Blue" in chapter 8 of *Curse of Strahd* cannot occur.



"I SWEAR UPON THE MORNINGLORD TO dedicate my sword and shield and my eternal soul to the destruction of Strahd von Zarovich. The true darkness that haunts my home and torments my people for centuries must come to and end."

— Sir Costin the Avenger



Squire. Costin Neacsu was a squire in the Order of the Silver Dragon. He served dutifully but died a quick death on the battlefield. He wants to prove himself at all costs, presenting himself as a full-fledged paladin, Sir Costin the Avenger. He has sworn a holy oath to do everything in his might to punish Strahd for his deeds. A thin ray of light penetrates the fog when Costin makes them swear, a dim acknowledgement of the Morninglord. A successful DC 11 Wisdom (Insight) reveals that Costin has a good soul but isn't telling the full truth.

Strahd Soldier. Dracul Cosovei was one of Strahd's commanders, a brutal butcher whose deeds are too dark to write down with good conscience. He died several years after Strahd entered his pact with the Dark Powers, living out his fantasies as the burgomaster of Barovia. He presents himself as a Knight of the Order of the Silver Dragon to the characters, a stalwart fighter against evil. Nothing can stop him from killing Strahd, not even death. He doesn't know anything about the Morninglord if the characters test him. A successful DC 9 Wisdom (Insight) reveals Dracul to be a bad liar and bad influence.

Tasha Petrovna. Tasha was a powerful cleric in life, a true fighter for good. She tells the characters that the opportunity to return to life seems adequate, but she would prefer her real body. Alas, seeing that she has been dead for almost four centuries, that ship has sailed long ago. A successful DC 12 Wisdom (Insight) check reveals that she is a noble person and true. If the characters don't trap her, she wishes them well and gives a parting gift. The characters are affected by the *bless* spell for 24 hours.

Attacks in the Fog

Not only souls, but also bizarre monsters roam the divider between the Shadowfell and Strahd's domain. Roll on the Fog Monster Encounters table whenever the characters feel too secure. You may forgo any combat encounter if you prefer a calm session.

Fog Monster Encounters

d4	Encounter
1	Fog perytons
2	Flying darkness
3	Shriveled witch
4	Nothic

Flying Darkness. Six **darkmantles** fly in from the Shadowfell. They have their Darkness Aura activated, only appearing as dark patches drifting in and out of the mist. They don't attack immediately, but wait for up to 5 minutes to see if a character separates from the group. If one doesn't, they attack anyway.

Fog Perytons. The characters encounter a special breed of monstrosity, only native to the fogs of Barovia, perytons with monochrome feathers. They have the Shadow Stealth ability, allowing them to take the Hide action as a bonus action in dim light or darkness. The characters encounter at least three **perytons**.

Nothic. A **nothic** named Chicory stumbles into Strahd's domain, lured into the trap by the characters' *soul lantern* and other magic items. It asks the characters for their magic items in exchange for its wisdom and service. If Chicory learns what the characters plan, it truthfully states that it can see through naughty souls' disguises. If the characters decline or shortchange Chicory, it attacks. It retreats when it falls below 10 hit points.



"YOUR MAGIC THINGS TINGLE MY SENSES.

Show them, share them! Let us make a trade."

— Chicory



Shriveled Witch. The characters encounter a **green hag** named Lavinia. Her size is Small and she rides on a giant black cat named Micefright (treat as a **panther**). Lavinia tells the characters that they must bring an offering or be eaten by her adorable pet. It remains in your hands to decide what she believes to be a worthy offering. If the characters kill Lavinia, all characters who fought her must succeed on a DC 14 Charisma saving throw. On a failed save, the character is affected by a *bestow curse* spell of 5th level. For the next 24 hours, the character's size is reduced by one category and their Charisma ability score is reduced by 2.

Conclusion

When the characters present Granite with the captured soul, the gargoyle quaffs it down without hesitation. What follows is described below.

Favorable Soul

Picking a favorable soul for Granite bodes well for the characters. Granite and the soul share the rocky body henceforth and Granite produces the promised gem as reward. Depending on which soul the characters picked, Granite's abilities and combat prowess increase. Adjust its stat block to your liking.

Evil Soul

Picking an evil soul can only end in disaster. Depending on which soul enters Granite's body, it either pretends to be friendly to betray the characters in the right moment or simply flies away with loud laughter. Since the soul is evil, it ousts Granite's weak consciousness and effectively kills the gargoyle.

The Rewards

The characters can do with the gem as they please. They can sell it for 500 gp, return it to the Wizard of Wines, or plant it elsewhere for random effects. The characters can also keep the *soul lantern* to trap another soul for inspired conversation or keep an evil soul for extra punishment.



Honey Thief



Tales of Industrious Bees and Lycanthropes

*"I SAW IT CHANGE, QUITE CLEARLY, DESPITE IT BEING THE NIGHT. YOU SEE, THE MOON WAS STANDING FULL AND ROUND in the starry sky. Hands turned to paws, skin to black fur. 'Twas a **werebear!**" — raving villager*

This darn honey thief struck again. Enough is enough! I offer a sizable reward for the apprehension of the scoundrel. Visit me for details and a little drink. — Ol' Mitrofan

Background

Simu Brediceanu (neutral female human **werebear**) pilfers the odd honeycomb from a local beekeeper's boxes. She brings the tasty morsel to a cave in the foothills, hidden behind an old monastery. In the cave, she raises her offspring and ferments mead for the winter. Ol' Mitrofan, a man as old as dirt with only one remaining tooth, is at his wits end. So, he put up a note to attract some of the poor souls who periodically stumble into Barovia.

Preparations

Introduction

When the characters visit the beekeeper, Ol' Mitrofan treats them to some honey pie and brandy—the only two things that keep the old man going. Which brings us to the crux of the matter: a dirty thief is stealing his honey, threatening the old timer's strategic supply of golden happiness. He says the quest is simple. Just look for tracks around the boxes where he keeps his bees or lie in wait until the honey lover shows up. *"Then whack 'em over the noggin and throw 'em in the lake,"* Ol' Mitrofan says and downs another cup.

As a reward, Ol' Mitrofan promises the characters an exceptional rarity. You see, Ol' Mitrofan is over one hundred years old but doesn't look a day older than ninety. His secret is a special juice called royal jelly. He'd share his supplies with the characters, who will surely need it. The royal jelly functions as *Keoghtom's ointment* and Ol' Mitrofan offers three doses.

"I WANT THE THIEF FOUND. THEN WHACK 'EM OVER
the noggin and throw 'em in the lake."

— Ol' Mitrofan

Investigation

The boxes where the bees live, work, and die is not far from Ol' Mitrofan's house, somewhere near the fields. The specific location is of no interest. The simplest approach is to wait for the culprit, as Ol' Mitrofan suggested. The characters must wait for three (1d4 + 1) days before Simu Bredeceanu shows up. They can then confront or follow her.

Assuming the characters don't want to sit around and waste their time, they can attempt a Wisdom (Survival) or Intelligence (Investigation) check. The Investigation Findings table shows what they learn. The results are cumulative. Unless the characters decide to plunder the honey worth 100 gp and make a run for it, they have an easy time following the tracks to the ancient monastery, no check required.

Investigation Findings

DC	Findings
1	Honey tastes good!
2 - 9	Bear tracks leading away from the bee boxes. Easy enough to follow.
10 - 14	Bear tracks only lead away from the boxes, no tracks lead up to it. Curious.
15+	Human tracks that slowly change to those of a bear! Everybody suspected it from the start anyway. It's a werebear.

Ancient Monastery

Considerations

The course and outcome of the quest are fundamentally different depending on whether the werebear, Simu, is in the caves. If the characters followed her to the abandoned monastery, then her presence is guaranteed—unless the characters wait for her to leave again. Otherwise, the choice is yours.

General Features

The monastery once housed a community of monks but has long since fallen to ruin.

Ruins. Moss and lichen grow on the black granite stones from which the monastery was built. Large fragments litter the ground, some sturdy houses remain standing. The tiles inside are covered with grass and shrubs and are only partly visible. The roofs are completely gone, they collapsed long ago.

Caves. The caves are made of limestone, featuring dark orange dripstone in various sizes.

Lighting. There is no artificial lighting. The caves lie in total darkness by day and night.

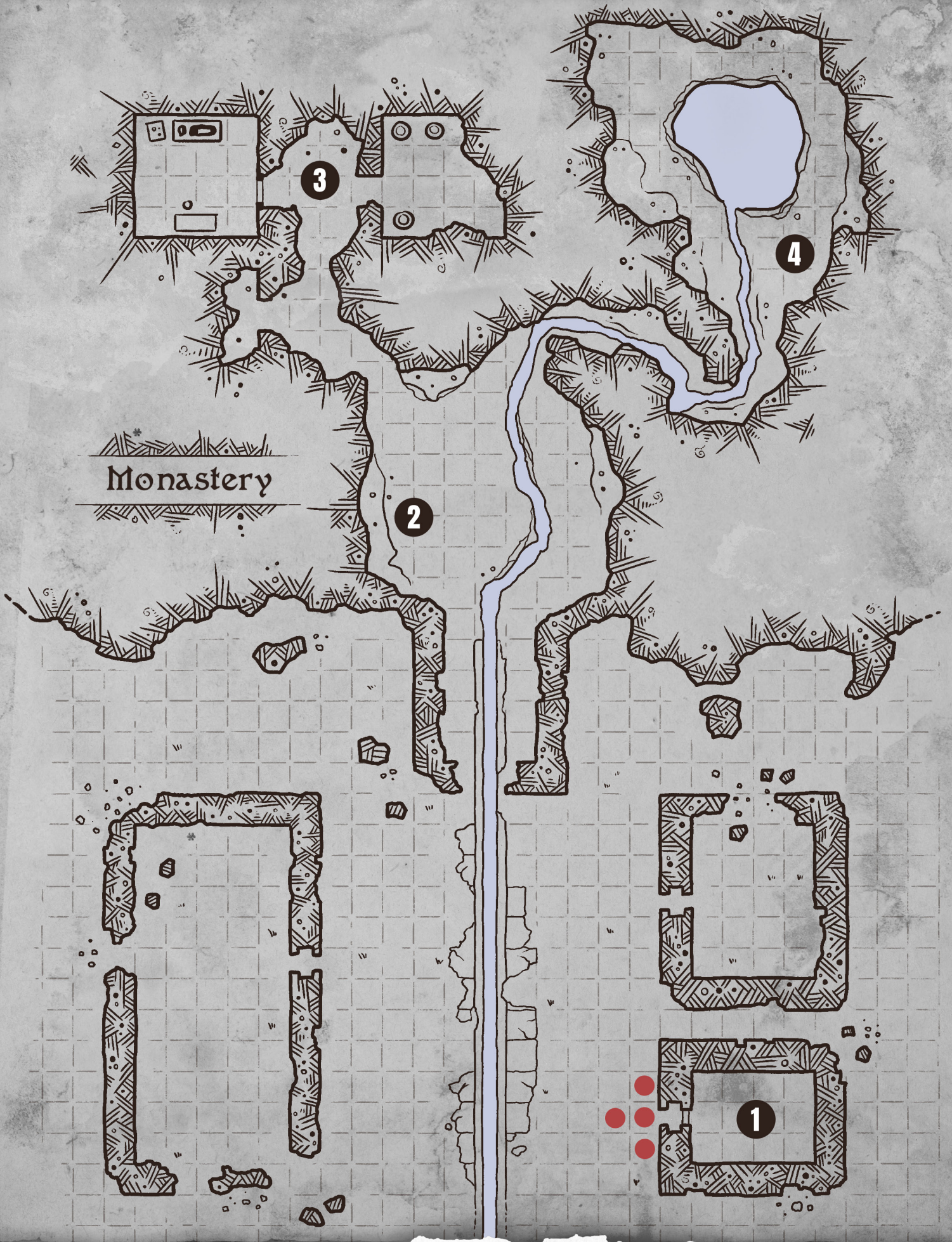
Smells and Sounds. It smells of fresh earth, minerals, and animals. Superimposed dripping sounds are heard throughout the cave.

Area 1. Hunter Encampment

Sensory Impressions

- ✦ An entrance "barricaded" with thick conifer branches.
- ✦ Successful DC 12 Wisdom (Perception) check: four hunting traps hidden in front of the entrance.
- ✦ Inside, a small campfire and two human hunters. A hare and a pile of chestnuts roast over the fire.

Encampment. The characters are not the first to arrive at the caves. A successful DC 13 Wisdom (Perception) check reveals a thin, white trail of smoke wafting from the ruins; the smell of smoke and roasted meat hangs in the air. The encampment is secured with four hunting traps. A successful DC 12 Wisdom (Perception) check reveals their location. If the characters don't spot them and advance on the encampment, each must roll a d4. On a 1, the character steps into a trap. If the characters shout to get the attention of whoever hides behind the barricade, the hunters respond and tell the characters to stand still because of the traps. They come out to show them the way.



Monastery

3

4

2

1

Resting Hunters. The hunters are Madalina and Sorina Vieru (neutral female human **scouts**), two sisters. They tracked a bear to the caves but decided to rest before attempting the hunt. They have been out and about in nature for over a week now and suffer from two levels of exhaustion. Attacking a bear in this condition is a horrible idea, they argue. They can tell the characters the following:

- ✦ The sisters hail from the village of Barovia. The bear they are tracking is big and strong, judging from its tracks. It will feed the village for at least a month.
- ✦ This is an old monastery where monks produced the finest mead in ages past. During that time, Barovia had two legs to stand on. Now, only the Wizard of Wines remains.
- ✦ Their grandfather always told them stories of an enchanted pond inside the cave. The monks used the water to ferment honey they harvested from all around.

Teaming Up. If the characters make their intentions known to kill the bear, the sisters are not at all happy. They are counting on the kill, needing the meat to scrape by. They try to dissuade the characters, telling them that they have everything in hand. If the characters tell them that they have no interest in the meat, the sisters are happy to team up, but first, they need to rest.

Packing Up. If the characters mention a werebear, the sisters pack up their things and make a run for it; they don't want to risk it. Even if the characters are wrong, which is very likely, they jinxed the hunt.



"SPENDING A WEEK IN THE WOODS MESSES WITH your head, or worse. Our grandfather told us once that he spent an entire month in the woods. When he came home, his ears were pointy and his skin looked like bark. He almost turned into an elf!"

— Madalina and Sorina



Area 2. Cave Entrance

Sensory Impressions

- ✦ Four bear cubs fooling around.
- ✦ Mossy floor with a thin creek running from the cave.

Bear Cubs. The four **black bears** are almost mature. They are Simu's cubs. Depending on the tone of your campaign, they can be adopted cubs or natural offspring from a bear father. The bears don't attack after spotting the characters but act aggressively. They don't know what to make of the intruders. A successful DC 10 Wisdom (Animal Handling) check suggests the characters must back off or the bears will attack. After 1 minute of indecisiveness, one of the bears attacks. The others join in after 1 round. If Simu is present, the bears retreat to area 3 after one of them dies. If Simu is not present, the last surviving bear attempts to flee. If the characters use spells like *Speak with Animals* or *Animal Friendship*, they can avoid hostilities and the cubs let them pass.

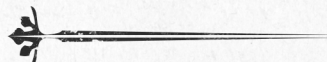
The Hunters. If the sisters are with the characters, they suggest retreating. Killing the cubs is lucrative, but not wise for the sake of the general bear population. They are old enough to fend for themselves and the sisters only want to hunt down the mother bear. Nevertheless, they help the characters if the bears attack.

Area 3. Simu's Hideout

Sensory Impressions

- ✦ A room with meager furniture.
- ✦ Dried carp hang from the ceiling.
- ✦ A werebear if Simu is present.

Simu Brediceanu. If Simu is present, the characters find her in her hybrid form. This encounter can go one of two ways. If the characters killed one or more of the cubs, Simu attempts to kill them, ripping them apart ferociously. If the characters somehow avoided or pacified the cubs, she is happy to talk. This is what she tells the characters:



- ✦ She likes honey.
- ✦ She has thick muscles and a great axe. Both suggest she can take the honey.
- ✦ When her cubs finish putting on fat for hibernation, she will stop taking the honey, that's a werebear promise. Next year, the cubs will set out into the world and won't need support anymore.
- ✦ If the characters give her an outrageous sum, like 5 gp, she can pay for the honey and stop stealing.

The Hunters. If the sisters are with the characters, upon seeing the werebear, they run. A successful DC 16 Charisma (Persuasion or Intimidation) check keeps them in line.

Area 4. Enchanted Pond

Sensory Impressions

- ✦ A deep pond of clear water.
- ✦ Something shiny at the bottom.

Cursed Pond. A curse lies on the pond, caused by Strahd himself. After he conquered the lands, the monks who inhabited the local ruins defied him, serving him poisoned mead. The plot failed. Strahd slew the monks and threw their bodies into the pond. Then, he defiled it once more with his bodily fluids.

Defiled Spirits. Three ancient spirits lived in the pond. They blessed the waters from which the monks fermented holy mead. Due to Strahd's actions, they have become cursed spirits. When the characters first enter the room, the spirits (treat as **will-o'-wisps**) rise from the pond and proclaim the following: "*Take the sword and slay the accursed king of vampires. If you deny, we will consume you.*" If the characters attempt to leave without taking up the sword, the spirits attack.

Treasure. At the bottom of the pond lies a mundane sword. When a character picks up the weapon, the three spirits merge with it, and the weapon becomes a *sword of vengeance* of a type the character wants, for example a shortsword or a greatsword. A successful DC 14 Charisma check upon picking it up wills it to become a different weapon type entirely, for example a warhammer.

Conclusion

The Honey

If the characters fulfill their quest and curb the honey thievery, Ol' Mitrofan rewards them with the promised royal jelly. The old man has five more doses in stock he would part with in exchange for gold, and ten more hidden away he doesn't tell the characters about. The characters can buy one dose for 120 gp—or steal everything.

If the characters kill the cubs without Simu present, the thievery stops as well. However, the characters have an angry werebear hot on their trail, plotting brutal revenge. Simu raids their camp when the characters make a long rest in the future.

The Sword

The characters can pick up a cursed sword from the enchanted pond. The three spirits which possess it urge the character on to kill Strahd, the sooner the better. During the night, they whisper in the character's ear, filling their head with hatred for the vampire.

Evolution. When the character who wields the *sword of vengeance* makes the first successful attack against Strahd, the sword changes and becomes a *sword of answering*, which one depends on the character's alignment. It reverts if Strahd survives but stays in this form if the characters kill him. If Strahd dies, the spirits leave the sword, thank the character, and return to their pond.

Destruction. If, at any time, the characters attempt to break the curse with a *remove curse* or *banishment* spell, the spirits leave the sword and attack. It then becomes nonmagical, in contrast to what it says in the item's description.

The Sunsword. If the characters have the *sunsword* in their possession or find it after picking up the *sword of vengeance*, the following occurs. The spirits form a strong friendship with the *sunsword*, sharing a common goal. They often talk and revel in ways to kill Strahd. The spirits allow a character to use the *sunsword* while being attuned to the *sword of vengeance*—the character has no disadvantage on attack rolls with the *sunsword*.

Metamorphosis



Tales of Hunters and Spore Brains

Preparations

Introduction

When the characters visit Tanya, she offers them some sweet water she collects from the local lead pipe's drippage. What a treat! This is what Tanya tells the characters:

- ✦ Her father went hunting in the foothills north of Castle Ravenloft. Usually, he returns the next day. Now it is already the third day since his departure and Tanya fears for him.
- ✦ As a reward, Tanya promises the characters a sack filled with coins her father hid below the floorboards for an emergency. Poor Tanya is too trusting for her own sake.
- ✦ If that's not enough, Tanya offers to become the characters' apprentice. She can cook, sew, and skin and gut forest animals. Her roasted liver with bulbs is to die for.
- ✦ If the characters want to see the wealth hidden in her home, Tanya produces a bag with 53 cp, 12 sp, and 1 gp. Pressed for more, Tanya offers the characters the family heirloom, the bow of her great-great-great-great-grandfather who fought in the great war. It is a *+1 longbow*, hidden in a large chest below a false bottom.

My papa didn't come home from his last hunt. He told me to never come searching for him if that happened. He stuffed a small sack below the floorboard so I can buy food when he is gone. I will give it to you if you find my papa. — Tanya Milu

Background

A **spore druid** (see below) named Ioanela is building an army of mushroom zombies, comprised of Barovia's inhabitants. Her prime targets are hunters, trappers, and worst of all: mushroom pickers. She amasses her fungi forces in a cave north of Castle Ravenloft, where the home of her affection, Strahd von Zarovich, is in full view. Ioanela's favorite vista being the castle bathed in moonlight with its base covered in thick fog.

One of her victims is Tovar Milu, a Barovian hunter. The only soul in the world who cares about Tovar is his nine year old daughter Tanya. Hence the note posted on the board. Without her father, Tanya will starve. Or worse, be forced to live in an orphanage.

Investigation

The characters must ask around to find the cave where Tovar Milu is located. To make the search more interesting and deadly, roll on one of the Random Encounters in Barovia tables found in chapter 2 of *Curse of Strahd*. The characters can gather the following clues:

Local Hunters. Random hunters, either found in a tavern or out and about, can tell the characters the following:

- ✦ A successful DC 14 Charisma (Persuasion) check or a bribe of 5 sp worms the location of a cave out of them which is popular among hunters and trappers who have to spend a night outdoors. It is located in the foothills described by Tanya.
- ✦ A bribe of 1 gp nets the characters another hint. Nobody hunts in that area anymore. Some animals are sick, their flesh diseased and not fit for consumption. Only someone desperate or foolish would go hunting there.

Foraging Children. A successful DC 10 Wisdom (Survival) or DC 14 Wisdom (Perception) check allows the characters to ferret out some young foragers named Yasmin and Timmon who hail from Vallaki. For a measly bribe of 1 cp, they point the characters to a cave system they always give a wide berth. In the past, many hunters used it for shelter. Now, some sickly looking animals gather in that area. The characters can further interact with the children:

- ✦ If asked what they are doing in the wilderness, the children explain that they gather food, like roots and berries, or they get the broom.
- ✦ A successful DC 14 Wisdom (Perception) check reveals a strange growth on Timmon's neck—a mushroom.
- ✦ Common sense reveals that Timmon is infected with a disease (see the Spore Brain sidebar). A successful DC 12 Wisdom (Medicine) check determines it with certainty.
- ✦ Timmon explains that a squirrel bit him on the neck during yesterday's trip. He jokes that he might become a squirrel vampire and hisses at the characters. Yasmin starts crying.

Spore Brain

Spore brain is a parasitic disease that always ends in death if not cured by spells like *lesser restoration* or *heal*. One day after the infection, rashes form on the infected creature's body. On the second day, mushrooms start growing from the creature's mouth, ears, and eyes or any other open wounds. On the third day, the creature withdraws to a location the sun can't reach, like caves or cellars. Additionally, the creature must succeed on a DC 16 Wisdom saving throw daily at dawn. On a failed save, the creature loses itself in a delirious hunger and sense of pleasure. It feeds on itself to nourish the fungus, which sprouts from wounds with increased speed. The creature dies three days after it starts consuming itself.

The Spore Caves

General Features

The spore caves were a normal cave system once, but have greatly changed since Ioanela moved in.

Ioanela's Forces. The characters encounter enemies in various states of change and decay. Some look like rotting zombie myconids, being already dead but still animated. Others look like myconids with human features. Eventually, all turn to sludge and join the great mycelium.

Infectious Spores. The entire cave system is suffused with spores. After the characters leave, they must succeed on a DC 15 Constitution saving throw or contract Spore Brain (see the Spore Brain sidebar).

Surfaces. The walls and ceiling are covered with mushrooms of all sorts and sizes. Some glow, others ooze, and some others pop and spread more spores. The floor is covered in a white sludge—the “remains” of Ioanela's victims. It seeps into the ground and helps the mycelium grow.

Smells and Sounds. It smells of fungi. Silence interrupted by sporadic moaning and shuffling.

Lighting. Glowing mushrooms spread dim light in the cave system.

Spore Caves



Area 1. Entrance

Sensory Impressions

- ✦ Animal corpses overgrown with mushrooms hang from the ceiling, dispensing glue-like sludge.
- ✦ Creatures, half mushroom and half zombie, mill about. They sink into the mud up to their ankles.
- ✦ The ground is soaked and mushy. Deep footprints everywhere.

The Shambling Army. The characters must face six **zombies** which protect the way further into the cave system. They have the following additional traits and abilities.

- ✦ **Damage Vulnerabilities** radiant
- ✦ **Hallucination Spores.** The zombie ejects spores at a creature within 5 feet of it that it can see. The target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. The poisoned creature is incapacitated while it hallucinates. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Gaining Knowledge. The characters can examine the zombies to gain the following insights:

- ✦ Judging from their torn clothing and worthless possessions, a successful DC 10 Intelligence (Survival) check reveals that the zombies were hunters once.
- ✦ A successful DC 10 Intelligence (Medicine) check reveals that whatever befell these creatures is highly contagious. Whoever gets bitten or scratched by one better have a *lesser restoration* spell or similar magic at the ready.
- ✦ A successful DC 16 Wisdom (Medicine) check reveals that the zombies were still alive when the fungus ravaged their body. After their death, the fungus stopped spreading. Time of death was around one week ago.
- ✦ A successful DC 14 Intelligence (Arcana) check reveals that the fungi's growth and mode of action aren't natural. A mage or "naturally occurring" magical effect is responsible.

Area 2. Restaurant

Sensory Impressions

- ✦ Two mushroom covered hunters sit on stones, eating themselves with beaming smiles.
- ✦ A large mushroom hangs from the room's ceiling. It wriggles.
- ✦ A white sludge covers the floor.

The Hunters. The characters find two hunters, Tovar Milu and Alina Cazacu (treat as **myconid adults**). Tovar Milu is happily digging into his left arm, showing no signs of distress. His right arm is completely gone and replaced by fungus. His left arm has seen better days. Alina Cazacu only has her right arm remaining, both legs and the other arm now fungus. Both greet the characters and ask if they want to join in. They are not hostile but defend themselves if the characters attack. The characters can save both with spells or items that cure diseases, like *lesser restoration* or *heal*. Once the disease is flushed from their system, the fungi extremities rot. When healed, Tovar Milu makes a run for it if the characters don't have a better idea. Alina asks the characters to put her out of her misery.

Defenders. The mushroom hanging from the ceiling oversees the new recruits (treat as a **myconid sovereign**). As long as the characters don't act aggressively or heal the hunters, it leaves them alone. They'll join the army soon enough.

Area 3. Spore Pump

Sensory Impressions

- ✦ A porous mushroom stands in the center of the room, surrounded by a pool of white sludge.
- ✦ The mushroom billows in regular intervals, discharging spores that look like fine smoke.

Spore Pump. The spore pump spreads spores in the cave and woods, as the name suggests. It has an AC of 10 and 20 hit points.

A successful DC 10 Intelligence (Nature) check reveals that destroying the pump has dubious long term advantages and immediate disadvantages. Characters who are within 100 feet of the spore pump when it is destroyed must make a DC 16 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one. On a failed save, the character is also poisoned for 1 hour. Ioanela, who bides her time in the adjacent room (area 4) uses the opportunity to attack the characters.

Area 4. Ioanela's Lair

Sensory Impressions

- ✦ A woman floats in a whirlwind of spores. She wears an elaborate dress made of mushrooms.
- ✦ A room completely furnished by specialty mushrooms. A luscious mushroom bed, coat racks holding more mushroom dresses, a mushroom table with a small mushroom chess set (the pieces move).

Discussion. The woman floating in the room is Ioanela. If the characters are interested, she humors them with a discussion. More time for the characters to breath in her spores. This is what she tells them:

- ✦ She is the Queen of Spores; the characters should be humbled to be in her presence. Her great mycelium will soon reach the farthest corners of Barovia.
- ✦ Ioanela would do everything to infect Strahd, who she desires as her dark lover. Strahd rejected her once, but when his brain is consumed by fungi, he will come to his senses.
- ✦ Ioanela invites the characters to dine with her. She offers them a bite of her own flesh. A character who takes her up on the offer is automatically affected by her Spore Infestation ability, no saving throw allowed. The character can attempt a saving throw after 24 hours.

Hostilities. Sooner or later, if the characters don't attack Ioanela (neutral evil female human **spore druid**), she continues with her plans. Ioanela has the following tactics:

- ✦ She opens combat with a *confusion* spell if the characters are densely packed and she can hit at least three of them.
- ✦ She combines the *spike growth* with the *plant growth* spell for a devastating effect.
- ✦ She uses the narrow corridors to prevent the characters from teaming up on her, popping in and out for hit and run attacks.

Treasure. Searching Ioanela's room, the characters find her *magic mushroom dress* and an *ioun stone of insight*. The *magic mushroom dress* functions as a +2 *leather armor* and has pockets.

Conclusion

Tovar Milu Lives

If the characters save Tovar, he returns to his daughter. Although his hunting prowess is severely diminished by the loss of his arm, he scrapes by as a trapper. He gives Tanya his blessings if she wants to join the characters as a retainer.

Tovar Milu Dies

Tanya is distraught by the loss of her father, but is more determined than ever to make the best of her lot. She follows the characters as a retainer and ignores all attempts to drive her away. *"Even death is a more gracious fate than living in the orphanage!"* Tanya proclaims, and marches on.

The Sickness Spreads

Killing Ioanela isn't enough to stop the spread of Spore Brain. Cases pop up here and there, Timmon being one of the patients. Use the disease as a future plot point at your discretion.

Spore Druid

Medium humanoid (any race), any alignment

Armor Class 14 (magic mushroom dress)

Hit Points 65 (10d8 + 20)

Speed 30 ft., fly 15 ft. (hover)

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

Skills Perception +6, Survival +6

Senses passive Perception 16

Languages Druidic plus any two languages

Challenge 5 (1,800 XP)

Potent Spellcaster. The druid can cast a cantrip as a bonus action.

Spellcasting. The druid is an 8th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). It has the following spells prepared:

Cantrips (at will): *chill touch*, *druidcraft*, *poison spray*, *resistance*

1st level (4 slots): *charm person*, *cure wounds*, *entangle*, *fog cloud*, *inflict wounds*

2nd level (3 slots): *barkskin*, *blindness/deafness*, *gentle repose*, *gust of wind*, *spike growth*

3rd level (3 slots): *animate dead*, *gaseous form*, *plant growth*, *speak with plants*

4th level (2 slots): *blight*, *confusion*, *grasping vine*

Actions

Chill Touch (Cantrip). Ranged Spell Attack: +6 to hit, range 120 ft., one creature. Hit: 9 (2d8) necrotic damage, and the target can't regain hit points until the start of the druid's next turn. If the target is undead, it also has disadvantage on attack rolls against the target until the end of her next turn.

Poison Spray (Cantrip). The druid extends its hand toward a creature within 10 feet of it that it can see and projects a puff of noxious gas from its palm. The creature must succeed on a DC 14 Constitution saving throw or take 13 (2d12) poison damage.

Spore Infestation (Recharge 6). Spores grow mind-bending fungi in a creature's brain, forcing it to act on the druid's behalf. A creature within 10 feet of the druid must succeed on a DC 14 Constitution saving throw or be affected by the *dominate person* spell for 1 minute; no concentration required. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Reactions

Halo of Spores. A creature that moves to within 10 feet of the druid must succeed on a DC 14 Constitution saving throw or take 3 (1d6) necrotic damage. The druid can expend one spell slot; the damage increases by 7 (2d6) for each slot level.

The Black and Silver



Tales of Revenants and Dark Boons

Against the werewolf plight that haunts these misty lands, only true, luminous silver can bring salvation. I have heard parts of lost fables, confusing recountings of the great war, hinting at a treasure of pure silver. Find me in my smithy for a private word.

— Dinu Albu

Background

Dinu Albu (lawful good male human) is an expert smith who can silver weapons. When the characters first encounter him, Dinu has the statistics of a **commoner** with a Strength of 16 (+3) and a Charisma of 15 (+2). He carries part of Argynvost's soul, but not all. The body of a human couldn't hope to hold the noble dragon soul in its entirety. Dinu is not aware of this fact.

Ever a fighter against Strahd, Dinu wishes to combat evil even in his current reincarnation. After researching the fall of the Order of the Silver Dragon, Dinu learned of a betrayer among the members of the order named Sir Simion Tomescu. Sir Simion was a vain man who valued silver above all, going so far as to wear armor and

a holy symbol made of pure silver. He lured a dozen of his comrades into a subterranean ruin, claiming to have found the invader's supplies and second in command. Strahd's soldiers barricaded the entrance behind them and trapped the knights like rats. In the end, all died an agonizing, honor-less death while the sly soldiers smothered them with smoke over the course of several hours. As promised, Strahd emptied a chest containing a thousand silver pieces on Sir Simion's fumed corpse.

Soon afterward, Sir Simion Tomescu rose from the dead, an eternal punishment by the Morninglord. Since then, he bides his time.

Preparations

Introduction

Dinu Albu welcomes the characters in his smithy. He is nearing the end of his 40s and has arms as strong as oak trees, a mighty black full beard, and silver strands in his hair. He treats the characters to some mulled wine and tells them of Sir Simion Tomescu as detailed above. This is what he suggests:



- ✦ The characters must search for a cave at the foot of Mount Ghakis's northern slopes. The hidden passages should lead to ancient ruins below the mountain where he suspects Sir Simion's corpse, or worse. Nothing evil seems to want to stay dead in this accursed valley.
- ✦ Local trappers and hunters might know a thing or two about caves in the area. The characters could start their investigation by questioning them. They like wine and cheese.
- ✦ The characters must retrieve all silver from the cave and bring it to Dinu. If they decide to keep it for themselves, the Morninglord will smite them dead, or at least hard.
- ✦ As a reward for delivering the silver, Dinu will not only silver the characters' weapons but also give them a lifetime discount in his smithy and offer them food and shelter whenever they desire.

Dinu and Argynvost. A character who has seen (or sees) a portrait of Lord Argynvost in Argynvostholt can attempt to recognize familiar features in Dinu with a DC 14 Intelligence (History or Insight) check. Dinu laughs at all attempts to link him to Lord Argynvost, jesting he might be a bastard grandchild. He honestly doesn't believe a link exists.

Investigation

Finding the cave is no obstacle to the characters, they are experienced adventurers. To make the search more interesting and deadly, roll on one of the Random Encounters in Barovia tables found in chapter 2 of *Curse of Strahd*. A successful DC 10 Wisdom (Survival) or DC 14 Wisdom (Perception) check allows the characters to ferret out some hunters in the area. Morna and Jult (neutral evil human **scouts**) are carving up a boar when the characters find them. They tell the following:

- ✦ The characters should put their tails between their legs and hide inside Vallaki, like the other puppies and sheep. Roaming about is an activity reserved for real men and women.
- ✦ On a successful DC 16 Charisma (Persuasion) or DC 10 Charisma (Intimidation) check, they know of a cave that fits the description, a haunted place full of

death and awful sounds. They point the characters in the right direction. The characters have advantage on the check if they bribe the hunters with wine or cheese. On a result of 5 or below, the hunters point the characters in the wrong direction, sending them to a cave housing five **carriion crawlers**.

- ✦ If the characters tell Morna and Jult of the silver treasure, they suggest they join forces, intending to kill the characters if an opportunity arises. A successful DC 12 Wisdom (Insight) check reveals their ill intentions. If the characters refuse the partnership, the hunters attempt to shadow them anyway. A successful DC 16 Wisdom (Perception) check reveals their presence while the characters travel.

Cave of the Betrayer

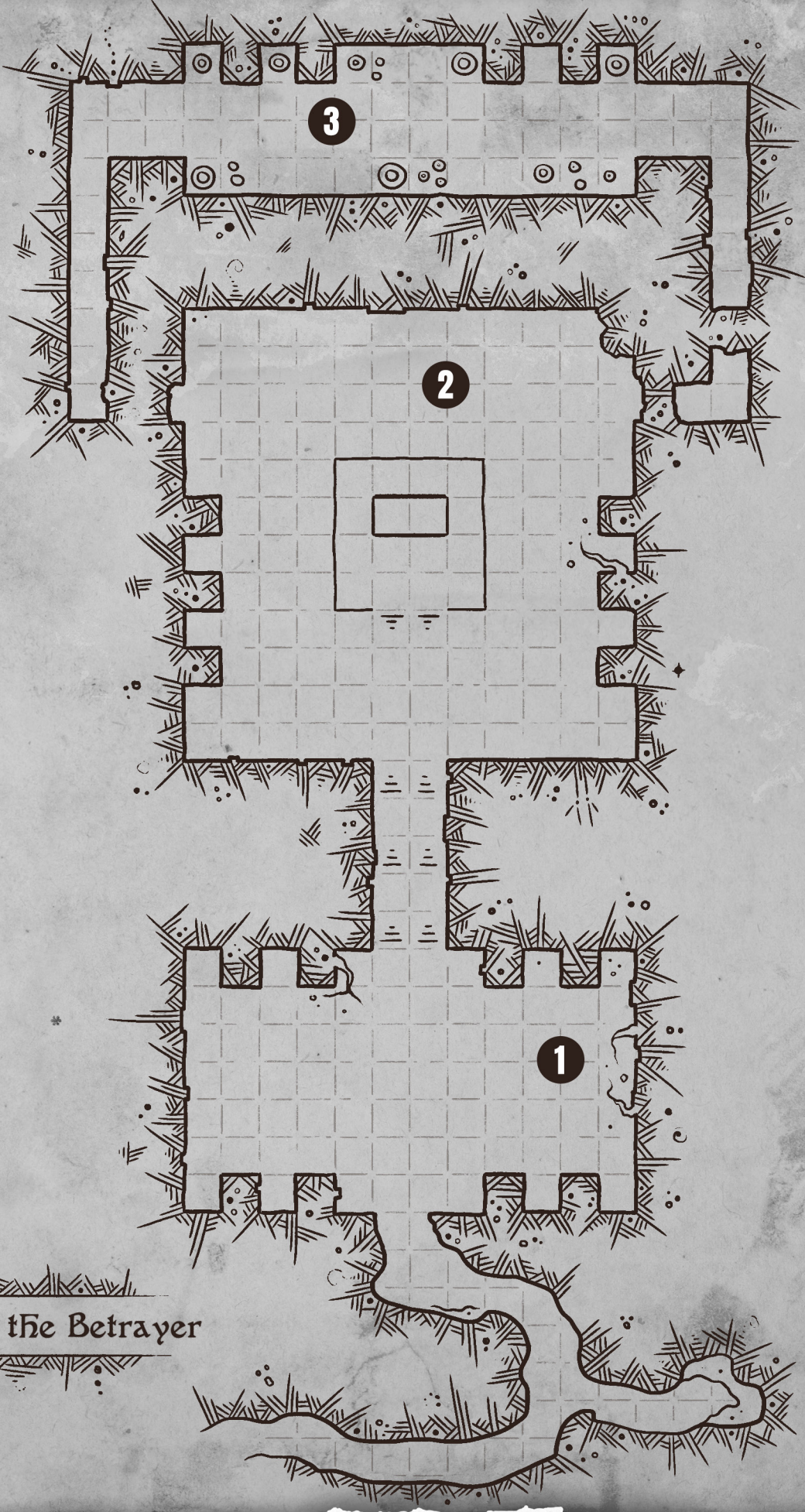
General Features

The Cave of the Betrayer is Sir Simion's prison and an ancient mountain folk burial site.

Undead Intruders. By the Morninglord's will, Sir Simion Tomescu is forever bound to the cave until he atones for his sins. Knowing that the task can't be fulfilled from the confines of a dirty cave, to spite the Morninglord and to his amusement, Sir Simion animated the corpses of his former comrades. This doesn't sit well with the creators of the cave.

Sentient Cave. The cave is alive. The unholy rituals performed in the cave brought it to life, the blood and guts of the sacrificed drawing a swallow of a dark god's essence into the stone. Wherever the characters go, they witness the uncut stone and worked walls slowly opening their eyes to watch them. The makeup of the cave changes at glacial speeds, opening new passages and closing others. This takes decades, posing no threat to the characters.

Surfaces. Thick roots break through all surfaces. The cave's blood drips from these wounds, looking like black tar—but it tastes of blood. Murals cover the walls, depicting the mountain folk hunting, celebrating, and mating.



Cave of the Betrayer

Smells and Sounds. Although whatever happened in these caves is forgotten by Barovia's inhabitants, the cave hasn't forgotten. These memories manifest as perceptible phenomena. It reeks of burned meat, blood, and decay. Ancient screams and moaning echo through the halls.

Area 1. Antechamber

Sensory Impressions

- ✦ A ghost sits cross legged on the floor, eyes closed.
- ✦ Twelve skeletons, armed with greatswords, hack at the ghost in futility.
- ✦ The ghost is female, wears pelts, and features shaggy hair entwined with branches.
- ✦ Dead animals littering the floor.

Eternal Skeletons. The skeletons are what remain of the knights who Sir Simion led into the caves to find a senseless death. They are mindless and continuously attack the ghost or random animals that advance into the cave. They shift their attention to the characters when they notice them. The characters must face twelve **skeletons** armed with greatswords—they only pursue the characters to the cave's exit, then shamble back to work on the ghost. Destroyed skeletons reassemble and rise again at sunset unless they are properly buried or sprinkled with holy water, one flask sufficing for all.

Yuanana's Ghost. The stoic ghost sitting in the center of the room is that of Yuanana, a centuries dead mountain folk shaman. She has the statistics of a **ghost** but can't use the Withering Touch attack. She only speaks Druidic and a lost language. A character who succeeds on a DC 20 Intelligence (History) check coincidentally speaks Yuanana's language—let the character explain why. These are Yuanana's thoughts and actions:

- ✦ Yuanana is frustrated because she can't hurt the undead intruders. The skeletons kill all animals she lures into the cave. Even if a skeleton is destroyed, it reanimates during the next sunset.
- ✦ Yuanana is interested to see if the characters are strong enough to kill the skeletons, if even for a time.

- ✦ Yuanana attempts to communicate to the characters that she wants them to kill the undead creature in the ritual chamber. It is an affront to her dark god, unbelievably so. She promises to help them in battle by summoning mountain animals.
- ✦ If the characters attack Yuanana or refuse to understand, she gives up and attempts to possess a character who doesn't appear very charismatic. Using the character as a vessel, she can talk Common (presumably) and reason with them.

Treasure. The characters find nothing of value—the greatswords are beyond repair.

Area 2. Ritual Chamber

Sensory Impressions

- ✦ An ancient stone altar of crimson color.
- ✦ A zombie-like creature, clad in black armor, lounges on the altar.
- ✦ The creature cleans its teeth with a bone and carves doodles into the altar using a dagger.
- ✦ Hundreds of silver pieces strewn about the room.

Sir Simion Tomescu. Sir Simion waits for an opportunity to escape the cave. Meanwhile, he is a general nuisance and taunts Yuanana by defiling her holy ritual site. He has the statistics of a **revenant** but wears a breastplate (AC 16) and carries a rusty greatsword. His silver armor and silver holy symbol are blackened, looking like charcoal. This is what he tells the characters:

- ✦ He doesn't care why the characters came here. They now have two choices. They can either die fighting him or take his holy symbol to Argynvostholt. There, they are to place the item on the altar in the Chapel of Morning and smash it to pieces.
- ✦ With this, Sir Simion will be freed from his shackles and he can go on to a peaceful afterlife. A successful DC 12 Wisdom (Insight) check reveals this to be a lie. Being called out for the lie, Sir Simion admits that the deed will only free him from the cave, enabling him to seek out Strahd and stake him to death—the dirty betrayer.

- ✦ If the characters propose to join forces against Strahd, Sir Simion swears to pledge his sword to their noble cause, provided they finally get going and smash his holy symbol. Under no circumstances does Sir Simion want to give up his armor. Sir Simion holds true to his word but plans to kill the characters after Strahd is dead. A successful DC 14 Wisdom (Insight) check reveals Sir Simion has ill appetites.

Yuanana's Help. If the characters decide to fight and kill Sir Simion instead, Yuanana summons a **boar**, a **brown bear**, a **giant goat**, and a **wolf** to help them. The animals don't arrive immediately but after 1d4 rounds. After Sir Simion lies dead, the surviving animals fight amongst themselves until only one remains. Yuanana possesses the last one standing while the blood of the dead wets the altar.

Dark Boons. If the characters sacrifice a creature on the altar or are present when one of Yuanana's summoned animals dies, the cave starts speaking, proclaiming that the characters may choose a boon. See the Dark Boon table for what is available to the characters. One character can pick one boon per sacrifice and can only have one boon active at a time; a new boon replaces an old one. At your discretion, a character may choose an alternative boon, but it should not be more powerful than those described in the Dark Boon table. All boons remain for 24 hours, unless otherwise stated.

Treasure. The characters can retrieve a greatsword, a breastplate, and a holy symbol. See "Silver Returned" in the conclusion for information about the armor and holy symbol. Additionally, the characters can collect 1,000 silver pieces over the course of several hours.

Area 3. Burial Chamber

Sensory Impressions

- ✦ Clay pots in all shapes and sizes.
- ✦ Broken clay pots litter the ground, spilled valuables among thick shards.

Secret Room. The cave has closed off the burial chamber. The characters can't access it without magic means or extensive digging efforts. If the characters were to start digging with conventional means, they would need 7 days to break through. If Yuanana is "alive," she first tells the characters to stop. If they don't comply, she sends a punitive force of six cave bears (**polar bears**) to kill the characters on the last day. A spell like *dimension door* or *stone shape* allows the characters quick access so that Yuanana doesn't have time to retaliate.

Treasure. The characters find ancient jewelry and coins worth 1,000 gp total, twelve holy symbols depicting a rising sun worth 60 gp total, *bracers of archery*, and a *staff of the adder*.

Dark Boon

Sacrifice	Boon
Beast	As an action, the character can turn into the sacrificed beast for 1 minute. The character loses the boon after one use. The transformation follows the rules of the <i>polymorph</i> spell but doesn't require concentration.
Beast	The character replaces one ability score with that of the beast.
Beast	The character is affected by the <i>speak with animals</i> spell.
Humanoid	The character gains the sacrificed person's looks, voice, and memories. All memories and characteristics fade immediately once the boon ends.
Humanoid	The character's maximum hit points increase by a number equal to that of the sacrifice.
Humanoid	The character can cast each of the following spells once: <i>armor of Agathys</i> , <i>blight</i> , <i>hunger of Hadar</i> , and <i>misty step</i>

Conclusion

Sir Simion Unshackled

If the characters aren't interested in silvered weapons or fighting Sir Simion, they can free the revenant by smashing his holy symbol on the Morninglord's altar. Upon breaking, twelve screams escape the holy symbol. The characters have drawn the Morninglord's ire which can serve as a future plot point. With Simion's holy symbol destroyed, the characters need a different holy symbol along with Simion's still blackened armor to rekindle Dinu Albu's memories. However, if Dinu learns what the characters have done, he refuses to support them against Strahd.

Silver Returned

If the characters bring Dinu the blackened armor and holy symbol, he knows what to do. He sends the characters to buy a flask of holy water. Pouring the liquid on the relics reverts them to their former glory. Seeing the silver armor and holy symbol, a bolt of memory jolts through Dinu's body. He remembers parts of his true self and the origin of his soul—as well as the depth of Simion's betrayal. Henceforth, Dinu has the statistics of a **knight**. Additionally, once per long rest, as a bonus action, for 1 hour, he can turn into a **silver dragon wyrmling** following the rules of the *polymorph* spell (without the need to maintain concentration). Dinu is overcome with a great sadness when his memories return. He thanks the characters but asks them to leave him alone for a few days. Afterward, they can return for a long talk and silvered weapons. Dinu then promises the characters his help against Strahd in the final battle.



I need help on an
important quest.

Meet me on the bridge
crossing the Tser Falls
at sundown.

The reward for your
help will be invaluable.

JOSEPH ALFONSO D

HONEY THIEF

This darn honey thief
struck again. Enough is
enough! I offer a sizable
reward for the
apprehension of the
scoundrel. Visit me for
details and a little drink.

-- Ol' Mitrofan

Against the werewolf
plight that haunts
these misty lands,
only true, luminous
silver can bring
salvation.

I have heard parts of
lost fables, confusing
recountings of the
great war, hinting at
a treasure of pure
silver. Find me in my
smithy for a private
word. — Dinu Albu

Missing Person

My papa didn't come home
from his last hunt. He told
me to never come
searching for him if that
happened. He stuffed a
small sack below the
floorboard so I can buy
food when he is gone. I will
give it to you if you find
my papa.

Tanya Milu