



ENCOUNTERS IN BAROVIA

Ravenloft

BY CHRISTIAN ZEUCH

ENHANCE YOUR BAROVIAN EXPERIENCE
WITH THESE 18 MICRO-ADVENTURES

Ravenloft



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INTRODUCTION



bleak, miserable land, the Domain of Dread known as Barovia is filled with countless horrors that oppress the Domain's soulless inhabitants. Helpless against the Devil Strahd's tyranny, Barovians eke out a living one day at a time, drowning their miseries in scant quantities of wine.

OVERVIEW

Encounters in Barovia contains 18 encounters designed for DUNGEONS & DRAGONS's most notorious Domain of Dread: Barovia. Each event and encounter listed in this product comes with a detailed explanation of how to run it in your *Curse of Strahd* adventure and includes a new, unique encounter map.

EVENTS

Events are alternate versions of the Special Events or other important encounters presented in the DUNGEONS & DRAGONS fifth edition *Curse of Strahd* adventure. The events listed in this module should be run in their respective *Curse of Strahd* chapter, which will be indicated in the event description.

ENCOUNTERS

Encounters serve as minor events you may want to trigger while the party is traveling through Barovia. The overview or location sections of each encounter will provide recommended trigger locations. From here on, both Events and Encounters will be called "Encounters" in their descriptions.

For your reference, this module presents the map of Barovia so you and your players can track your progress through Strahd von Zarovich's sorrowful realm.

This supplement contains the below Chapters for the purpose of adding value to your *Curse of Strahd* game.

Chapter 1: Events

Chapter 2: Encounters

Appendix A: Creatures

Appendix B: Equipment

Appendix C: Tables

Appendix D: Additional Maps

As the encounters are spread among various locations, you decide which ones your players experience.

RUNNING ENCOUNTERS

To run Encounters in Barovia, you will need the DUNGEONS & DRAGONS fifth edition *Player's Handbook*, *Dungeon Master's Guide* and *Monster Manual*, as well as the *Curse of Strahd* adventure.

Creatures new to *Encounters in Barovia* are listed in Appendix A. For the rest, refer to the *Monster Manual*. Magic items referenced in the encounters are listed in Appendix B.

RANDOM ENCOUNTERS

This module includes new additions and highly-detailed alternatives to the random encounters found in *Curse of Strahd*. The challenges faced here are sure to leave a lasting impact on your Players' journey through the wretched land of Barovia.

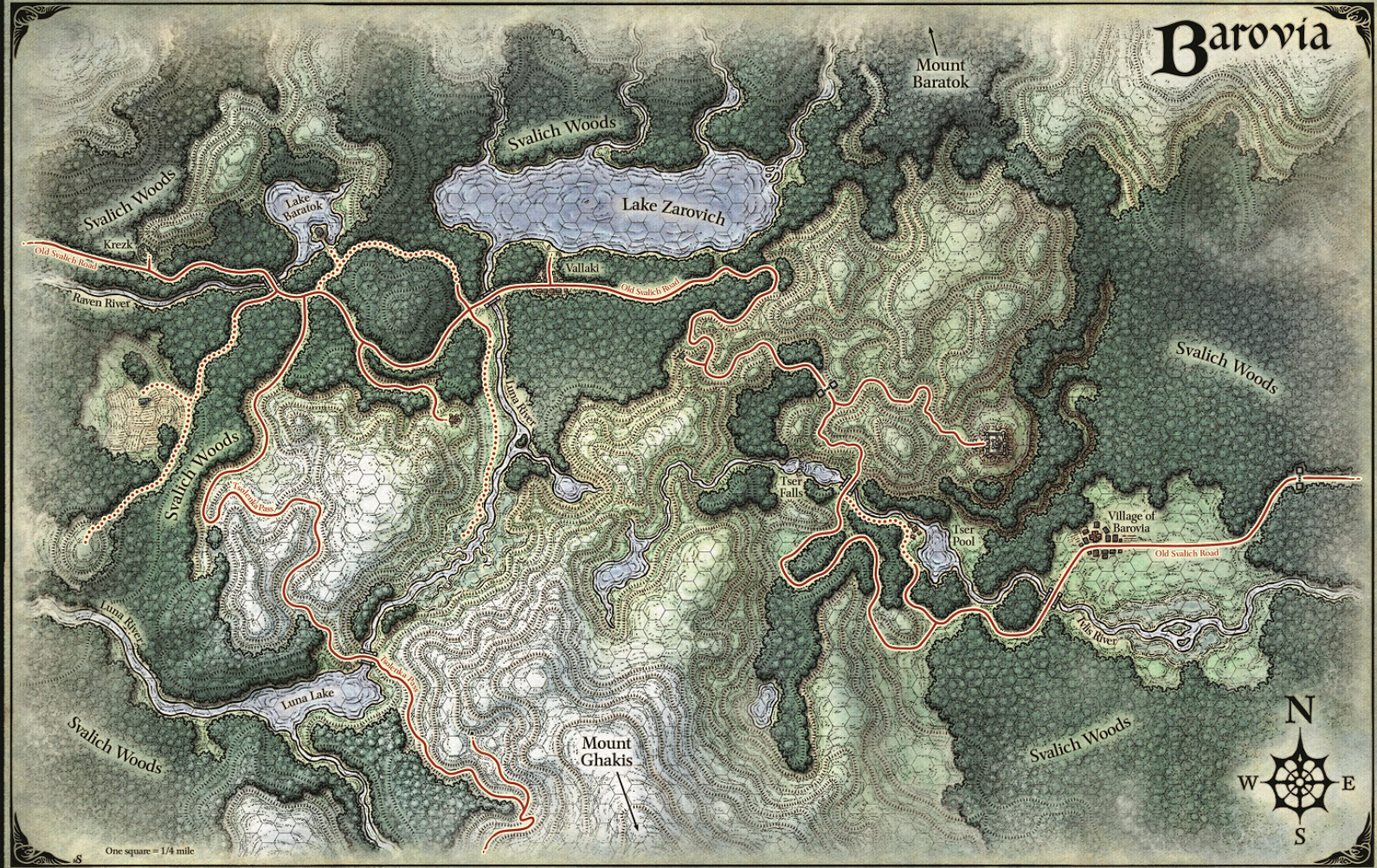
ENCOUNTER CHALLENGE

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

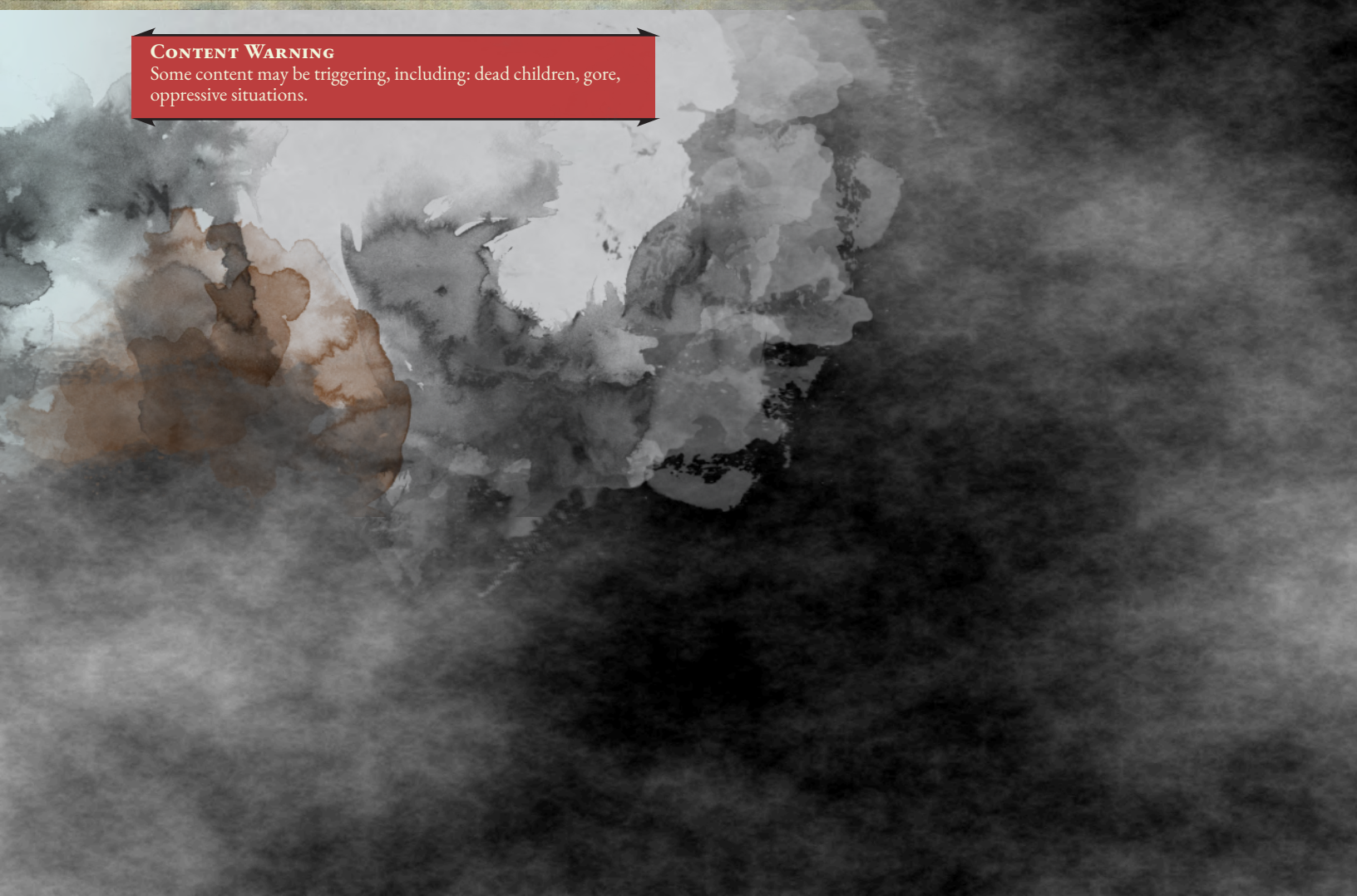
When the Rewards section of an encounter includes an experience points (XP) reward, refer to the XP Thresholds by Character Level table (chapter 3 of the *Dungeon Master's Guide*) to award the correct amount of XP based on the characters' levels and the provided difficulty.

USING MAPS

Every encounter presented in this module includes an associated map, which can also be used with the Special Events, Encounters and Random Encounters from the *Curse of Strahd* adventure. For some added variety to the provided maps, use image-editing software (like Photoshop or GIMP) to rotate a map's assets. Tired of an Old Svalich Road map that runs east to west? Rotate it 90° and now it runs north to south!.



CONTENT WARNING
Some content may be triggering, including: dead children, gore, oppressive situations.



CHAPTER I

EVENTS



This chapter provides alternate versions for the following Special Events, either replacing them or serving as a follow-up. Below is a table with the event name, pillar, level and location.

Encounter	Pillar	Level	Location
I'm Coming	Combat	6th-8th	Krezk
It's My Turn Now	Social/ Combat	3th-6th	Vallaki
The Megaliths	Exploration/ Combat	3th-5th	Old Bonegrinder
They Have Fangs Too	Combat	6th-7th	Vallaki

I'M COMING

Encounter Level: 6th–8th

Encounter Type: Combat

Encounter Overview: The adventurers take Ireena Kolyana to Krezk and trigger the “Something Blue” Special Event. Instead, Strahd appears in person to thwart the party’s attempt to reunite Ireena/Tatyana and Sergei. Replaces the Something Blue special event in *Curse of Strahd*.

Encounter Location: Krezk’s Pool (area S4, Chapter 8)

BACKGROUND

As the sovereign Lord of Barovia, Strahd employs many methods to track the party’s movements. Once he discovers that the party is heading to Krezk with Ireena, Strahd immediately rides Bucephalus to Madam Eva in order to assess this development. Madam Eva, in no position to refuse Strahd’s request, casts *divination*. The omen she receives speaks only of an unknown event that will undo everything Strahd hopes to accomplish. Strahd then races to Krezk to take Ireena once and for all.

THE ENCOUNTER

The party, accompanied by Ireena, gets to Krezk and at some point, Ireena heads toward the village’s pool (area

S4). When Ireena is about to grab Sergei’s watery hand (see the “Something Blue” event in *Curse of Strahd*), read or paraphrase the following aloud:

Ireena is about to take Sergei’s hand, reuniting with her ancestor’s lost love, when a powerful shout echoes from the storm clouds gathering above.

“SHE IS MINE!”

Lightning strikes the water, and Sergei disappears from sight. Strahd von Zarovich, mounted on the back of a flying dark horse with a flaming mane, hooves, and tail, bursts through the clouds. He immediately charges toward Ireena, who appears paralyzed by the Devil’s sudden arrival.

Start a combat encounter against **Strahd von Zarovich** and Bucephalus, a **nightmare**. Sergei, dismissed after the lightning strike, appears again in the second round of combat, at initiate count of 20, and calls for Ireena to join him.

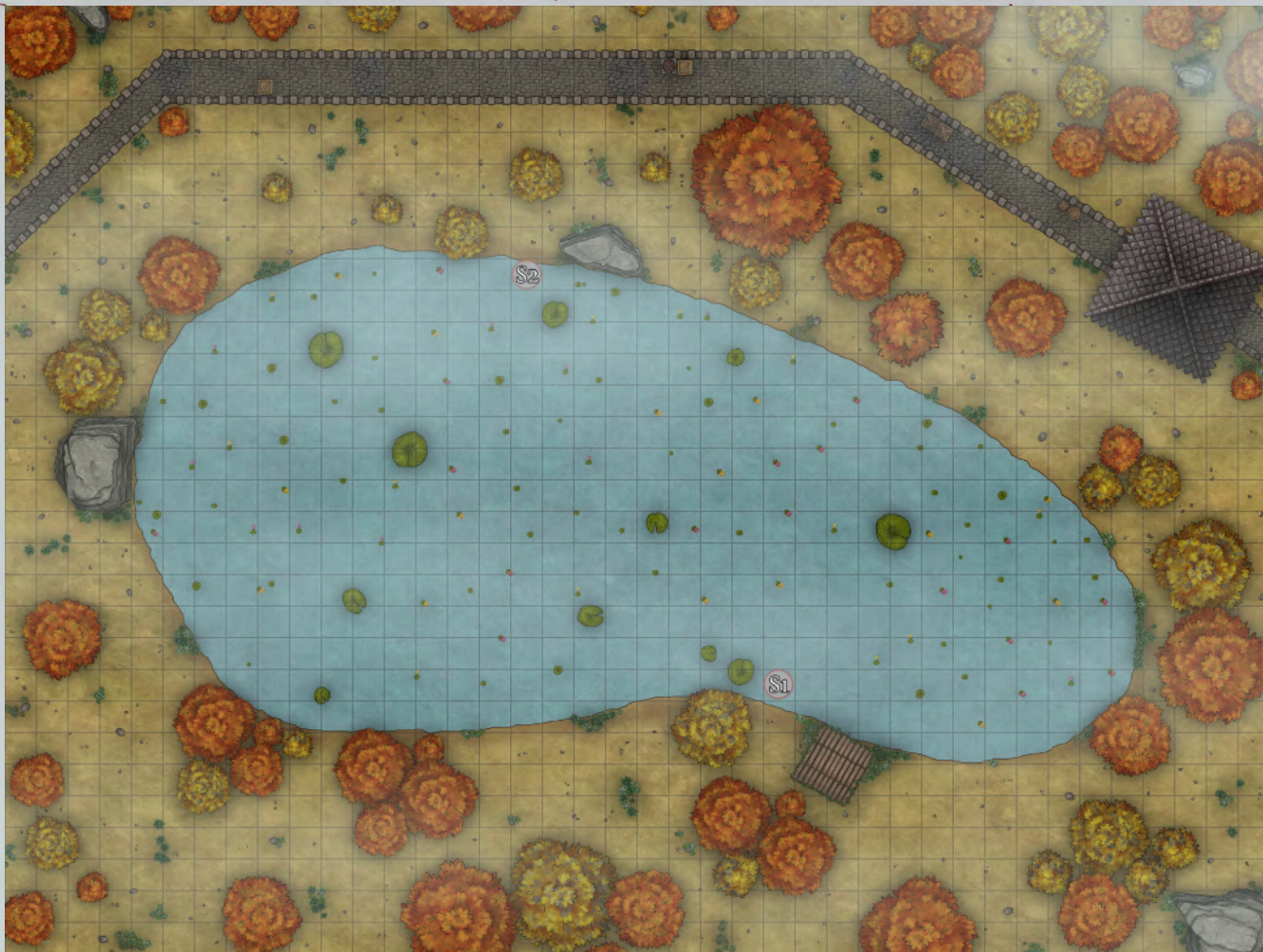
A successful DC 13 Charisma (Intimidation or Persuasion) check shakes Ireena from her paralysis and convinces her to accept Sergei’s hand. On her turn, Ireena uses the Dash action to reach Sergei by the safest path possible.

Strahd intends to take Ireena by any means necessary. His first step is to neutralize the party, which he attempts by using *gust of wind* to hurl them into the pool. If he notices that Ireena is too close to Sergei, he will try to push her into the pool, flying in her direction to pull her onto Bucephalus’ back. He then retreats from Krezk, back to his castle.

If the party attacks Strahd instead of Bucephalus, Sergei hints that attacking the mount should be more effective.

If the party manages to protect Ireena and help her reach Sergei, Strahd’s wrath rains down upon the party and he fights with full force for 2 or 3 rounds. He then realizes that without Ireena, these outsiders are all he has left. Pulling back, he returns to his castle to determine how best to deal with them.

If the party falls, Krezkians stabilize them and tend to their wounds. If anyone in the party is dead, Dmitri Krezkov, taking pity on those who sacrificed themselves to save Ireena, ascends the hill to the Abbey of Saint Markovia and pleads for the Abbot’s help, who arrogantly accepts.



He uses *raise dead* on the fallen hero and tells the party that they must now help him with the bridal gown in return (see “Something Borrowed” from *Curse of Strahd*).

OUTCOMES

Some of the possible outcomes are listed here:

- The group flees from the scene once they see Strahd, who easily grabs Ireena and takes her back to the castle;
- The party tries to help Ireena but fails. Strahd takes her to Castle Ravenloft;
- The adventurers manage to save Ireena, but fall in battle to Strahd;
- The group manages to save Ireena and repel Strahd.

REWARDS

- If the party manages to save Ireena, award them XP for a deadly encounter. If they saved Ireena and withstood Strahd’s wrath, award XP for two deadly encounters. If the party failed to save Ireena, award XP for a medium encounter.

ABBOT’S CORRUPTION

Roll on the Indefinite Madness table, presented in Chapter 8 of the *Dungeon Master’s Guide*, to apply a corruption effect to the character who was raised from the dead by the Abbot.

IT’S MY TURN NOW

Encounter Level: 3rd–6th

Encounter Level: Combat/Social

Encounter Overview: During the Festival of the Blazing Sun, Lady Fiona Wachter plans to overthrow the Baron and take over Vallaki. The party can decide which side of the conflict to take, if any. Replaces the Festival of the Blazing Sun special event in *Curse of Strahd*.

Encounter Location: Vallaki Market (south of area N7, Chapter 5)

BACKGROUND

Like many Vallakians, Fiona is tired of Baron Vallakovich’s “All will be well!” mantra and the forced happiness he imposes upon the town. The week prior, Lady Wachter gathered with her fanatics to organize the coup that would take place during the Festival of the Blazing Sun.

Fiona knows the party could prove to be an issue if they decide to take the Baron’s side in the conflict. She is prepared to offer them pretty much anything to either help her or not interfere.

THE ENCOUNTER

Once Lars is arrested after his ill-timed laugh (see the “Festival of the Blazing Sun” in *Curse of Strahd*), Fiona



gives a signal to her cultists to start the first part of the plan. If the party is watching the festival from the back of the market, read or paraphrase the following aloud:

From behind you, a woman shouts, "Fire! There's a house on fire," to the nearby guards. Some of the guards rush out of the market, following the panicked woman.

This was a ruse to lure some of the Baron's guards away from the festival grounds. If the group wants to help, run the "Luring Fire" event from Chapter 2. When the party returns to the market, the revolt is already underway. Skip to the paragraph starting with "The party is free to intervene..."

With the guards distracted, Lady Wachter (a **priest** with the below changes her spells), Ernst (a **spy**), four **cultists**, two **cult fanatics**, and Majesto (an **imp**), walk towards the Baron and Lars. Each fanatic casts *hold person* on the Baron and Izek. An additional eight cultists and two cult fanatics stand by with hidden daggers and scimitars, ready for a fight. For simplicity sake, as there are four fanatics present, Baron Vargas and Izek automatically fail their Wisdom saving throws against *hold person*.

FIONA'S SPELL LIST:

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

1st level (4 slots): *healing words*, *guiding bolt*, *inflict wounds*, *sanctuary*

2nd level (3 slots): *spiritual weapon*

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

Unless a character states that they want to follow Fiona, they don't know what's happening until Lady Wachter walks onto the stage, where the wicker sun still burns. She says to the Vallakians:

"My fellow Vallakians! Aren't you tired of this oppression disguised in false hope? The Baron has tried his ways for years and has gotten us where we currently stand. I see weary faces, tired of building his wild festivals week after week. Enough of that, I say!"

Loud chatter erupts among the townspeople while the guards stand by, confused by the Baron's inaction.

Fiona continues,

"Vallakians, I know you have been strong, and I know that your strength fades with each passing week. But fear not, for I shall lighten your burden!"

As she finishes, the cultists make their move on the guards and tell them to drop their weapons. The fanatics cast *hold person* on the biggest guards they see and then cast *spiritual weapon*. While Fiona gives her speech, the cultists restrain the Baron and Izek with ropes and gag them.

The party is free to intervene at any point; if they do not, nearby Vallakians begin to disarm and assault the guards. Most Vallakians speechlessly watch the scene unfold. Unless stopped, the assaulting Vallakians will kill the defenseless guards.

If the party decides to help the guards without engaging the cultists, neither Lady Wachter nor the cultists stop them. If they attack the cultists, start a fight against Fiona (**priest**), Ernst (**spy**), Majesto (**imp**), two **cult fanatics**, and four **cultists**. These fanatics have 2 remaining 2nd-level spell slots.

STRATEGY

Fiona starts the battle by casting *spirit guardians*, followed by *sanctuary* on the next round. For the rest of the encounter, she focuses on healing her allies. If needed, she casts a 2nd-level *guiding bolt* followed by a 3rd-level *inflict wounds*.

Ernst does his best to protect Lady Wachter, his employer. Using Cunning Action for a Disengage action, Ernst moves to attack a character that will guarantee a successful Sneak Attack and then returns to Fiona.

The cultists move to flank casters and weaker party members, while the fanatics try to cast *hold person* on the stronger ones. Seeing this, four **guards** manage to break free from the assault and retrieve their crossbows, focusing their attacks on the cultists.

During the fight, Fiona attempts to persuade the characters with offers of riches and power. If they accept, she stops attacking and tells her cultists to stand down.

DEVELOPMENTS

If the group kills or stops Lady Wachter and releases the Baron, he is very grateful and offers them 300 gp and access to his library. He then arrests Lady Fiona and, after a week of heavy surveillance in the market stocks, takes her to his house to torture and kill her. Ernst starts mentoring Fiona's sons, Nikolai and Karl, so they can follow in their mother's footsteps, grow the cult, and take revenge on the Baron.

If the party sides with Fiona, she offers them 110 gp, 180 ep, and two spell scrolls (*spirit guardians* and *dispel magic*). She may also ask them further favors in the future. She brings the Baron and Izek to her house, where she sacrifices them for her cult. Her cult grows and, though the festivals are gone now, her hunger for power and money transform her into a tyrant worse than the Baron.

If the characters arrest the Baron and Lady Wachter, taking over the town themselves, they are initially seen with distrust and may gain Vallakian's trust depending on their actions.

OUTCOMES

Some of the possible outcomes are listed here:

- The group simply watches everything unfold, Lady Wachter becomes the new ruler in Vallaki;
- The party tries to stop Fiona and trigger a fight with her and her cultists, which they win;
- The characters side with Fiona;
- The adventurers neutralize Fiona and arrest both her and the Baron. They take over the rulership of Vallaki.

REWARDS

If the party stops Fiona's coup, award them XP for a deadly encounter. If they take over the city, award XP for two deadly encounters. If the party sides with Fiona, award them XP for a medium encounter.

THE MEGALITHS

Encounter Level: 3rd–5th

Encounter Type: Exploration/Combat

Encounter Overview: The adventurers notice sinister reddish lights coming from stones near the Old Bonegrinder. Upon investigation, they realize some sort of ritual is taking place.

Encounter Location: The Megaliths (area O, Chapter 6)

BACKGROUND

Morgantha and her daughters have executed a ritual to curse a dream pastry with a powerful enchantment that will force a person to accept and eat it. They intend to offer the pastry to Baron Vallakovich and blackmail him for a cure to the curse. Using the Baron's funds, to establish a base of operations in Berez, the hags can

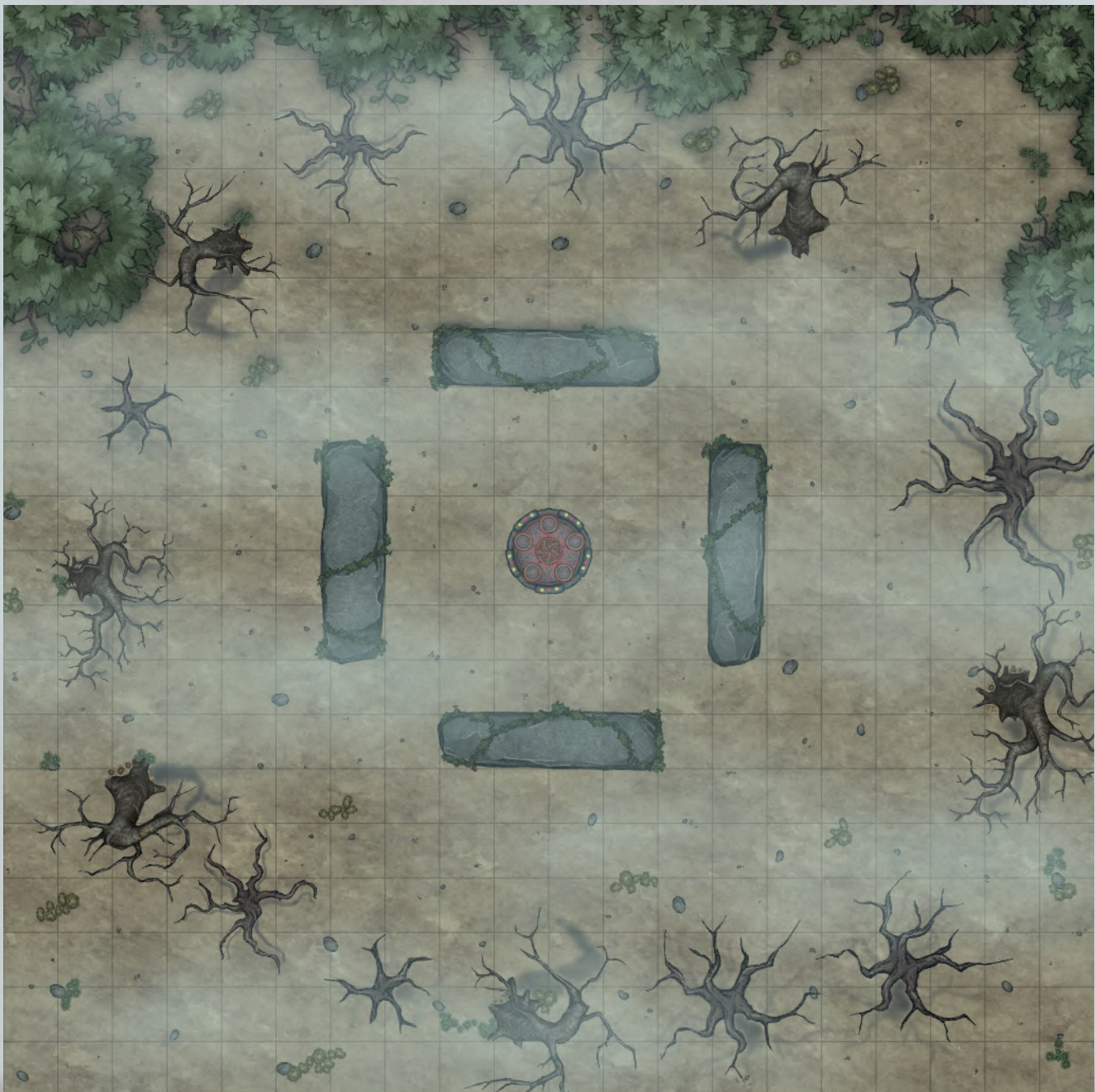
begin spreading their dream pastries to Krezk. Once the ritual begins, the dream pastry must stay in the center of the magic circle until dawn to complete the curse. While they wait, the hags have returned to the Old Bonegrinder so they can continue their work.

THE ENCOUNTER

When the group gets close to the Old Bonegrinder, read or paraphrase the following aloud:

During your trip, the decrepit windmill to the south catches your attention. On the east side, down a slope, you see eerie reddish lights encircled by four standing stones through the fog.

If they approach the standing stones, the party immediately realizes that a ritual was performed. You can then describe the city carvings present on each stone as they are mentioned in chapter 6 of *Curse of Strahd*. Then, read or paraphrase the following aloud:



In the center of these megaliths, a round stone altar, painted with a red pentagram and other circular symbols, is surrounded by burning candles. In the middle of the altar's pentagram is a small pie.

Stepping on the symbols without deactivating the ritual triggers a strong urge to eat the dream pastry. The triggering character must make a DC 18 Wisdom saving throw, hastily eating the pastry on a failed save. In addition to the standard trance effects of the pastry, the character is cursed. The cursed character suffers the effect below until removed by a *remove curse* spell, which can be cast by Father Lucian or Fiona Wachter.

Roll 1d6 to determine which ability is affected. The cursed character has disadvantage on ability checks and saving throws made with that ability. In addition, they take an extra 1 necrotic damage whenever the character is damaged.

Detect magic identifies a powerful necromancy source (pastry) and another source of abjuration (ritual stone base). The *glyph of warding* aura can be noticed with a successful DC 18 Intelligence (Investigation) check. A successful DC 17 Intelligence (Arcana) check reveals that the dream pastry is being imbued with some sort of enchantment. To deactivate the ritual, a character must succeed on a DC 15 Intelligence (Arcana) check. A failure means that the ritual is too complex for the character to disable.

If the party doesn't disable the ritual but passes the saving throw to avoid eating the dream pastry, attempting to remove it from the magic circle triggers a glyph of warding. The explosive rune deals fire damage to all creatures within a 20-foot radius of the pastry. Triggering the glyph of warding also attracts all three **night hags** to the party's location, who arrive one minute after the explosion, furious with the party for disrupting their ritual. If the group is still around, chances are they will not survive the coven's powerful spells.

TO THE RESCUE

If the party falls to the coven, they wake up tied to the Megaliths while the hags discuss in Infernal what to do with the nosy intruders. Everyone then notices a cauldron of bats observing them nearby, silently. The hags, knowing Strahd is among them, profusely apologize to the bats and flee the Megaliths in terror. Among the cauldron, the players notice an enormous bat with blood red eyes and crimson fangs. The bat gives them an almost human smile and flies away with the rest of the cauldron immediately following after.

OUTCOMES

Some of the possible outcomes are listed here:

- The group ignores the light and continues on their way;
- The party investigates the light and someone eats the pastry;
- The characters try to disable the ritual but fail;
- The adventurers fail to disable the ritual and trigger the explosion, attracting the coven;
- The party falls to the hags;
- The group manages to successfully disable the ritual.

REWARDS

If the party disrupts the ritual, award them XP for a deadly encounter. If they fail without triggering the explosion, award them XP for a medium encounter.

THEY HAVE FANGS TOO

Encounter Level: 6th or 7th

Encounter Type: Social/Combat

Encounter Overview: With the bones of St. Andral returned to the church, thus spoiling Strahd's plans involving his vampire spawns, the Devil sends Kiril and his pack of werewolves to go to Vallaki in their human forms and remove the bones from the Church. With the protection removed once more, Strahd can take Ireena back to Castle Ravenloft.

Encounter Location: St. Andral's Church (area N1, Chapter 5) during the day

BACKGROUND

Strahd's attempt to cause confusion and terror in Vallaki was foiled by the party when they retrieved the sacred bones and returned them to their rightful place. However, Strahd learns that Ireena is staying at the church and sends Kiril to remove the bones.

Once Father Lucian sees the men entering the church, he sends Yeska to the Blue Water Inn, or wherever the group is staying, to ask them for help. Kiril, accompanied by four of his companions, orders two of his men to take hostages—including Ireena—while the other two guard the door. Kiril interrogates Father Lucian to discover where the bones are hidden. Strahd is waiting outside Vallaki to enter the church as soon as Kiril completes his mission.

THE ENCOUNTER

If the party leaves immediately after Yeska asks them for help, read or paraphrase the following aloud:

The old church looms down the road as the light from the entryway braziers spills out from the open main doors. From inside, you overhear Father Lucian scream, "I WILL NOT TELL YOU!"

If they take more than ten minutes to leave, then read:

As you approach the church, multiple screams can be heard from inside.

TIMELY ARRIVAL

If the party decides to enter the church, they are intercepted by the a **werewolf** and a **rampaging werewolf** (see appendix A) guarding the entrance as soon as two characters are inside. Read or paraphrase the following aloud:

As the first two enter the church, two humanoids with wolf-like features block the entrance while one of them shouts: "KIRIL!"

They shout to Kiril, who immediately takes Father Lucian hostage. All werewolves are currently in hybrid form. One of the werewolves located at the back of the church moves to the entrance and fights the group, using his first action to Dash toward the characters.

If the party takes immediate action, start the combat or have Kiril appear from Father Lucian's office. When Kiril appears, read:

A werewolf much larger than the rest appears from Lucian's office, grabbing the man by the neck.

"Stand down or he dies. Then, those poor folks will share the same fate."

As this happens during the day, there are only 1d6+3 terrified Vallakian adults (LG male and female human **commoners**) and 1d4+1 Vallakian children (LG male and female human noncombatants) inside the church. The children start crying once combat breaks.

If the adventurers keep fighting, Kiril says: "You asked for it," and slashes Father Lucian's throat open. He then informs the party that he will keep killing hostages until the party surrenders. He uses the Dash action to reach the back of the church and he sends the last werewolf to the entrance, making this a fight against two **werewolves** and two **rampaging werewolves**. Every subsequent round of the fight, Kiril kills an adult while shouting the kill count to the party: "That's two on your tab!"

When only one werewolf is left, and if all party members are still standing, Kiril, a **werewolf alpha** (see appendix A) with AC 17 (*ring of protection*), rushes toward the party. He fights to the death knowing the consequences of failing Strahd. If all adventurers are killed or knocked unconscious, Kiril and his remaining werewolves spend two hours searching for the bones, destroying the church in the process. Upon finding the bones, Kiril removes them from the grounds and Strahd arrives to take Ireena. Seeing a seasoned group

of adventurers fall in battle, Baron Vallakovich does not interfere and needlessly risk more hostages' lives.

The authorities help any unconscious adventurers tend to their wounds back at the Blue Water Inn. The Baron is concerned that some of the characters may have contracted lycanthropy and wants them all out of the city unless they can prove no one is affected.

STANDING DOWN

If the party stops fighting, the werewolves stop too. At this point, Kiril explains that nobody else needs to die (assuming that Father Lucian was killed) and all he wants are the bones. The faster he finds them, the quicker they will leave. If the party agrees or tells Kiril where the bones are hidden, he asks one of his companions to take the bones to Strahd. Some moments later, Strahd appears through the same window where the werewolf left the church and takes Ireena. If the party tries to impede them, Kiril and his remaining men fight the group while Strahd takes her away.

LATE ARRIVAL

Father Lucian is knocked unconscious, having revealed the bones' location, and Kiril is prying a floorboard loose when the party arrives. The **werewolf** and **rampaging werewolf** at the entrance try to prevent the group from entering the church. The other **werewolf** and **rampaging werewolf** watching the hostages at the back of the church have orders to stop the townsfolk from running away or doing something stupid. If the party dispatches the werewolves at the entrance, the other werewolves join the fight.

Kiril needs 2 rounds to pry enough boards to enter the crypt. Once open, he enters the crypt, grabs the bones, and returns to the surface in 2 rounds. He then places the bones in a backpack and orders the



werewolves to fight the party while he escapes through a window to deliver the bones to Strahd.

PICKING THE WRONG FIGHT

The encounter is designed with the assumption that Kiril will not fight. If the party takes any action that involves Kiril, have both rampaging werewolves go to the back and start killing civilians and 1d4+3 **guards** arrive with silver spears to help the party.

If the party doesn't take Ireena with them, Strahd appears some moments later and charms her. The party can try to fight Strahd, but they could be hurt from the previous fight. Strahd ignores them, taking Ireena in his arms and jumping through the window, using Bucephalus to return to Castle Ravenloft.

If the adventurers take her elsewhere, like the Inn, Strahd will be furious but will not engage them yet. He will plan something more elaborate to take her from their grasp.

Kiril was wearing a *ring of protection* and carried a gold necklace worth 250 gp, and all coins carried by the fallen werewolves total 12 gp and 43 sp.

OUTCOMES

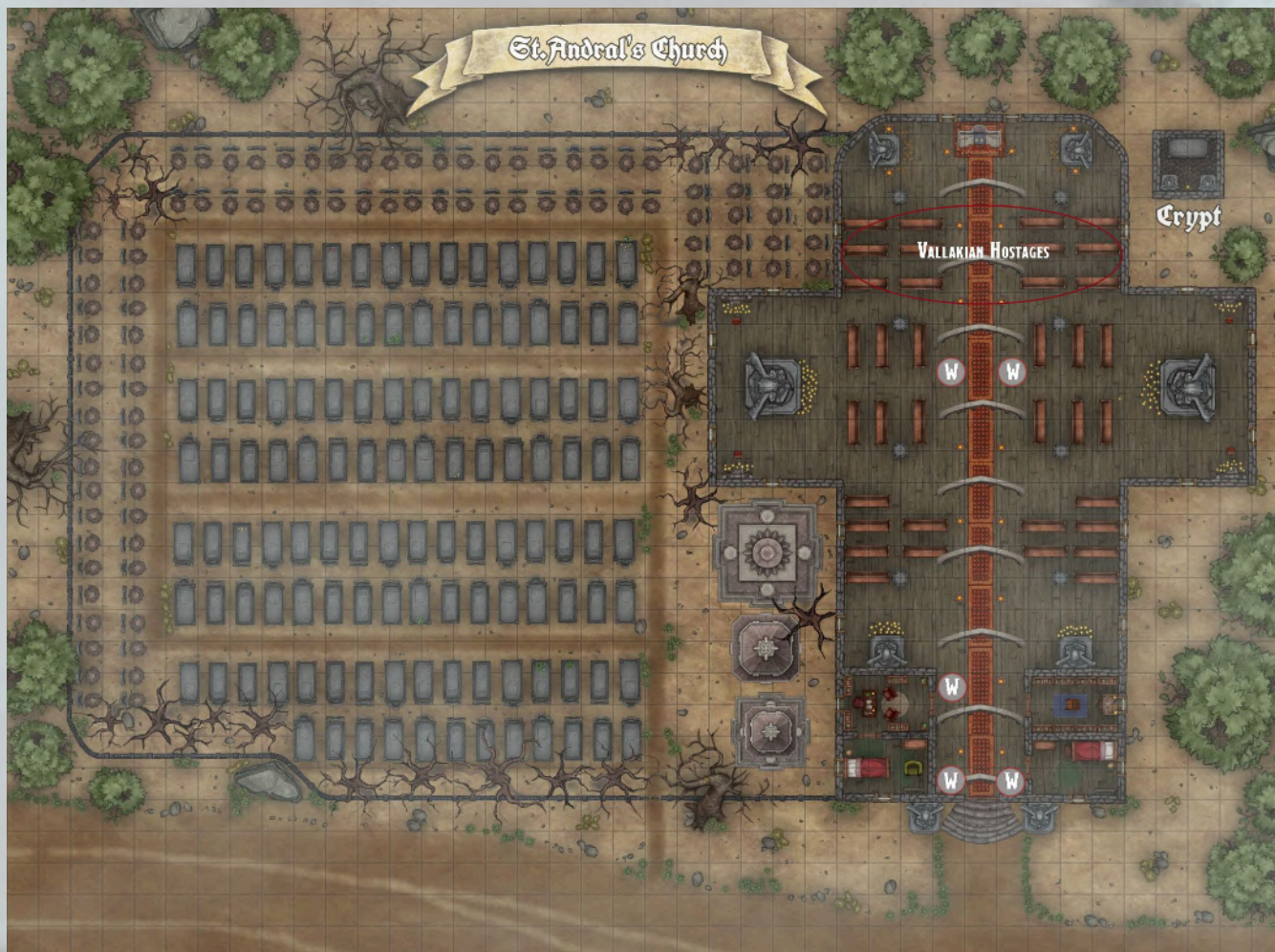
Some of the possible outcomes are listed here:

- The group ignores Yeska's request, Father Lucian dies, and Ireena is taken away by Strahd;
- The party manages to deal with the werewolves, but Kiril escapes with the bones, and later Strahd takes her;

- The group falls in battle and the wake up at the Inn;
- The adventurers manage to secure the bones inside the Church, foiling Strahd's plan once again. This sends him into a rage, as he devises a more excruciating plan to capture Ireena in the future;
- The group stands down, avoiding further deaths, and Strahd takes Ireena.

REWARDS

If they secured the church and the bones, award them XP for a deadly encounter. If they secured the church but not the bones, award them XP for a hard encounter. If they tried to defend the church and fell, award them XP for a medium encounter.



CHAPTER 2

ENCOUNTERS

This chapter provides encounters that can be run in addition to the Random Encounters from chapter 2 of *Curse of Strahd*, or if you need to spice things up in the party's journey through Barovia. Each encounter in the table below lists the pillar(s) of gameplay on which it focuses, the recommended party level for the encounter, and where the encounter is located. When an Encounter Location section lists an area code and chapter number, refer to the *Curse of Strahd* adventure for more information.

Encounter	Pillar	Level	Location
A Warm Welcome	Social	N/A	Village of Barovia
Bad Omen	Exploration/ Combat	5th-7th	Svalich Woods
Bring It Back	Combat	4th-6th	Svalich Woods
Death To The Spies	Social/ Combat	6th-8th	Mount Baratok
Deep Fishing	Social	N/A	Any Lake
Forgotten Heroes	Social/ Combat	5th-7th	Svalich Woods
Heartless	Exploration/ Combat	3th-5th	Old Svalich Road and Svalich Woods
Left In A Hurry	Exploration/ Combat	3th-4th	Old Svalich Road and Svalich Woods
Luring Fire	Combat	3th-4th	Vallaki
Not From Here	Social	N/A	Vallaki
Search Gone Wrong	Social	N/A	Svalich Woods
Unrest In Peace	Social/ Combat	3th-4th	Old Svalich Road and Svalich Woods
Webby Woods	Combat	3th-4th	Old Svalich Road and Svalich Woods
Woody Ambush	Combat	6th-8th	Old Svalich Road and Svalich Woods

A WARM WELCOME

Encounter Level: N/A

Encounter Type: Social

Encounter Overview: When the party enters the Blood of the Vine tavern, the Vistani owners receive them with what initially looks like a warm welcome.

Encounter Location: Village of Barovia, Blood of the Vine tavern (area E2, Chapter 3)

BACKGROUND

It is not everyday that this establishment receives visitors with high spending potential and, most likely, information, tales and stories. Alenka, Mirabel, and Sorvia receive them at the door, arranging a place close to the statue for them to sit.

THE ENCOUNTER

Once the group enters the tavern, read to them the associated text box from *Curse of Strahd* and add:

Three women dressed in colorful gowns approach you with a smile on their face. One of them takes one of you by the hands and says: "Welcome, travelers! Please, have a seat!". The other two begin arranging a table for you.

If the party accepts the invite, the Vistani women drag three chairs from another table and join the group's table, squeezing between them. They know all Barovian and Vistani lore presented in chapter 2 of *Curse of Strahd*. They also urge the characters to spend their money here as they will most likely be dead very soon. They say this in a non-threatening way and, if questioned, mention that Barovia is a perilous land and many strangers have come and gone before them. They recommend the party visit the graveyard at midnight and see what happens to foreigners.

At some point during the conversation, Alenka mentions that Madam Eva, a Vistani located in the Tser Pool Vistani camp, can read their fortunes if the party decides they want to die in here.

If the conversation grows stale, Ismark the Lesser can call the party to his table and ask for their help in escorting his sister, Ireena Kolyana, to Vallaki. When he summons the group, the Vistani owners say: "You shouldn't listen to the Lesser."

REWARDS

If they talk and interact with the owners, award them XP for a medium encounter.



BAD OMEN

Encounter Level: 7th–9th

Encounter Type: Exploration/Combat

Encounter Overview: While exploring the Svalich Woods, the group discovers a large sinister and eerie tree with no fog around it. Interacting with the tree might prove dangerous.

Encounter Location: Svalich Woods

BACKGROUND

This old tree was a failed attempt by Yester Hill's druids to animate a powerful tree under their control. The mighty tree came to life, but the druids couldn't control it. Abandoning their efforts, the druids imprisoned the newly-formed treant in a circle of enchanted plants.

THE ENCOUNTER

While walking through the woods, read or paraphrase the following aloud:

Ahead of you is a huge tree that seems to be untouched by the persistent Barovian fog. It has no leaves, and its base is covered with different types of mushrooms. You notice the skeletal remains of a humanoid near some of these mushrooms.

A character that eats a mushroom from the tree must succeed on a DC 13 Constitution saving throw or be poisoned. While poisoned, the character suffers from the Poisoned condition and 1 level of Exhaustion. After a long rest, the character repeats the saving throw, remaining Poisoned and gaining an additional Exhaustion level on a failed save. On a success, nothing happens. A *protection from poison* spell, which can be cast by Rictavio or Madam Eva, will end the poisoned condition and bring all Exhaustion levels back to 0.

If a character touches the tree, it awakens and attacks the party. It is a **deathly treant** (see appendix A) and cannot leave the circle of plants on the ground. Casting *protection from poison* and *remove curse* on the treant transforms it back into a normal tree.

OUTCOMES

Some of the possible outcomes are listed here:

- The group ignores the tree;
- One of the party members is affected by the poisoned mushrooms;
- The characters trigger a fight against the deathly tyrant;
- The adventurers cure the tree.

REWARDS

If the group kills the deathly treant, award them the standard XP for such combat. If they cure it, award them XP for a hard encounter.

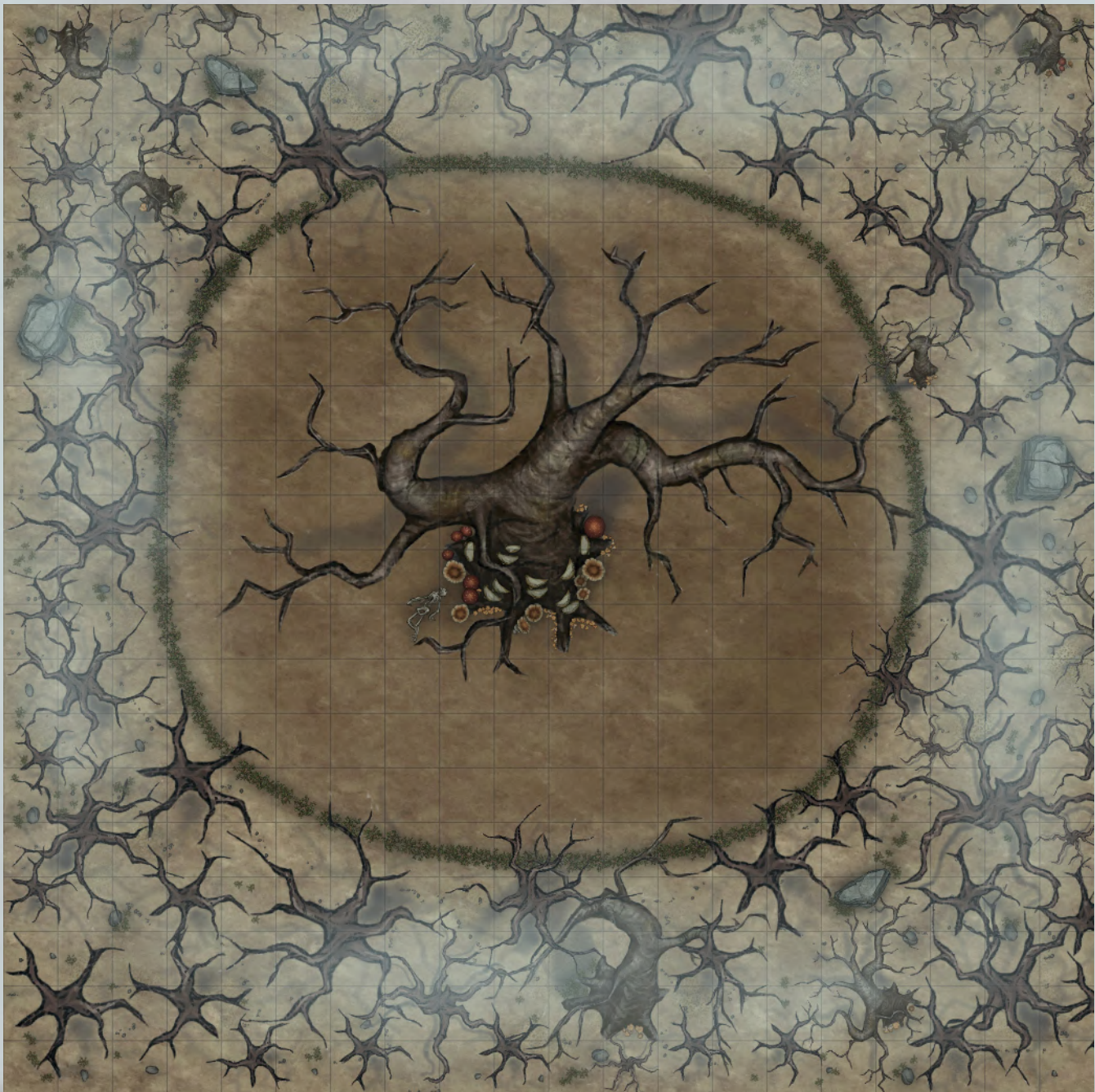
BRING IT BACK

Encounter Level: 4th–6th

Encounter Type: Exploration/Combat

Encounter Overview: Choose between this encounter or Bad Omen, as they use similar maps. While exploring the Svalich Woods, the characters discover a ritual underway by the druids Yester Hill. The party can interrupt the ritual and deal with the druids.

Encounter Location: Svalich Woods



BACKGROUND

The druids from Yester Hill have discovered a demon's skull near Berez and are in the process of bringing the demon back to life. The druids wish to control the demon and become the most powerful of Strahd's servants.

THE ENCOUNTER

While walking through the woods, read or paraphrase the following aloud:

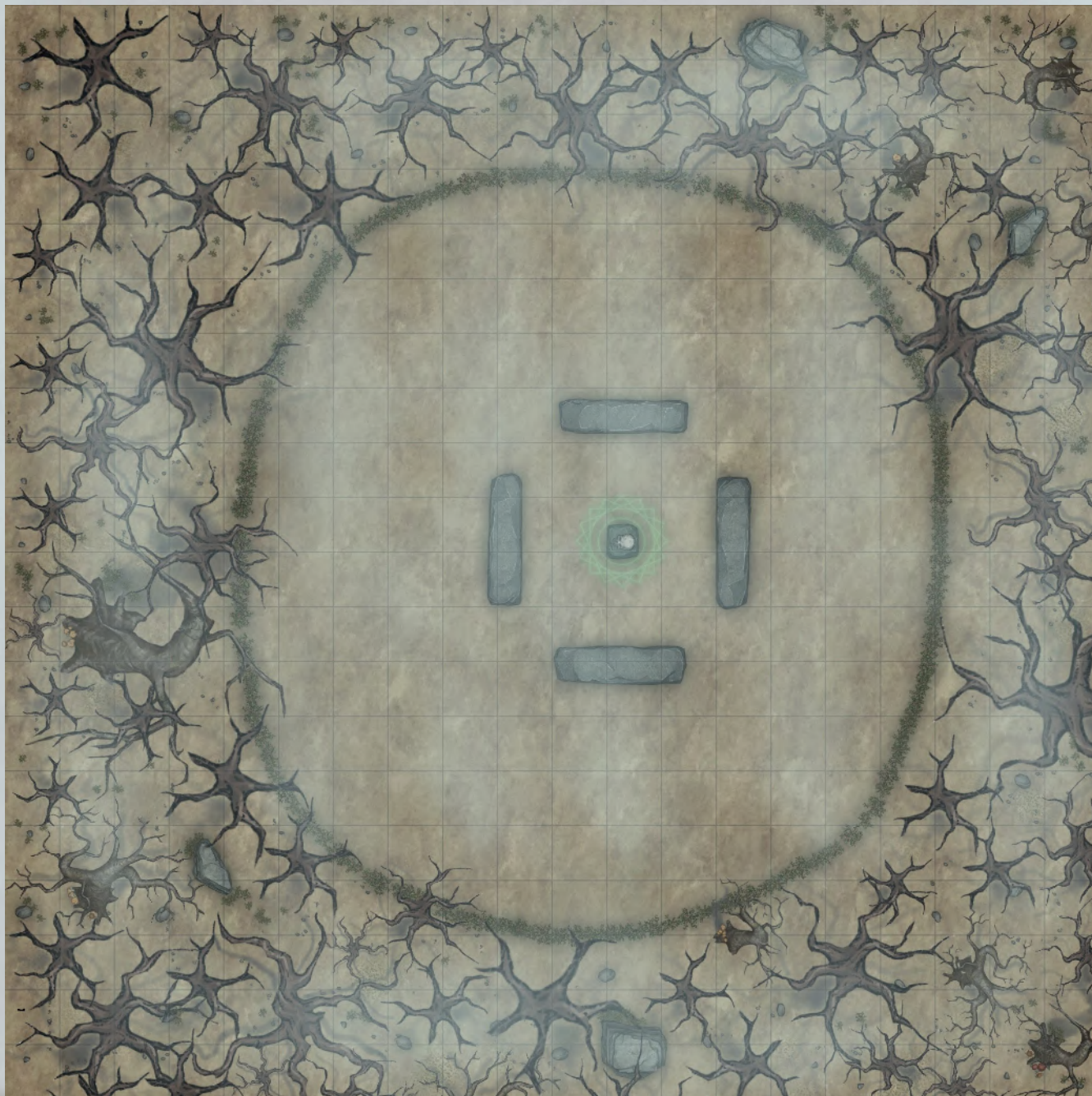
You hear voices coming from a small clearing ahead of you, all repeating the same words in syntony. Through the fog, you notice humanoid figures with antlers moving their bodies and arms close to large standing stones. A green light comes from the ground.

There are four druids and a **Yester champion** (see appendix A). The druids have the additional feature

below, increasing their CR to 3:

Change Shape (1/Day). As a bonus action, the druid magically polymorphs into a beast with a challenge rating of 1 or less that does not have a fly speed, and can remain in this form for up to 1 hour. The druid can choose whether their equipment falls to the ground, melds with their new form, or is worn by the new form. They revert to their true form if they die or fall unconscious. The druid can revert to their true form using a bonus action on their turn.

While in their new form, the druid retains their statistics, but their AC, movement modes, Strength, Dexterity, and Constitution scores are replaced by those of the new form, and they gain any special senses, proficiencies, traits, actions, and reactions (except class features, legendary actions, and lair actions) that the new form has but they lack. They cannot cast spells while in the new form.



The druids are chanting Druidic words and concentrating on the ritual, so they have disadvantage on Perception checks (-5 on passive Perception). If the party reveals themselves to the druids, their leader and champion, Vlaska, continues the ritual with another druid while the other three druids attack the group.

STRATEGY

On their first turns, each druid uses their bonus action to turn into a **brown bear**, a **dire wolf**, or a **giant spider**.

If the characters try to break the skull from a distance, It has AC 12, 15 hit points, and is immune to poison and psychic damage. Succeeding on a DC 15 Intelligence (Arcana) check can also stop the ritual by tampering with the magic symbols around the altar.

If left alone, Vlaska and the druid finish the ritual in 4 rounds. Every time Vlaska or the druid takes damage, they must succeed on a Concentration check or the ritual's progress is delayed by 1 round. Once the ritual is completed, read or paraphrase the following aloud:

The green light starts shining brighter, and the ground begins to shake. The skull floats into the air as tissue and bones materialize around it. The druids look at the scene with exaltation and exhilaration.

It takes 1 round for the **tanarukk** (see appendix A) to appear. It is summoned in a state of pure rage, using the Reckless Attack feature every round. All attacks made by and against it have advantage. It pursues and attacks the nearest creature to the best of its abilities, including the druids.

OUTCOMES

Some of the possible outcomes are listed here:

- The group ignores the druids;
- The party interrupts the ritual and deal with the druids;
- The group interrupts the ritual and flees the scene;
- The adventurers don't stop the ritual but manage to kill all enemies.

REWARDS

If the party kills the four druids, Vlaska, and the tanarukk, award them the standard XP for such combat. If they interrupt the ritual, award them XP for a hard encounter.

DEATH TO THE SPIES

Encounter Level: 6th–8th

Encounter Type: Social/Exploration/Combat

Encounter Overview: The Mad Mage of Mount Baratok, a magically bewildered Mordenkainen, spots the party coming his way and decides they must be Strahd's spies coming to end his life.

Encounter Location: Mount Baratok (area M, Chapter 2)

BACKGROUND

Losing his battle against Strahd, Mordenkainen also lost his mind after realizing he had no hope of leaving this wretched land. Paranoid that powerful enemies still hunt him, the Mad Mage rushes to the group's location after they unknowingly trigger one of his silent alarm spells.

THE ENCOUNTER

While travelling through the cold and steep trails of Mount Baratok, read or paraphrase the following aloud:

A man in ragged robes with messy hair and beard shouts at you, "You can tell the Devil of yours that he will not get me so easily! You should have stayed in bed today!"

He starts to move his improvised staff while he recites some words of power.

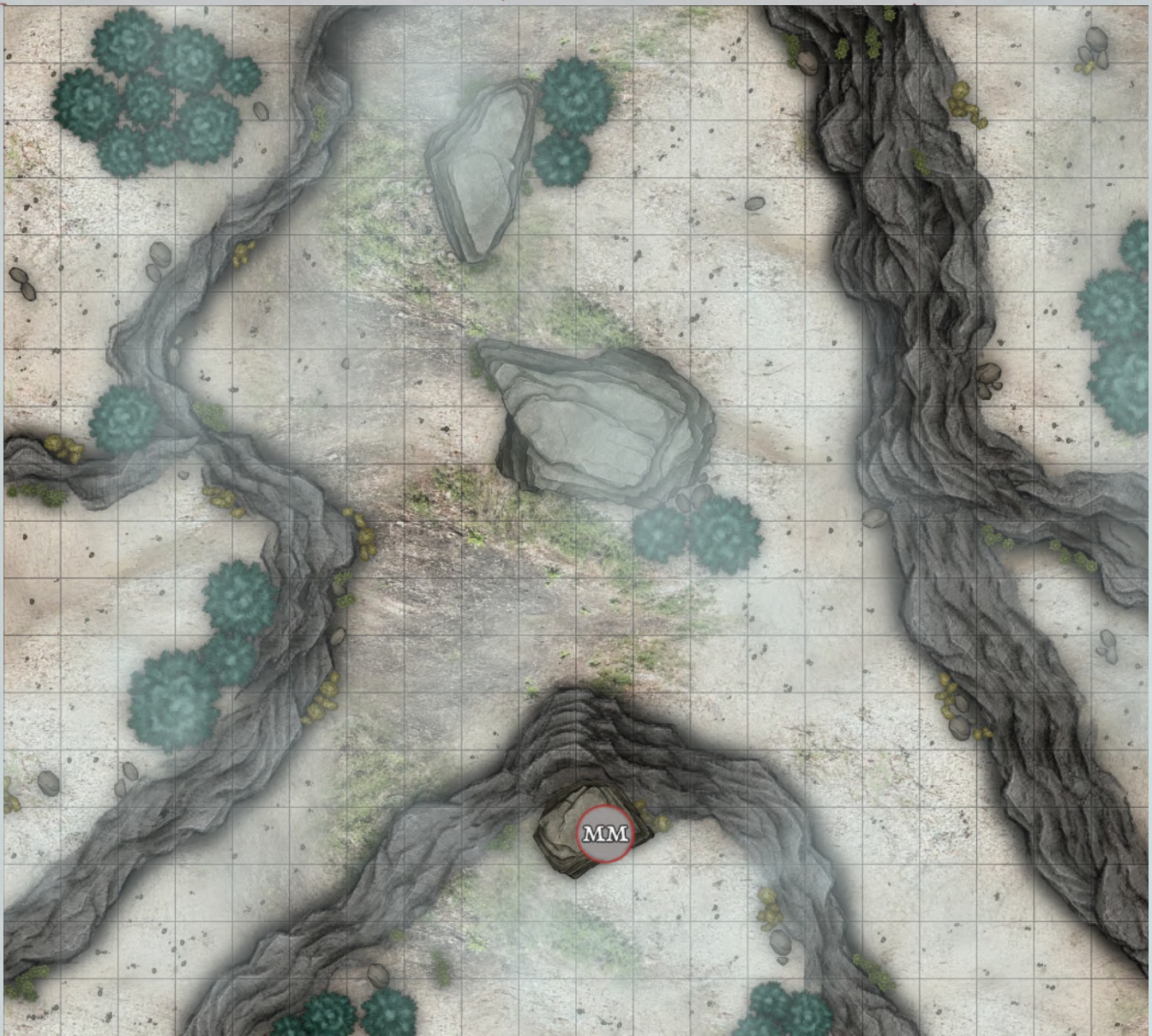
Mordenkainen, an **archmage** who has forgotten his name and origins, starts a fight with the party. Without proof, he cannot be convinced that the party is not working for Strahd. To fool the Mad Mage, one character could cast *major image* to create an illusion of Strahd while another character pretends to attack the illusion. A successful DC 17 Charisma (Performance or Deception) check convinces Mordenkainen the party is fighting Strahd. Blinded by rage, he directs his next attack at the illusion. Realizing it's fake, Mordenkainen curses Strahd, demanding he show himself.

If the distraction works, Mordenkainen stops attacking and begins to question their purpose in the mountains. If the party can't calm him down, Mordenkainen fights until he is below half his maximum hit points. Sensing the battle is not going his way, he flees fleeing to his magnificent mansion. If the party explains that they want to end Strahd, he invites them to his mansion. Mordenkainen can be brought back to his normal state with a *dispel magic* (DC 18), to remove the *mind blank* spell, which runs out in 3d6 hours. Then a *lesser restoration* to bring his state of mind back. He is extremely grateful to the party and rewards them with a *scroll of counterspell* and a *scroll of fireball*.

The Mad Mage's spell list is provided in chapter 2 of *Curse of Strahd*. If the party falls in battle, he brings them back to his mansion, tends to their wounds and interrogates them while restrained by ropes. A successful DC 17 Charisma (Persuasion) check convinces him that they are not working for Strahd. Else, he keeps them prisoners as he believes that the characters are worth more alive than dead. They can try to convince him once every day. After 7 days of failed attempts, Mordenkainen gives up on them and teleports the party to the Svalich Woods.

STRATEGY

The archmage starts with *time stop*, using the free rounds to cast *fly*, *fire shield*, and *mirror image*. He then spends most of his turns casting *cone of cold* or *lightning bolt*.



OUTCOMES

Some of the possible outcomes are listed here:

- The group falls in battle, failing to convince the archmage that they are not in league with Strahd;
- The adventurers convince Mordenkainen to stand down, but cannot restore him to his normal self;
- The adventurers convince Mordenkainen to stand down, are invited to his mansion, and manage to restore his sanity;
- They manage to make the archmage flee but do not give chase;
- The party manages to kill Mordenkainen.

REWARDS

If the party manages to make Mordenkainen flee or calm down, award them XP for a medium encounter. If the group manages to help Mordenkainen remember his true identity, award them XP for a deadly encounter. If the party kills him, award the standard XP for that combat.

DEEP FISHING

Encounter Level: N/A

Encounter Type: Social

Encounter Overview: A Vallakian likes this spot by the lake to catch some big, fat fish. He fishes in an unconventional way, and the party stumbles upon his campsite.

Encounter Location: Any lake

BACKGROUND

Luka (CG male human **commoner**) has fished and swam in these lakes since he was a little Vallakian boy. To mitigate the bone-chilling waters of Barovia, Luka wears a *comfort ring* (see appendix B). A decade ago, a stranger from a distant land sold him a peculiar weapon called a *harpoon* (see appendix B). Testing the harpoon in Lake Zarovich, Luka quickly discovered many larger fish reside deeper in the water. Though he catches most of the fish with his boat and pole, he sometimes swims a good hundred feet into the lake and then dives to hunt with his harpoon.

THE ENCOUNTER

At any time when the party is close to a lake, read or paraphrase the following aloud:

During your walk around the lake, you stumble upon a lit campfire and a backpack leaning against a rock.

A successful DC 12 Wisdom (Survival) check reveals humanoid footprints around the campfire leading towards the lake. The backpack contains the contents of an explorer's pack as listed in the Player's Handbook. Beside the backpack rests a shortsword, a shortbow, and a quiver containing 17 arrows.

If the party stays more than two minutes investigating the campsite, read or paraphrase the following aloud:

You see a soaked man in his underclothes getting out of the lake with a huge fish and a strange weapon in hands. He notices you and says: "Hey, who are you?! What are you doing here?"

Luka is not aggressive and willing to talk openly to the party. If they try to rob him, he will beg them not to take his harpoon but will not fight them. A successful DC 17 Wisdom (Perception) check reveals that he wears a copper ring with a tiny ruby on it, and a successful DC 15 Intelligence (Arcana) check reveals the ring is actually a *comfort ring* (see appendix B). If asked why he is not cold, Luka lies and says that he grew used to it. He also will not fight the party if they take his ring.

If they steal from Luka, he tells the authorities and the party will be expelled and banned from Vallaki by Izek and his officials.

Luka can tell the below story to the party if he feels they are friendly:

"Aye, I was swimming up by Lake Zarovich—wonderful fish, you understand, trout the size of your head—when I hear a bubbling sound from the surface. Now, normally I don't worry 'bout that, but then a streak of lightning struck the water and fried the fish I was goin' after! Set my hair all atingle, I'll tell you what. When I came to the surface, all I saw was a bearded man with lightning crackling from his fingers. Wasn't too keen on coming back for a while after that."

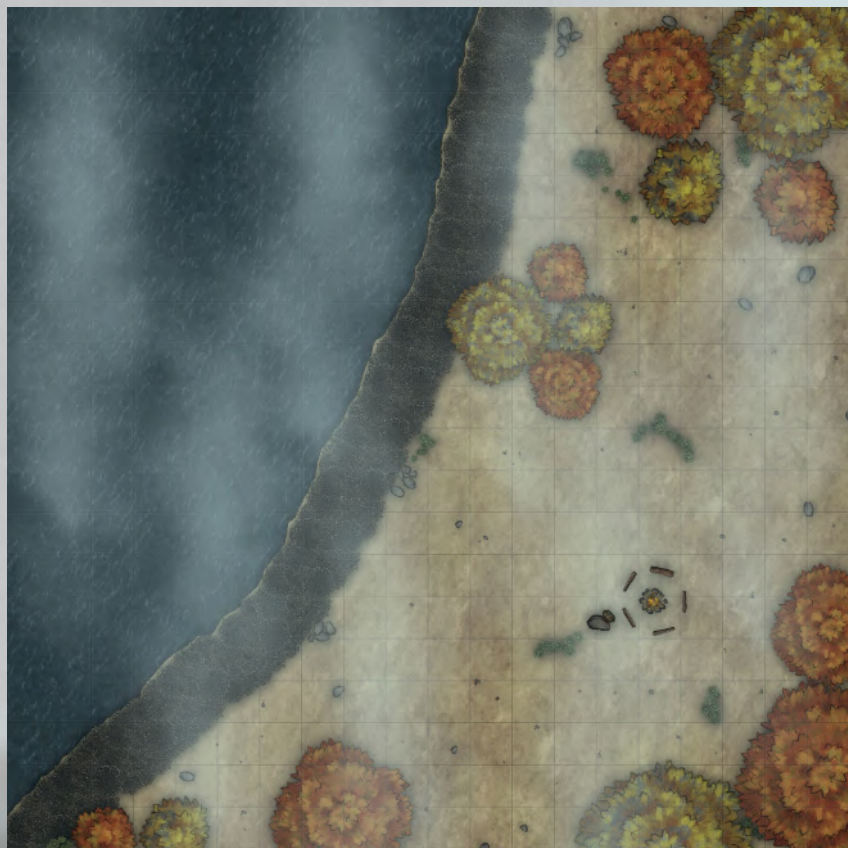
OUTCOMES

Some of the possible outcomes are listed here:

- The group ignores the scene;
- The party loots the place before Luka comes back;
- The group interacts with the Luka;
- The adventurers steal all of Luka's possessions.

REWARDS

If the party interacts with the Luka, award them XP for an easy encounter.



FORGOTTEN HEROES

Encounter Level: 5th–7th

Encounter Type: Social/Combat

Encounter Overview: The party encounters a camp belonging to a group of adventurers that came to Barovia long ago and could never leave.

Encounter Location: Svalich Woods

BACKGROUND

More than a decade ago, six adventurers were drawn to Barovia and, in their attempt to escape the Domain of Dread, lost three of their companions and banished from the three major settlements. With no hope of returning home and nowhere to go, they decided to build this camp and survive for as long as possible in this dreadful land.

THE ENCOUNTER

This encounter has two versions: one in which the adventurers are alive, and the other where they're dead.

ALIVE

While exploring the Svalich Woods, read or paraphrase the following aloud:

You spot a small camp set in a small clearing ahead. The camp is flanked by huge rocks, and the gaps between these rocks are filled by rough palisades. Smoke rises between the colored tents inside the camp.

The camp is inhabited by the heroes listed below:

- Ulfrig the Wall, a LN male dwarf **veteran**. Very stubborn yet courageous;
- Alynna Tallesandra, a LE female halfling **master thief**. She often plays the victim but is extremely lethal;
- Belvenor Legrand, a N non-binary gnome **mage**. A materialist who loves money above all else.

They are all resigned to their fates and want no trouble with the party; All they want is to be left alone. Having lost an arm to Strahd, Ulfrig now holds his shield with a crude prosthetic arm constructed by Belvenor. Alynna has a long scar across her face where Strahd raked her flesh. Belvenor is physically well but panics at the sight of low-flying bats or the snap of a tree branch.

The only recruitable member of the group is Ulfrig, who is excited by the possibility of returning home. Alynna is against the idea, as Strahd knows everything that happens in this land. Belvenor agrees with Ulfrig joining the party if they pay Belvenor 500 gp.

Alynna needs to be convinced to allow Ulfrig to help against Strahd by a successful DC 17 Charisma (Deception or Persuasion) check. If she is convinced, the party must still pay the 500 gp requested by Belvenor. If all this happens, Ulfrig agrees to meet the party in front of Castle Ravenloft once they are ready to confront Strahd. Belvenor provides a scroll of sending so Ulfrig can be notified from afar.

If the party decides to fight with these forgotten heroes, they fight to death. Ulfrig has an AC of 19

while using his shield, and his damage is 1d8+5 due to the Dueling Fighting Style feature. His CR is 4.

BELVENOR

Belvenor sold the harpoon to Luka in the Deep Fishing encounter. When the heroes realized they had no hope of escaping, they sold a few things to purchase supplies for the camp.

DEAD

Use this version only if the party has acquired the *sunsword* or the *Holy Symbol of Ravenkind*. While exploring the Svalich Woods, read or paraphrase the following aloud:

You spot a small camp set in a small clearing ahead. The camp is flanked by huge rocks, and the gaps between these rocks is filled by rough palisades. You see ragged tents inside.

In this version, the adventurers fell to Strahd as he grew tired of their pitiful attempts to end him. The former heroes have been transformed into various forms of undead, under the effects of a strong curse..

- Ulfrig the Wall, a LE former male dwarf **wight**. His unbridled fury is a dangerous weapon;
- Alynna Tallesandra, a LE former female halfling **revenant**. Equal measures meticulous and malicious;
- Belvenor Legrand, a NE former non-binary gnome **ghost**. Despondent and depressed;
- Ilyanzav Theron, a CE former male yeldaken **wraith**. Malevolent to his core.

The camp has the following lair effects:

- The undead adventurers cannot leave the camp;
- They have vulnerability to radiant damage.

The camp also has a Lair Action which can be triggered every round at initiative count of 20: each undead adventurer can use supernatural powers to rip branches off the nearby trees and throw them at their targets. This ranged weapon attack has a +6 to hit and deals 1d8+4 piercing damage on a hit.

DEVELOPMENTS

There are many possible outcomes here, so they will not be listed below. However, the most likely outcome should be that the party is able to ally themselves with Ulfrig to help bring down Strahd.

The tents, in both versions of the encounter, contain the below list of treasure:

- A *bag of holding* containing:
 - 58 gp;
 - 211 sp;
 - 459 cp;
 - 4 *potions of healing*;
 - 1 *potion of invisibility*;
 - 2 gems worth 50 gp each;
- *Goggles of night*;
- A *rope of climbing*.

REWARDS

Award XP for any fight the characters win. If the party interacts with the heroes and does not fight, award them XP for an easy encounter. If the group manages to make an alliance with the heroes, award them XP for a deadly encounter.

ALIVE



DEAD



HEARTLESS

Encounter Level: 3rd–5th

Encounter Type: Exploration/Combat

Encounter Overview: During one of the party's trips through the Old Svalich Road, they come across a dead body with the heart ripped out.

Encounter Location: Old Svalich Road and Svalich Woods

BACKGROUND

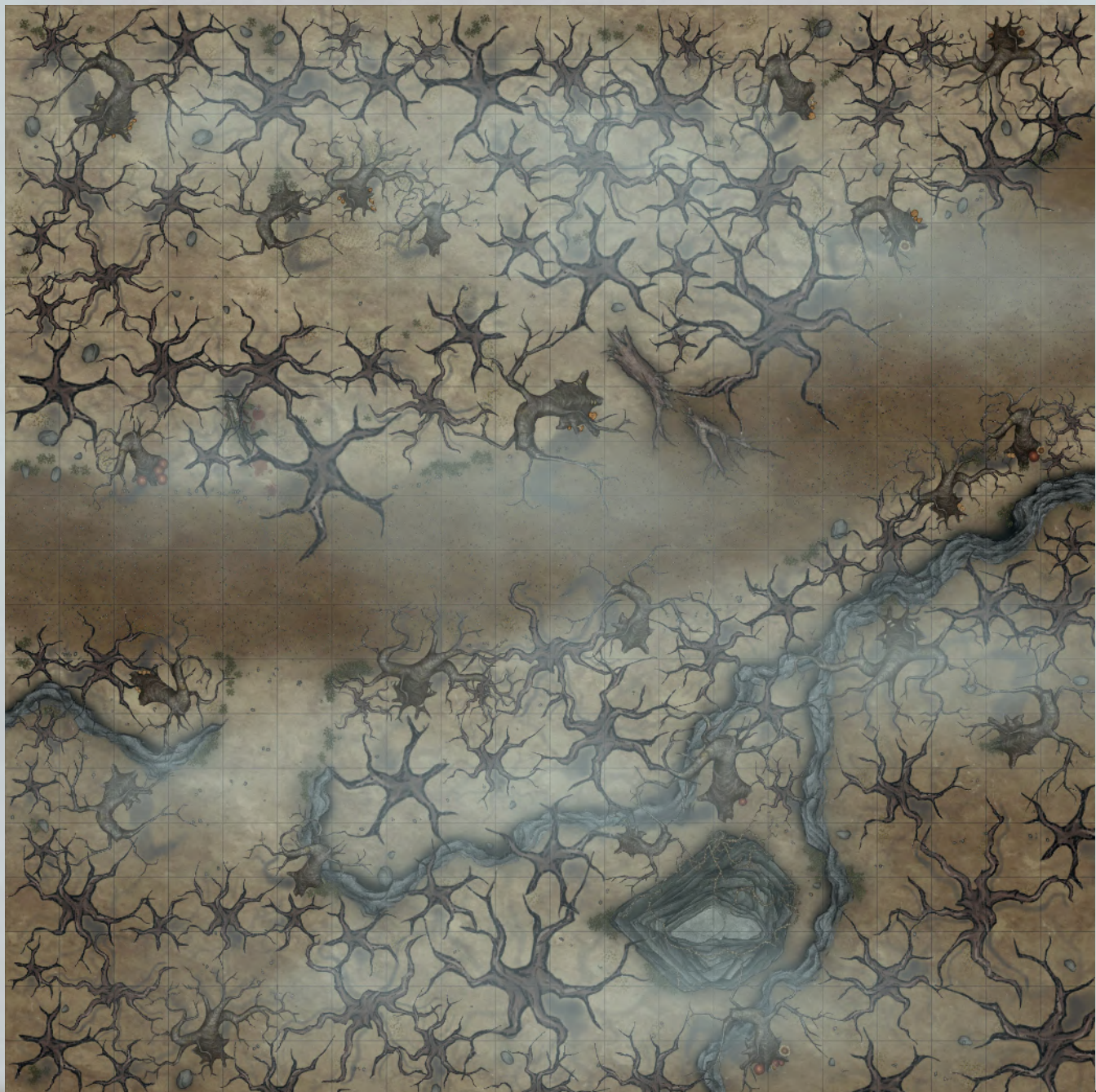
A **vampire spawn** saw a lone man traveling on the road and decided to end his life, as Barovia would surely do this anyways. Ripping the man's heart from his chest, the vampire spawn has retreated further into the woods to drain the organ in peace.

THE ENCOUNTER

While traveling along the Old Svalich Road, read or paraphrase the following aloud:

Further down the road, you spot a trail of blood leading away from the beaten path. You see the blood trail ends abruptly at a corpse lying on the ground.

This encounter only happens if the group is traveling on foot. The corpse wears leather armor and holds a shortbow with the associated quiver on its hip. The man's chest has been torn open, and the heart is missing. A successful DC 13 Intelligence (Investigation) check reveals that the chest was opened with claws. On a result of 17 or above, the character determines the claws were humanoid in nature. A successful DC 17 Intelligence (Arcana) check reveals that some vampires suck blood directly from the heart. Beside his equipment, the man's corpse has a leather pouch containing 13 cp, 9 sp and 1



gp. It also wears a silver ring with floral carvings worth 10 gp. The ring is emblazoned with the name "Sasha."

A successful DC 12 Wisdom (Survival) check reveals a faint blood trail that can be used to track the **vampire spawn**. Following the trail for five minutes, they find the vampire spawn crouched with his back against the party, gorging on the fresh blood of his victim. Unless there are characters wearing heavy armor in the group, the party surprises the vampire spawn even if they did not make a Dexterity (Stealth) check.

If the body is not burned, it becomes a **revenant** in 24 hours with the goal of finding its heart.

OUTCOMES

Some of the possible outcomes are listed here:

- The group ignores the corpse;

- The adventurers find the body but don't track the vampire spawn;
- The party finds the body, track down the vampire spawn and kill it;
- The characters do not burn the corpse, which becomes a revenant.

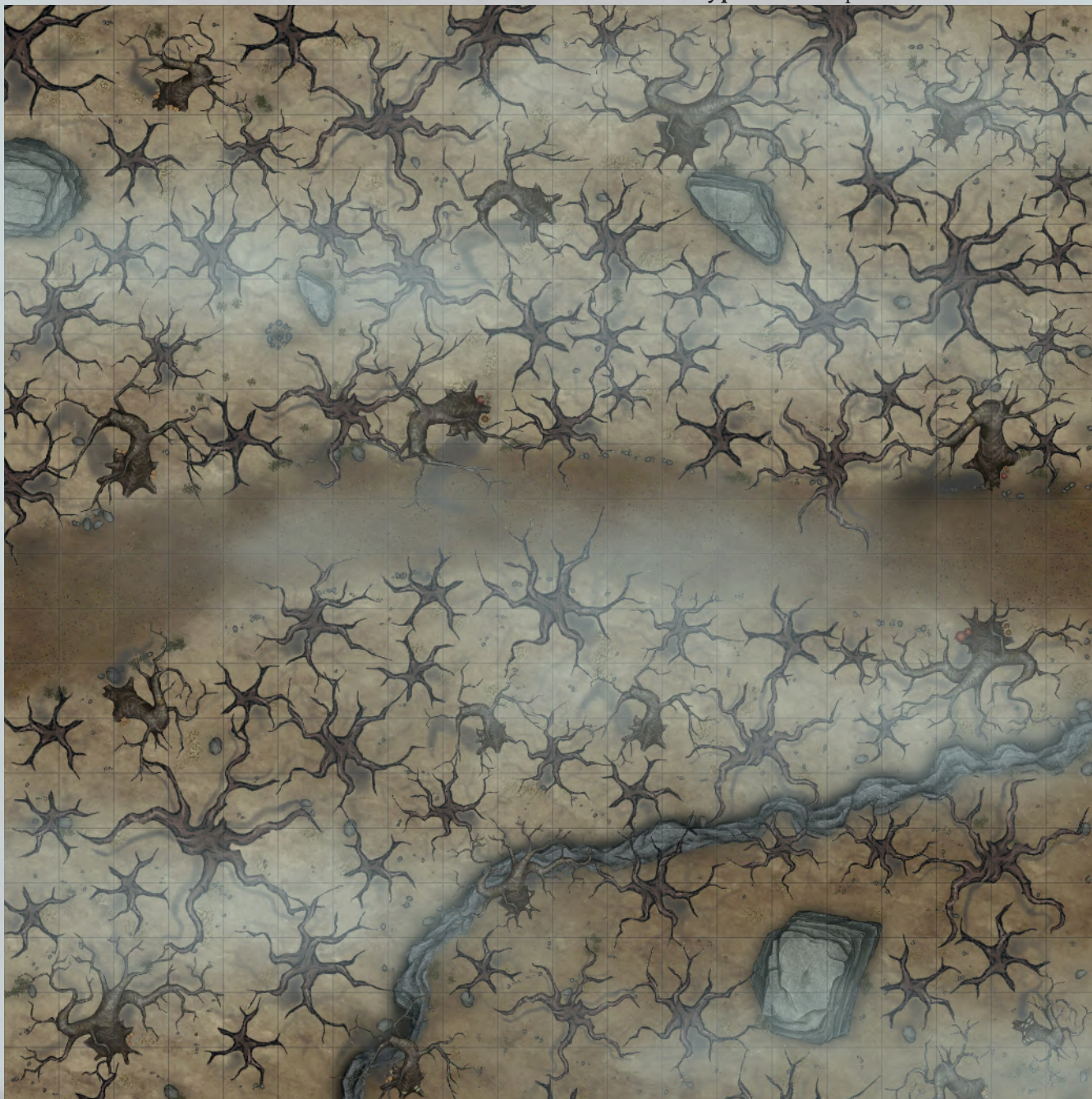
REWARDS

If the party investigates the corpse, award them XP for an easy encounter. If they find and kill the vampire spawn, award them XP for the battle and for a medium encounter. If they also burn the original corpse, award them XP for a medium encounter.

LEFT IN A HURRY

Encounter Level: 3rd or 4th

Encounter Type: Social/Exploration/Combat



Encounter Overview: While traveling along the Old Svalich Road, the party discovers a campfire and, upon investigating it, finds the remains of an unusual scene.

Encounter Location: Old Svalich Road and Svalich Woods

BACKGROUND

Two Vistani bandits were warming themselves by a campfire when a ghost of the Svalich Woods possessed one of them and began attacking the other. The victim, frightened and confused, ran headlong into the woods with his assailant close behind.

THE ENCOUNTER

During their trip down the road, read or paraphrase the following aloud:

During your trek through these wretched woods, you notice a campfire, its embers still crackling slightly, along the side of the road.

A successful DC 13 Wisdom (Survival) check reveals that there were two humanoids in this location, but ran off a short while ago. A successful DC 15 Wisdom (Perception) check reveals a drying spot of blood on the nearby leaves. Following a trail of footprints, smashed leaves, and broken branches with a successful DC 15 Wisdom (Survival) check, the party discovers a man in vibrant clothing standing underneath a large dead tree. The corpse of another man, also dressed in colorful clothes, lays on the ground nearby.

The Vistani man laughs maniacally while marking every inch of exposed flesh with superficial cuts from a small knife. This man is possessed by a **ghost**, who is more than happy to talk with the group. The ghost has forgotten their names, calling themselves “The Undying.” They know all Barovian and Vistani lore present in chapter 2 of *Curse of Strahd*. If asked what they are doing, The Undying replies that they are testing their new body.

If anybody tells the ghost to stop, trigger the ghost encounters from Chapter 2 in *Curse of Strahd*. If freed from the ghost’s possession, the Vistani, called Nyclai, has 18 gp and 29 sp on them. Nyclai comes from the nearest of the two Vistani encampments and admits to plotting to waylay travelers before this happened. The bandit offers to lead the party to their camp and will remember the characters, treating them fondly, should they return.

OUTCOMES

Some of the possible outcomes are listed here:

- The group ignores the campsite;
- The party follows the tracks and finds The Undying but do not trigger a fight;
- The characters find The Undying and trigger a fight.

REWARDS

If the party kills The Undying, award them standard XP for the combat. If the party talks to Undying without a fight, award them additional XP for a hard encounter.

LURING FIRE

Encounter Level: 3rd or 4th

Encounter Type: Exploration/Combat

Encounter Overview: While walking through Vallaki’s streets, the party is caught in Lady Wachter’s plan to eliminate the city guards.

Encounter Location: Vallaki (area N)

ALTERNATE PLACEMENT

This encounter can be run during the It’s My Turn Now event instead of the location presented below. During that event, the party hears about the fire at the Festival of the Blazing Sun. Only run this encounter as written if you will not run the It’s My Turn Now event.

BACKGROUND

Fiona is tired of Baron Vallakovich and has decided to enact her long-awaited coup. The first step in her plan is to distract and dispose of some of the Baron’s guards.

THE ENCOUNTER

At any moment while the characters are walking through Vallaki’s streets, read or paraphrase the following aloud:

A brown haired, middle-aged woman appears from an alley between some nearby buildings and shouts, “Fire! There’s a house on fire!”

Three nearby guards on patrol promptly follow after the woman, who darts back into the alleyway.

If the party follows her or the guards, the woman, a cultist, races through Vallaki until she reaches the town’s palisade walls. There, an ambush of two cult fanatics and three cultists lies in wait.

At the ambush site, the cultists are hiding behind the nearby trees and underneath the horse-drawn cart filled with dirt. Characters with passive Perception 13 or above notice the cultists’ location.

The purple 8x8 square on the map designates the location of the *silence* spell cast by one of the fanatics (who now has only 2 remaining 2nd-level spell slots).

A fight starts between the 2 **guards**, a **scout**, 2 **cult fanatics** and 4 **cultists**. If the guards were not warned by the group, the cultists have the guards surprised. The guards and cultists fight to the death. If the party doesn’t interfere, the guards are killed, hidden in the cart among the earth, the crates placed on top of the dirt, and the bodies are taken out of Vallaki to be buried in the Svalich Woods.

If the group helps the guards, they have the chance to help the Baron uncover Lady Wachter’s plot. The cultists only know that she is trying to kill some of the guards before she can start her revolution. Additionally, the next time the party breaks one of the Baron’s laws in Vallaki, roll a d4. On a 4, the guards who show up are the ones the group saved and will look the other way just this once. They will not, however, excuse murder or similar grave crimes.

If they help the cultists, Fiona is grateful and invites them to a dinner at her house.

OUTCOMES

Some of the possible outcomes are listed here:

- The group ignores the call for help;
- The party follows the woman but leaves both sides to fight each other;
- The characters side with Fiona;
- The adventurers side with the guards.

REWARDS

If the party helps either side, award them XP for a medium encounter in addition to the XP from the combat.

NOT FROM HERE

Encounter Level: N/A

Encounter Type: Social

Encounter Overview: While the party walks through the market, most eyes are on them. A child approaches any non-human, non-elf character and asks them what they are. What follows is an awkward situation.

Encounter Location: Vallaki Market (south of area N7)

BACKGROUND

Barovians are not used to races other than humans and elves. Additionally, most of them were born without a soul, making them empty shells with little life in them. Barovians gifted with souls, however, are prized by Strahd and other fearsome denizens of the Domain of Dread.



THE ENCOUNTER

During the group's visit to the market, read or paraphrase the following aloud:

The market is full of Vallakians dressed mostly in simple clothing, though some bright colors can be seen among the otherwise drab linens. The market, a place where the citizens can find vegetables, fruits, meat, milk, bread, and other products, is oddly silent. The pleasant scents from these items is enough to mitigate the strong odor from the Vallakians.

A small girl with black eyes, red hair, and freckles runs towards you, tugs on [CHARACTER]'s pants, and asks, "Hey, what are you?"

She looks up to you, her eyes sparkling with curiosity.

The girl, Nadya (LG female human noncombatant) dresses in a grey, worn gown. Unlike her parents, Misha and Mira, Nadya has a soul and will interrogate any-non human, non-elf character with childish curiosity. She is very lively and often scratches her left eye. After a few minutes, her parents show up:

A man and a woman in their mid-thirties with sullen faces and dull black and brown clothing appear before you. The man has red hair while the woman sports auburn hair. Their eyes are black but lack the spark of life their daughter possesses. The man says with a monotonous voice, "Nadya, there you are. We looked all around. Don't run away from us like this."

You notice the man, clearly Nadya's father, staring at a nearby red tent. Nadya's mother affirms her husband's request in a calm, quiet tone, "Yes. Stay close."

She extends her hand to Nadya while looking toward the same tent. Nadya smiles, takes her mother's hand, and says, "Sure Mommy and Daddy! Sorry I ran off,". The little girl waves at you and chirps, "Bye strangers!"

This conversation can be interrupted at any moment. If inquired what they are looking at, Misha and Mira mention the tent is too red. Misha is a woodworker and Mira takes care of Nadya. Misha offers the party 1 sp for finding Nadya and thanks them in his dull, uninterested tone. Once they take off, any character with passive Perception score of 13 or higher hears Mira telling Misha, "Why did you give them money? We need to save it for the pie." Misha looks to Nadya and replies, "We already have what we need."

FOLLOWING UP

Two days later, Misha and Mira lead Nadya to meet with an old woman at the outskirts of the square. Misha greets the crone, tucked in a tight alleyway, and says, "Hello, Morgantha. As promised." If the party doesn't intervene, Misha delivers Nadya to the hag, while Mira cries silently. Nadya, confused, asks her parents what is happening while the hag takes her away. If the party wants to stop this, run a fight against a **night hag**.

REWARDS

If the party interacts with Nadya and her family, award them XP for a medium encounter.

SEARCH GONE WRONG

Encounter Level: N/A

Encounter Type: Social

Encounter Overview: A family of Vistani, accompanied by a Vallakian guard who was a friend of the family, were looking for Arabelle close to one of the lakes when a pack of dire wolves caught their scent.

Encounter Location: Any lake

BACKGROUND

A Vistani couple—Ivan and Anastacia—and their twin five-year-old sons—Alek and Aleksei—were searching for Arabelle, Luvash's missing daughter, along with their Vallakian friend, Anishka. The twins were away from the campfire when a pack of direwolves caught their family's scent. The twins watched in horror as their parents and Anishka were torn apart by the wolves.

THE ENCOUNTER

At any time when the party is close to a lake, read or paraphrase the following aloud:

Approaching the lake, you notice two boys staring at three bloody corpses, a man and a woman in colorful clothes and a woman in leather armor and uniform.

Alek and Aleksei have no souls and have not cried over the death of their parents; they simply stare at the bodies, unable to comprehend what happened. The boys only answer questions directed at them. If the group decided to use any favors they have with the Abbot to resurrect the parents, the Abbot refuses, stating that as they have no souls, it would not work. They thank the characters as if by obligation and express no sign of real gratitude.





If they bring the twins to Vallaki, Father Lucian knows of a small orphanage that can take care of Alek and Aleksei.

OUTCOMES

Some of the possible outcomes are listed here:

- The group ignores the scene;
- The party interacts with the boys;
- The group helps the twins find a new home;
- The adventurers manage to bring the parents back.

REWARDS

If the party interacts with the boys, award them XP for an easy encounter. If the group helps the boys find a new home, award them XP for a hard encounter instead. .

UNREST IN PEACE

Encounter Level: 3rd or 4th

Encounter Type: Social/Combat

Encounter Overview: While traveling through the Svalich Woods, the party hears an eerie calling.

Encounter Location: Old Svalich Road and Svalich Woods

BACKGROUND

A family from the village of Vallaki was attacked by werewolves; the son, Pyotr, was taken, but the father, mother, and daughter were killed and left on the road. A group of hunters found their bodies and, not knowing from where they came, buried the corpses in the woods.

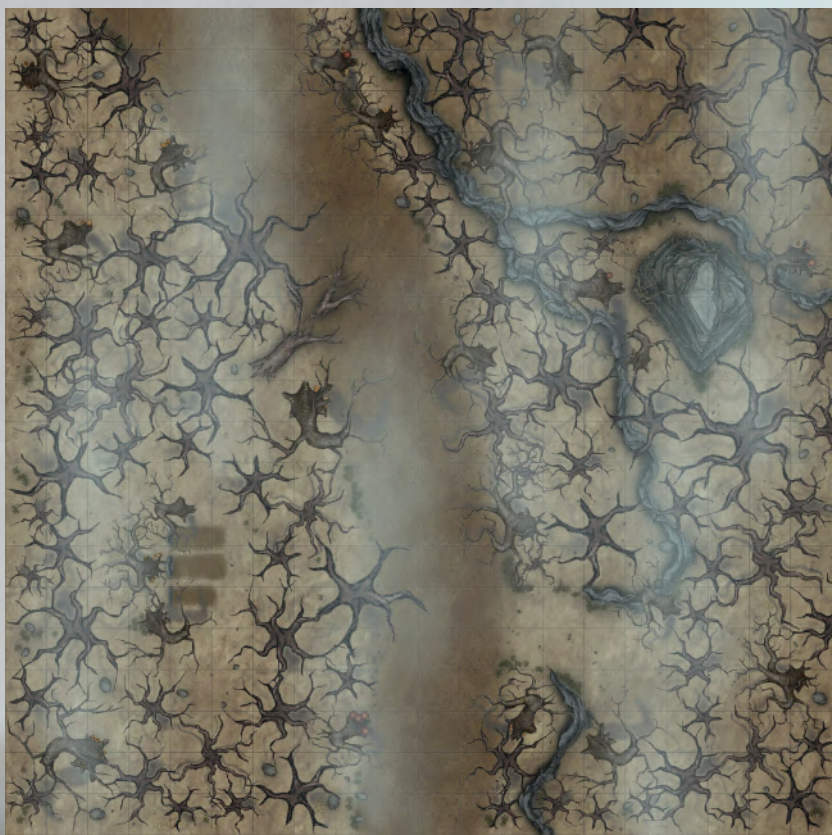


THE ENCOUNTER

Run this encounter at night when the party needs to rest near the Old Svalich Road. At some point, read or paraphrase the following aloud:

While getting ready to rest, you feel an icy touch on your back. Looking behind you, you see a translucent girl floating nearby, her face struck in agony.

The **ghost**, Kasmira, beckons the party to follow her to the gravesite. She explains that her parents became angry spirits and they are currently searching for their killers. Kasmira needs the party's help exhuming her



family's bodies and transporting them to the St. Andral's Church cemetery. She believes this will finally put her and her family to rest, though she notes she has never seen Pyotr's spirit. She explains her brother was taken by the werewolves that killed them, but always assumed he was killed later.

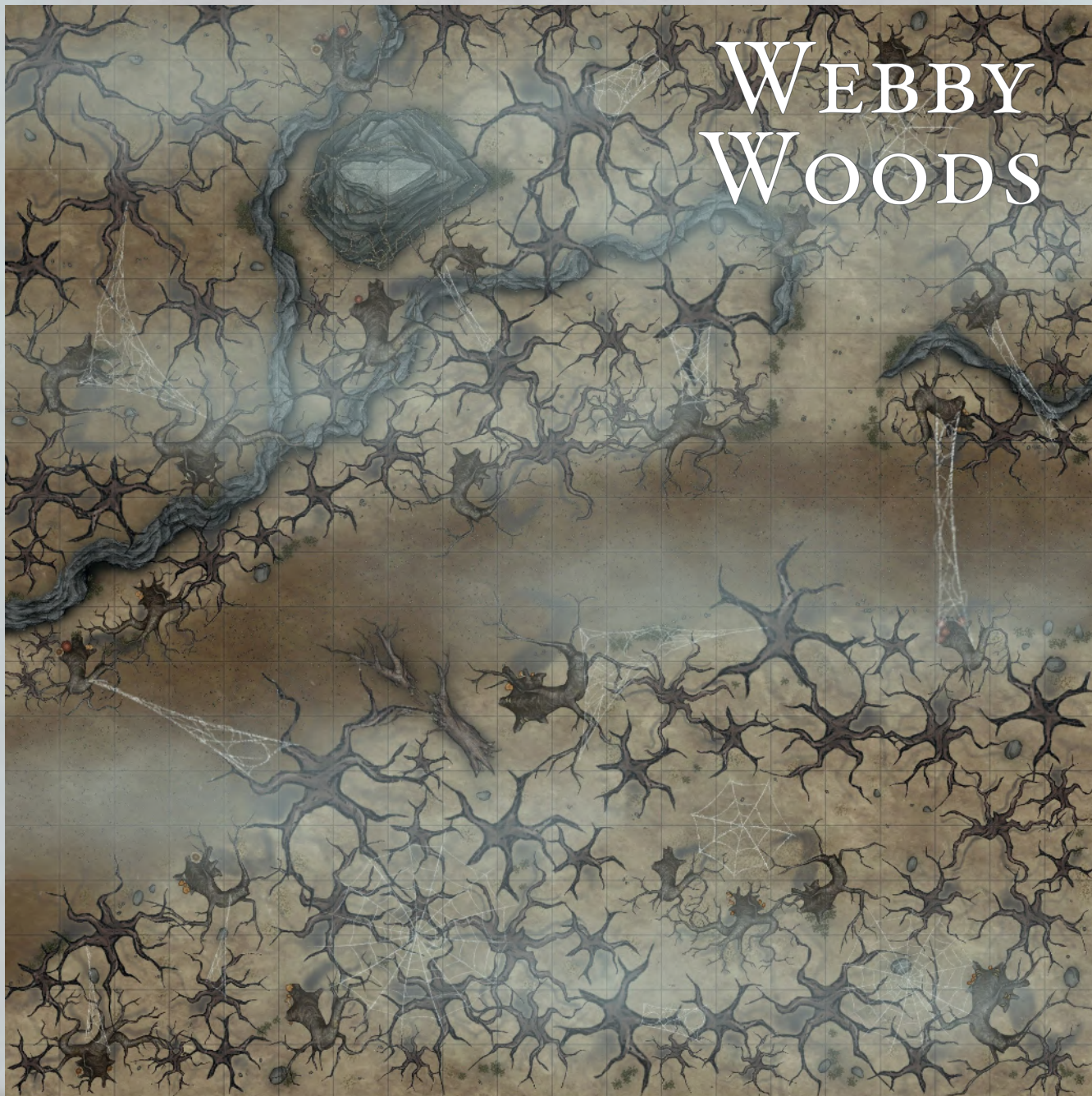
If the characters have no means to dig up the bodies, they come back to find two **specters** waiting for them. Furious that they were talking to Kasmira the spectres attack the party on sight while Kasmira begs them to stop. If the party mentions they will help find Pyotr and recite a prayer to the Morninglord, they stop attacking. Father Lucian, if alive, is more than happy to help the party perform the burial rites. If the party goes after the werewolves, refer to Chapter 15 of *Curse of Strahd* for more information. Pyotr has been transformed into a werewolf but may be cured by a *remove curse* spell.

If the party helps put the spirits to rest, Kasmira explains where their house in Vallaki is located and tells them of a false bottom on her parents' dresser. There, they find 22 gp, 119 sp, 356 cp, and a small topaz worth 25 gp.

OUTCOMES

Some of the possible outcomes are listed here:

- The group ignores the Kasmira's call;
- The party helps Kasmira right away, putting her family to rest in Vallaki;
- The characters come back later and kill Kasmira's parents, which makes her inconsolable;
- The adventurers calm the specters and help the whole family.



REWARDS

If the spectres are killed, award them XP for the combat. If the party helps the family, award them additional XP for a hard encounter.

WEBBY WOODS

Encounter Level: 3rd or 4th

Encounter Type: Combat

Encounter Overview: While traveling down the Old Svalich Road, the group is attacked by a group of giant wolf-spiders led by a druid from Yester Hill.

Encounter Location: Old Svalich Road and Svalich Woods

BACKGROUND

A druid named Yosif wants to capture the party as a gift to Strahd, believing this will help him gain the Devil's favor. Yosif has gathered giant wolf-spiders from all across Barovia and prepared a trap along the path the group traverses most often.

THE ENCOUNTER

While traveling along the Old Svalich Road, read or paraphrase the following aloud:

Along this section of the road, the branches and treetops above you are covered with massive, sticky spider webs. Some webs form bridges from one side of the road to the other, while others form circular webs across multiple trees.

Yosif, a **druid**, is in a giant spider form hidden behind the large rock to the north. Behind the nearby trees, 2d4-2 **giant wolf-spiders** (minimum of 2) lie in wait to ambush the party. If the characters express any concern about the location, they are not surprised by the ambush. Once the group passes the large rock, Yosif and his spiders attack.

If the party tries to run away, Yosif and his spiders give chase until they are defeated or the party is captured.

OUTCOMES

Some of the possible outcomes are listed here:

- The group falls and Yosif captures them, taking them to Castle Ravenloft. Strahd furious at the druid for taking his prey, kills Yosif and frees the characters.



- Strahd leaves them a note chiding them for their unfathomable weakness;
- The party kills the druid and the spiders;
- The characters defeat the druid and leave him alive to interrogate him. Yosif tells them about his plan.

REWARDS

Award them XP for creatures killed during the combat. If the party captures and interrogates Yosif, award them additional XP for a medium encounter.

WOODY AMBUSH

Encounter Level: 6th–8th

Encounter Type: Combat

Encounter Overview: Run this event if the party killed the Gulthias Tree or if they killed the blights at

the Wizards of the Wines winery. The druids of Yester Hill want revenge on the group.

Encounter Location: Old Svalich Road and Svalich Woods.

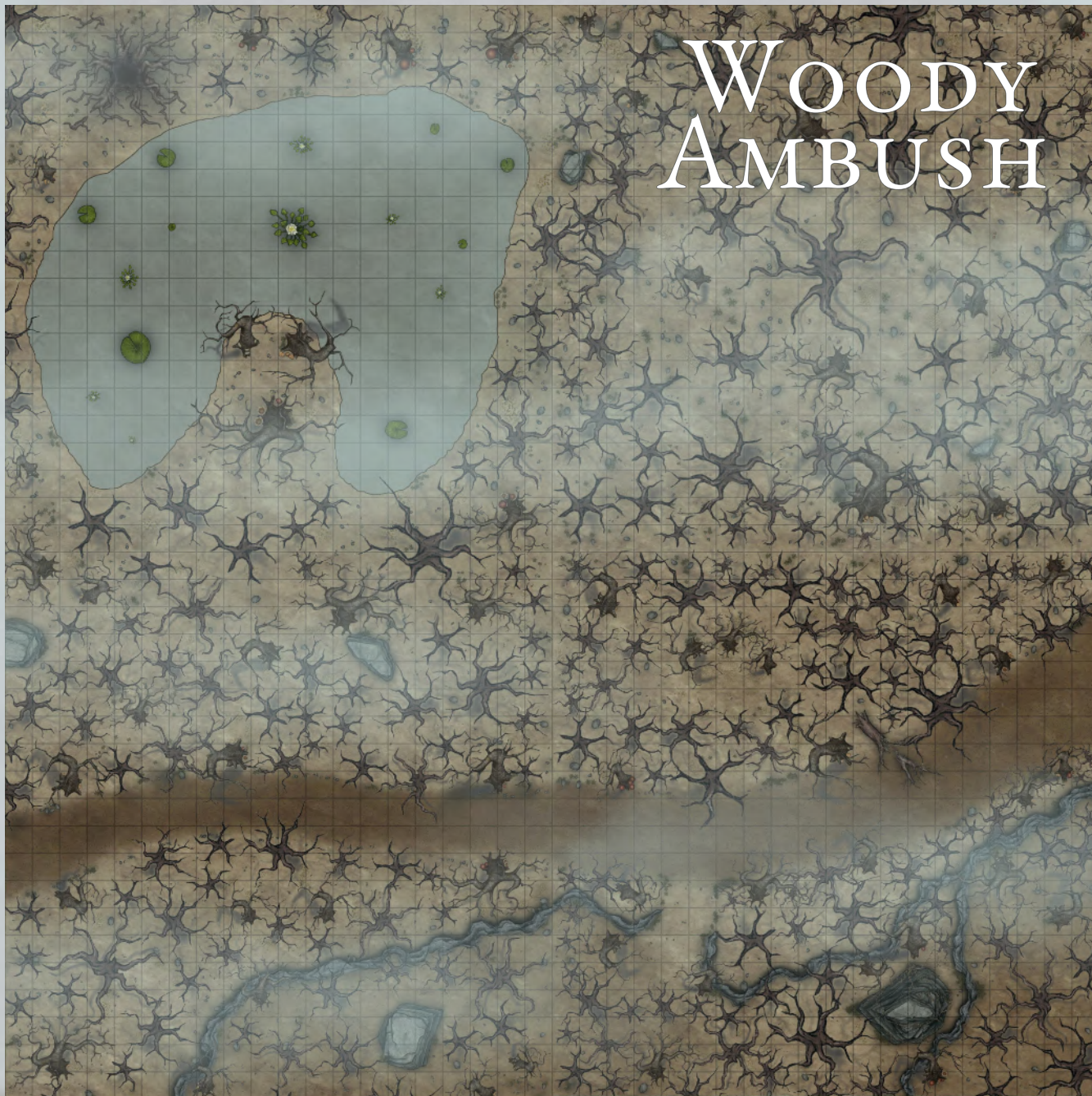
BACKGROUND

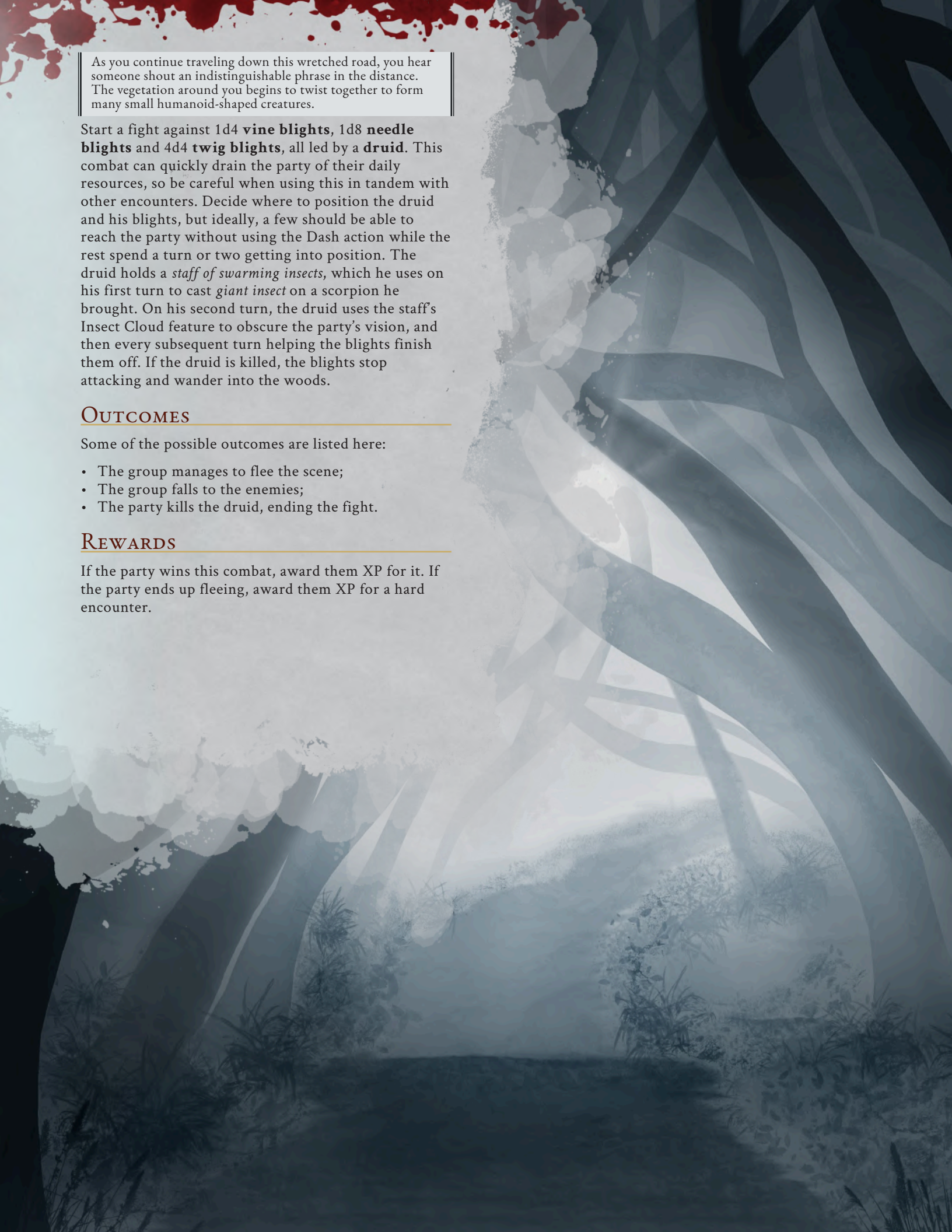
Furious with the party for killing the blights at the Wizard of the Wine winery or the Gulthias tree, a druid from Yester Hill has set up an ambush to get his revenge. He has brought all of his remaining blights in hopes of taking the party by surprise and overwhelming them with sheer numbers.

THE ENCOUNTER

Only run this if the Gulthias tree was not killed.

At any time while the party is traveling along the Old Svalich Road, read or paraphrase the following aloud:





As you continue traveling down this wretched road, you hear someone shout an indistinguishable phrase in the distance. The vegetation around you begins to twist together to form many small humanoid-shaped creatures.

Start a fight against 1d4 **vine blights**, 1d8 **needle blights** and 4d4 **twig blights**, all led by a **druid**. This combat can quickly drain the party of their daily resources, so be careful when using this in tandem with other encounters. Decide where to position the druid and his blights, but ideally, a few should be able to reach the party without using the Dash action while the rest spend a turn or two getting into position. The druid holds a *staff of swarming insects*, which he uses on his first turn to cast *giant insect* on a scorpion he brought. On his second turn, the druid uses the staff's Insect Cloud feature to obscure the party's vision, and then every subsequent turn helping the blights finish them off. If the druid is killed, the blights stop attacking and wander into the woods.

OUTCOMES

Some of the possible outcomes are listed here:

- The group manages to flee the scene;
- The group falls to the enemies;
- The party kills the druid, ending the fight.

REWARDS

If the party wins this combat, award them XP for it. If the party ends up fleeing, award them XP for a hard encounter.

APPENDIX A

CREATURES

DEATHLY TREANT

Gargantuan undead (plant), chaotic evil

Armor Class 14 (natural armor)

Hit Points 155 (10d20 + 50)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+7)	8 (-1)	21 (+5)	4 (-3)	12 (+1)	5 (-3)

Saving Throw Con +8

Damage Resistances bludgeoning, piercing, necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses passive Perception 11

Languages understands Common, Druidic, Elvish, Sylvan

Challenge 8 (3,900 XP)

False Appearance. While the treant remains motionless, it is indistinguishable from a normal tree.

Siege Monster. The treant deals double damage to objects and structures.

Undead Fortitude. If damage reduces the treant to 0 hit points, it must make a Constitution saving throw with a DC of 5+the damage taken, unless the damage is radiant or from a critical hit. On a success, the treant drops to 1 hit point instead.

ACTIONS

Multiattack. The treant makes two slam attacks.

Slam. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Desecrated Roots. *Ranged Weapon Attack:* +10 to hit, range 60 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage plus 13 (2d12) necrotic damage.

Animate Trees (1/Day). The deathly treant magically animates one tree it can see within 60 feet of it. This tree have the same statistics as a **treant**, except it has Intelligence and Charisma scores of 1, it can't speak, and have only the slam action option. Its type is undead (plant). An animated tree acts as an ally of the deathly treant. The tree remains animate for 1 day or until it dies, until the treant is more than 120 feet from the deathly treant; or until the deathly treant takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

RAMPAGING WEREWOLF

Medium humanoid (human, shapechanger), chaotic evil

Armor Class 12 in humanoid form, 14 (natural armor) in wolf or hybrid form

Hit Points 67 (9d8 + 27)

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

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	10 (+0)	12 (+1)	9 (-1)

Skills Athletics +7, Perception +4

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses passive Perception 14

Languages Common (can't speak in wolf form)

Challenge 5 (1,800 XP)

Keep Hearing and Smell. The werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Lycantrope's Rage (Recharges on a Short or Long Rest). As a bonus action, the werewolf can enter a rage at the start of its turn. The rage lasts for 1 minute or until the werewolf is incapacitated. While raging, the werewolf gains the following benefits:

- The werewolf has advantage on Strength checks and Strength saving throws
- When it makes a melee weapon attack, the werewolf

ant gains a +4 bonus to the damage roll.

- The werewolf has resistance to bludgeoning, piercing, and slashing damage.

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

Running Leap (Wolf or Hybrid Form Only). The werewolf's long jump is up to 40 feet and its high jump is up to 20 feet when it has a running start.

Shapechanger. The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The werewolf makes two attacks: one with its bite and one with its claws.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 10 (1d12 + 4)

TANARUKK

Medium fiend (demon, orc), chaotic evil

Armor Class 14 (natural armor)

Hit Points 95 (10d8 + 50)

Speed 30 ft.

Skills Athletics +7, Perception +4

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	20 (+5)	9 (-1)	9 (-1)	9 (-1)

Skills Intimidation +2, Perception +2

Damage Resistances fire, poison

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Common, Orc

Challenge 5 (1,800 XP)

Aggressive. As a bonus action, the tanarukk can move up to its speed toward a hostile creature that it can see.

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

Reckless Attack. All attacks made by and against the tanarukk have advantage.

ACTIONS

Multiattack. The tanarukk makes two attacks: one with its bite and one with its greatsword.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

Greatsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

REACTIONS

Unbridled Fury. When hit by a melee attack, the tanarukk can make one melee weapon attack with advantage against the attacker.



WEREWOLF ALPHA

Medium humanoid (human, shapechanger), chaotic evil

Armor Class 15 (armor scraps and *ring of protection*) in humanoid form, 17 (natural armor and *ring of protection*) in wolf or hybrid form

Hit Points 119 (14d8 + 56)

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

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	11 (+0)	14 (+2)	15 (+2)

Saving Throws Str +9, Con +8, Wis +6

Skills Athletics +9, Perception +6

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons that aren't silvered

Senses passive Perception 16

Languages Common (can't speak in wolf form)

Challenge 9 (5,000 XP)

Legendary Resistance (3/Day). If the werewolf fails a saving throw, it can choose to succeed instead.

Keep Hearing and Smell. The werewolf has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Leader. The werewolf's allies have advantage on melee attack rolls against any hostile creature within 5 ft. of the werewolf.

Shapechanger. The werewolf can use its action to polymorph into a wolf-humanoid hybrid or into a wolf,

or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Multiattack (Humanoid or Hybrid Form Only). The werewolf makes three attacks: one with its bite and two with its claws.

Bite (Wolf or Hybrid Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with werewolf lycanthropy.

Claws (Hybrid Form Only). *Melee Weapon Attack:* +9 to hit, reach 5 ft., one creature. *Hit:* 16 (2d10 + 5) slashing damage.

LEGENDARY ACTIONS

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

Leap. The werewolf moves up to its speed without provoking opportunity attacks.

Bark Orders. The werewolf chooses a friendly creature who can see or hear it. That creature can use its reaction to move up to its speed without provoking opportunity attacks.

Frenzy (Costs 2 Actions). The werewolf can make one claw attack against each creature within 5 feet of it.



YESTER CHAMPION

Medium humanoid (human), neutral evil

Armor Class 12 (16 with barkskin)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	10 (+0)	12 (+1)	9 (-1)

Skills Medicine +4, Nature +3, Perception +4

Senses passive Perception 14

Languages Druidic, Common, Infernal

Challenge 7 (2,900 XP)

Brutal Critical. The champion rolls one additional weapon damage die when determining the extra damage for a critical hit with a melee attack.

Yester's Rage (Recharges on a Short or Long Rest).

As a bonus action, the champion can enter a rage at the start of its turn. The rage lasts for 1 minute or until the champion is incapacitated. While raging, the champion gains the following benefits:

- The champion has advantage on Strength checks and Strength saving throws
- When it makes a melee weapon attack, the champion gains a +4 bonus to the damage roll.
- The champion has resistance to bludgeoning, piercing, and slashing damage.

Change Shape (Recharges on a Short or Long Rest).

As a bonus action, the champion magically polymorphs

into a beast with a challenge rating of 1 or less that does not have a fly speed, and can remain in this form for up to 3 hours. The champion can choose whether their equipment falls to the ground, melds with their new form, or is worn by the new form. They revert to their true form if they die or fall unconscious. The champion can revert to their true form using a bonus action on their turn.

While in a new form, the champion retains their statistics, but their AC, movement modes, Strength, Dexterity, and Constitution scores are replaced by those of the new form, and they gain any special senses, proficiencies, traits, actions, and reactions (except class features, legendary actions, and lair actions) that the new form has but they lack. They cannot cast spells while in the new form.

Spellcasting. The champion is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *produce flame*, *shillelagh*
1st level (4 slots): *entangle*, *longstrider*, *speak with animals*, *thunderwave*

2nd level (3 slots): *animal messenger*, *barkskin*

3rd level (3 slots): *dispel magic*, *call lightning*

4th level (1 slot): *blight*, *ice storm*

ACTIONS

Multiattack. The champion makes two greataxe attacks.

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



APPENDIX B

EQUIPMENT

This appendix contains information on the unique magical items not found in the *Dungeon Master's Guide*. The items are all in alphabetical order.

HARPOON

This is a martial ranged weapon with a range of 30 feet due to a sharp bolt linked to a chain; It deals 1d8 piercing damage on a hit. If the target is a Large or smaller creature, it must succeed on a Strength contest against the user or be pulled up to 20 feet toward the user.

COMFORT RING

Wondrous item, uncommon (requires attunement)

While wearing this ring, you do not feel cold or warmth from weather effects. The user always feels a comfortable temperature no matter how cold or hot it is.



APPENDIX C

TABLES

Encounters by Level

Encounter	Type	Pillar	Level	Location
A Warm Welcome	Encounter	Social	N/A	Village of Barovia
Deep Fishing	Encounter	Social	N/A	Any Lake
Not From Here	Encounter	Social	N/A	Vallaki
Search Gone Wrong	Encounter	Social	N/A	Svalich Woods
Left In A Hurry	Encounter	Exploration/Combat	3rd-4th	Old Svalich Road and Svalich Woods
Luring Fire	Encounter	Combat	3rd-4th	Vallaki
Unrest In Peace	Encounter	Social/Combat	3rd-4th	Old Svalich Road and Svalich Woods
Webby Woods	Encounter	Combat	3rd-4th	Old Svalich Road and Svalich Woods
Heartless	Encounter	Exploration/Combat	3rd-5th	Old Svalich Road and Svalich Woods
The Megaliths	Event	Exploration/Combat	3rd-5th	Old Bonegrinder
It's My Turn Now	Event	Social/Combat	3rd-6th	Vallaki
Bring It Back	Encounter	Combat	4th-6th	Svalich Woods
Bad Omen	Encounter	Exploration/Combat	5th-7th	Svalich Woods
Forgotten Heroes	Encounter	Social/Combat	5th-7th	Svalich Woods
They Have Fangs Too	Event	Combat	6th-7th	Svalich Woods
Death To The Spies	Encounter	Social/Combat	6th-8th	Mount Baratok
I'm Coming	Event	Combat	6th-8th	Krezk
Woody Ambush	Encounter	Combat	6th-8th	Old Svalich Road and Svalich Woods

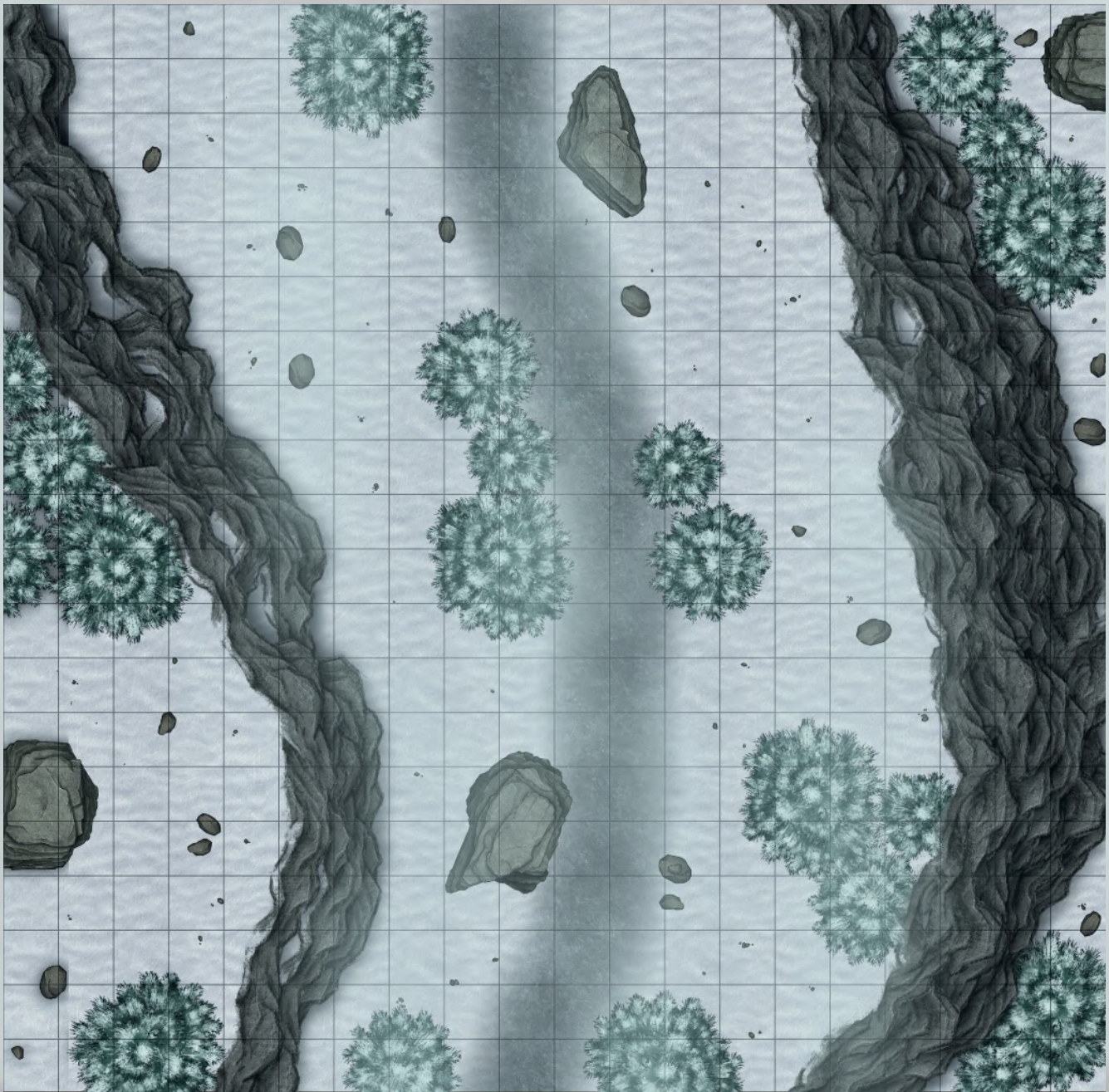
Encounters by Location

Encounter	Type	Pillar	Level	Location
A Warm Welcome	Encounter	Social	N/A	Village of Barovia
Deep Fishing	Encounter	Social	N/A	Any Lake
Search Gone Wrong	Encounter	Social	N/A	Svalich Woods
Left In A Hurry	Encounter	Exploration/Combat	3rd-4th	Old Svalich Road and Svalich Woods
Unrest In Peace	Encounter	Social/Combat	3rd-4th	Old Svalich Road and Svalich Woods
Webby Woods	Encounter	Combat	3rd-4th	Old Svalich Road and Svalich Woods
Heartless	Encounter	Exploration/Combat	3rd-5th	Old Svalich Road and Svalich Woods
Woody Ambush	Encounter	Combat	6th-8th	Old Svalich Road and Svalich Woods
The Megaliths	Event	Exploration/Combat	3rd-5th	Old Bonegrinder
Not From Here	Encounter	Social	N/A	Vallaki
Luring Fire	Encounter	Combat	3rd-4th	Vallaki
It's My Turn Now	Event	Social/Combat	3rd-6th	Vallaki
They Have Fangs Too	Event	Combat	6th-7th	Svalich Woods
Bring It Back	Encounter	Combat	4th-6th	Svalich Woods
Bad Omen	Encounter	Exploration/Combat	5th-7th	Svalich Woods
Forgotten Heroes	Encounter	Social/Combat	5th-7th	Svalich Woods
Death To The Spies	Encounter	Social/Combat	6th-8th	Mount Baratok
I'm Coming	Event	Combat	6th-8th	Krezk

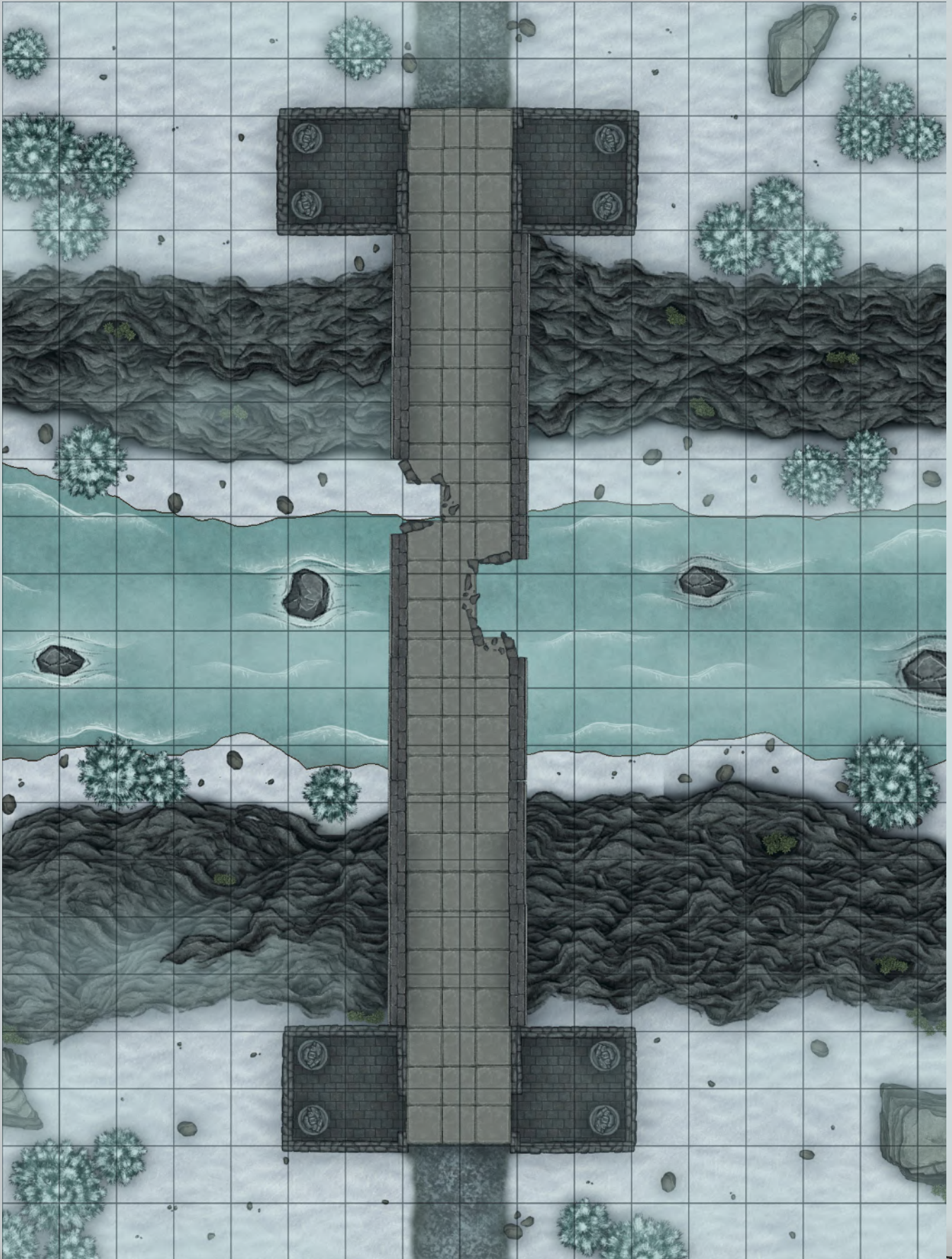
APPENDIX D

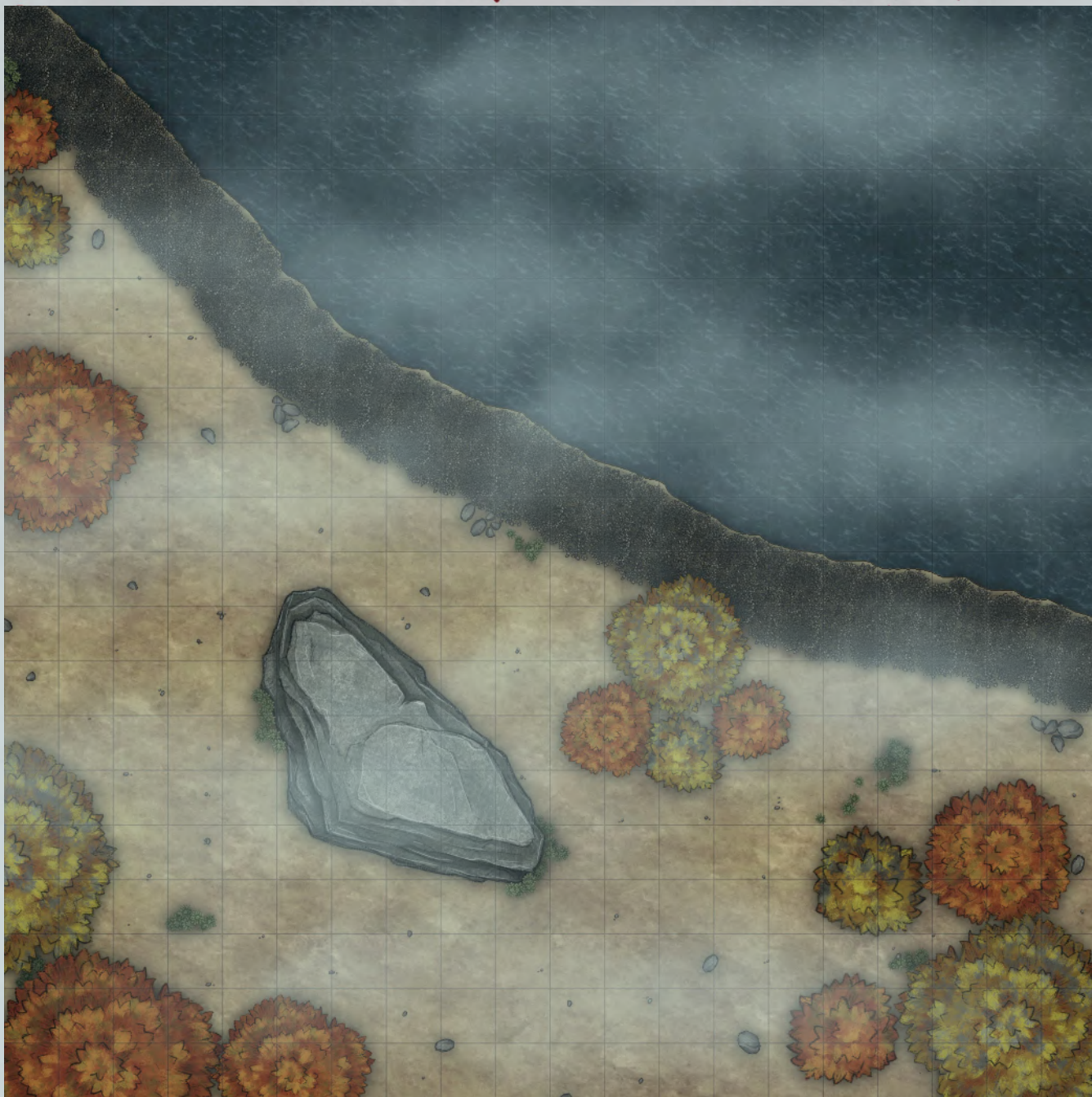
ADDITIONAL MAPS

BLOODHORN'S CHARGE



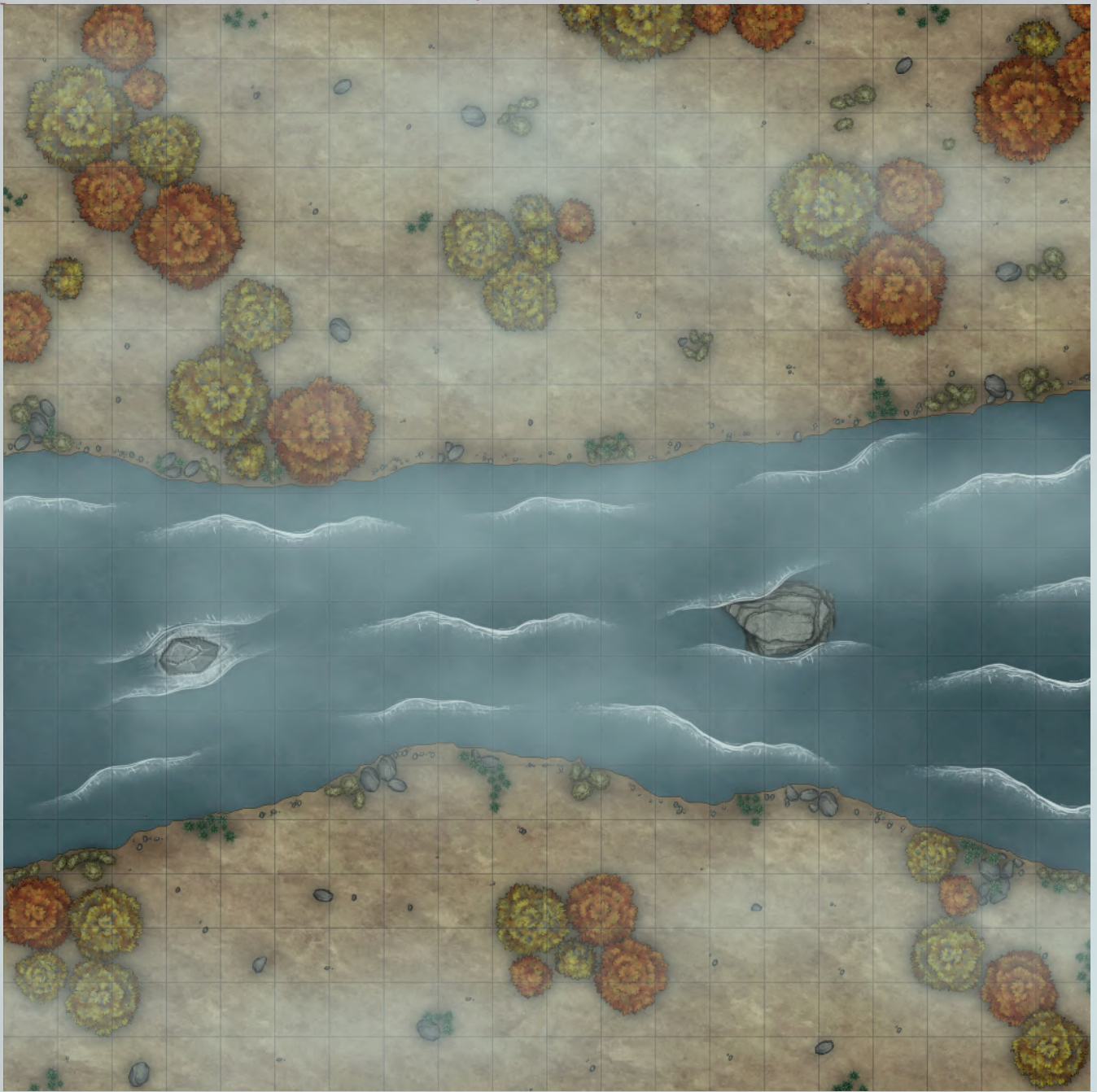
ROC OF MOUNT GHASKIS





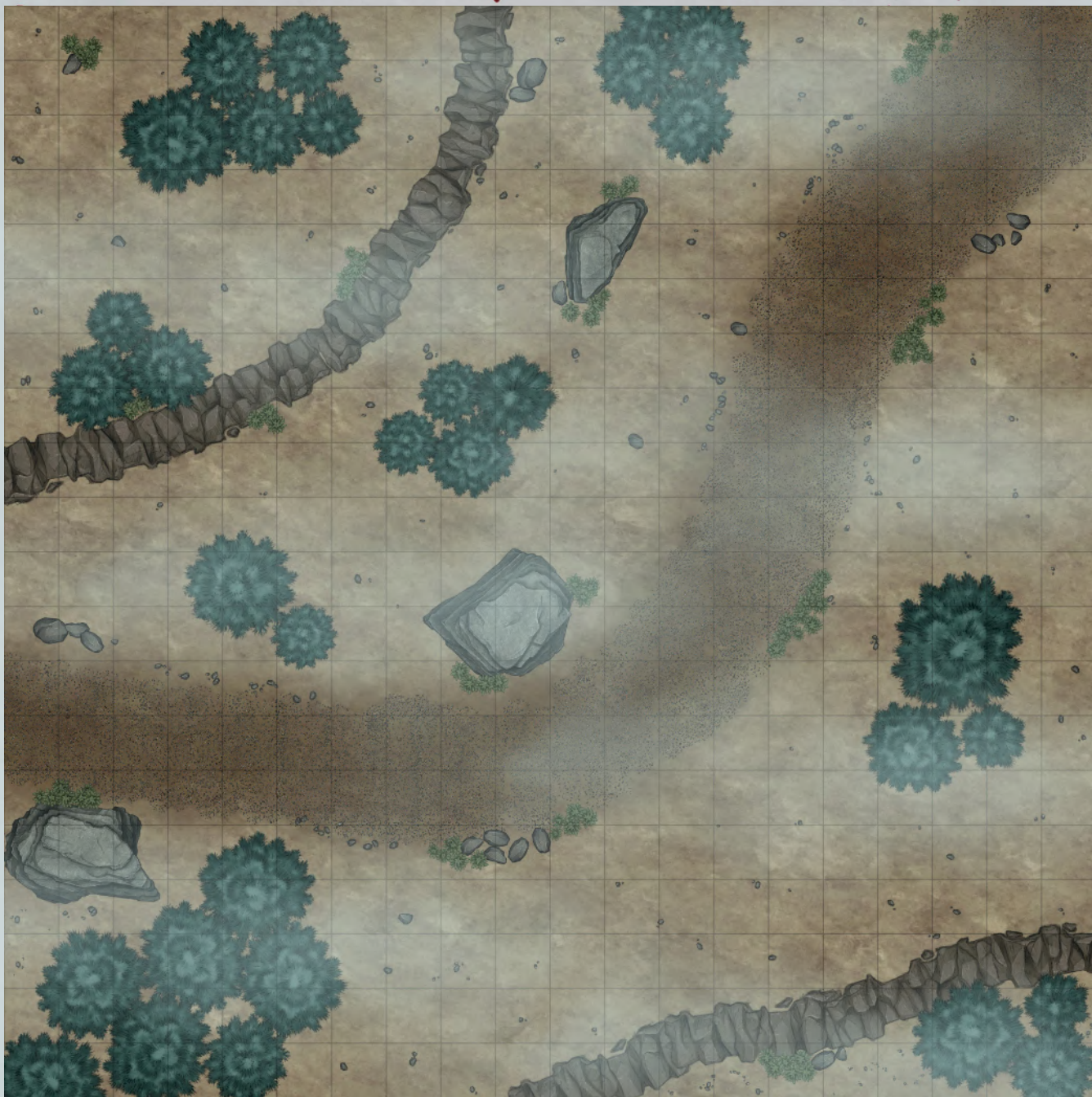
RANDOM ENCOUNTER LAKE





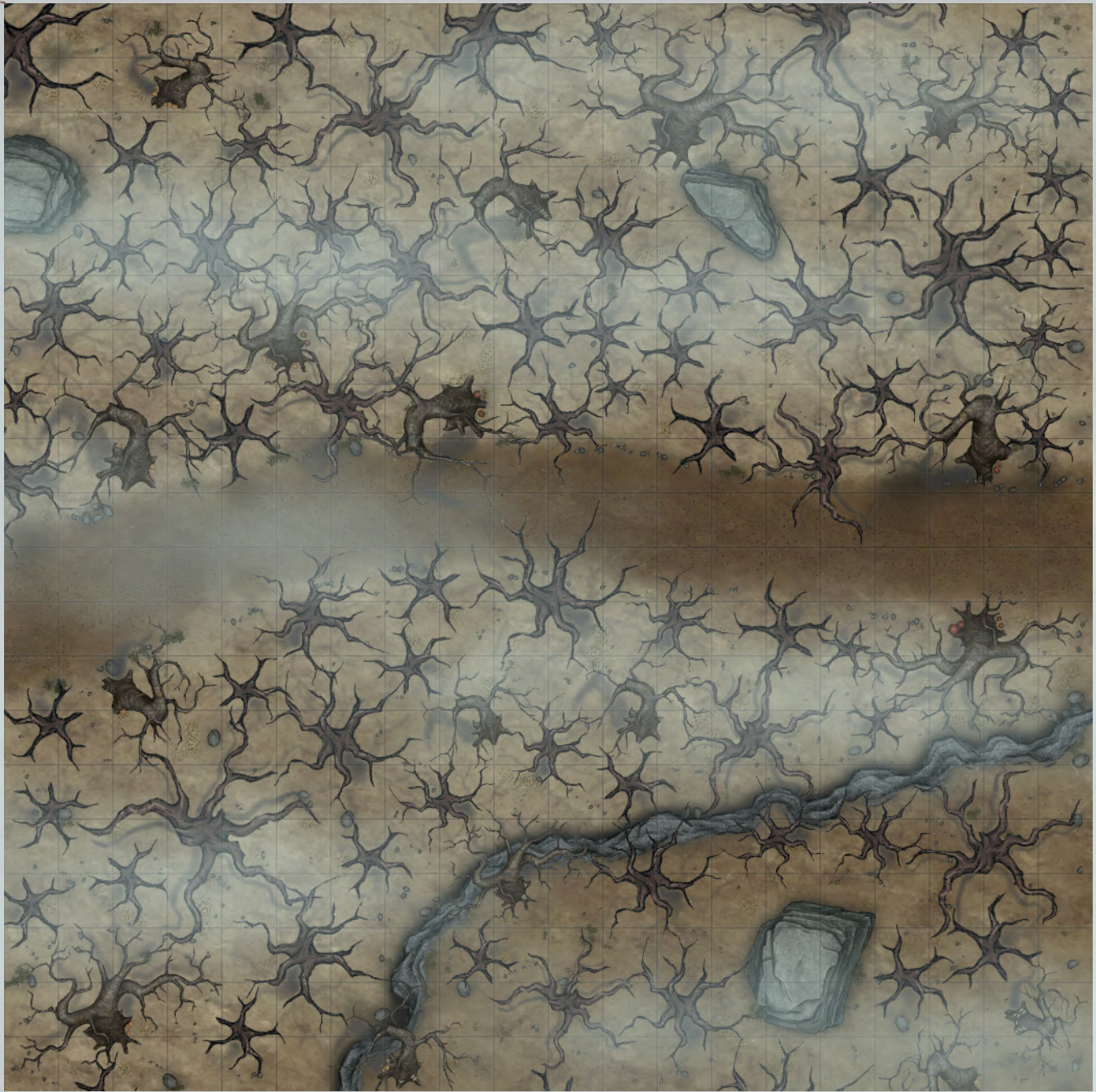
RANDOM ENCOUNTER RIVER





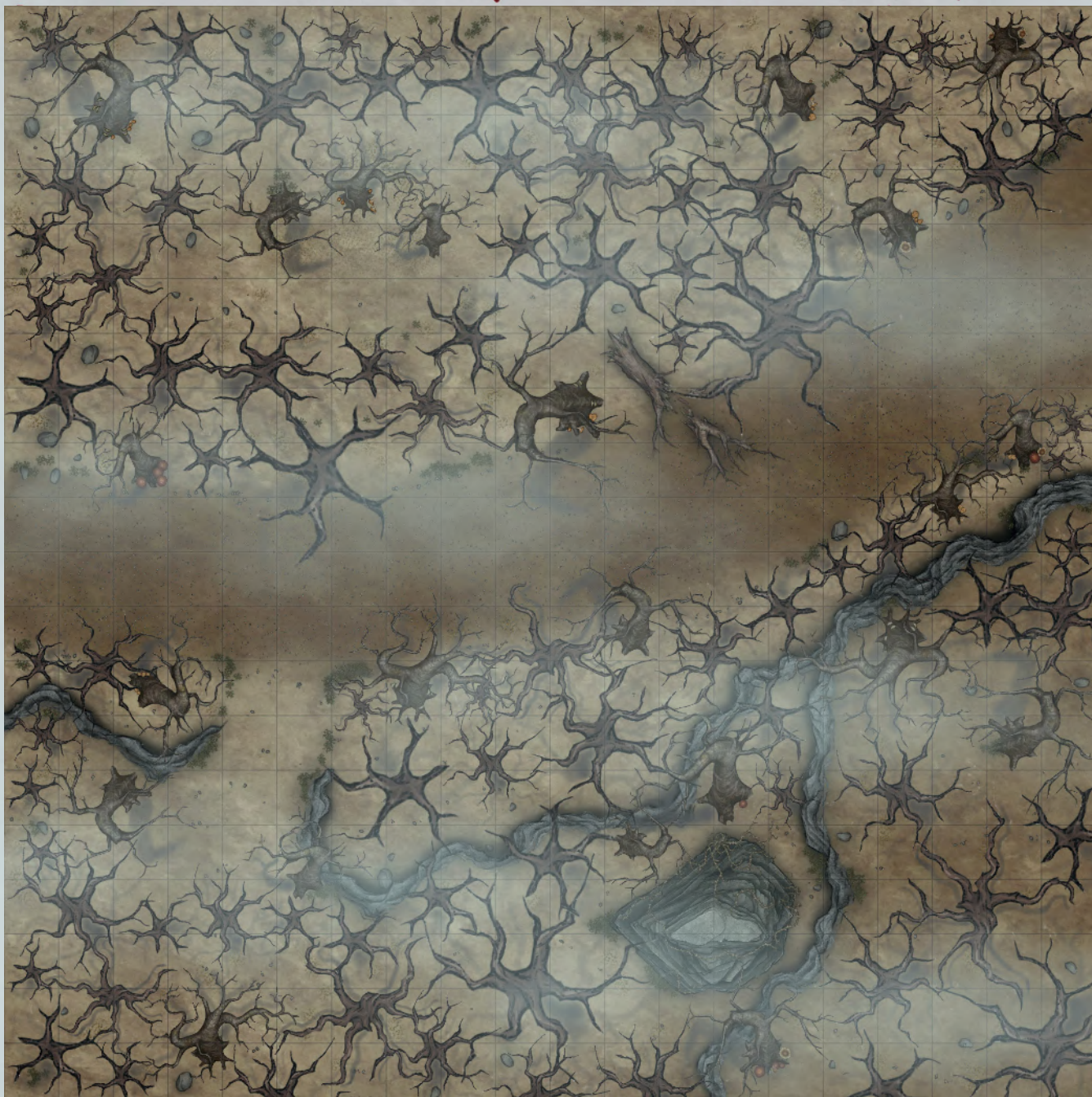
RANDOM ENCOUNTER OLD SVALICH ROAD NON-FOREST





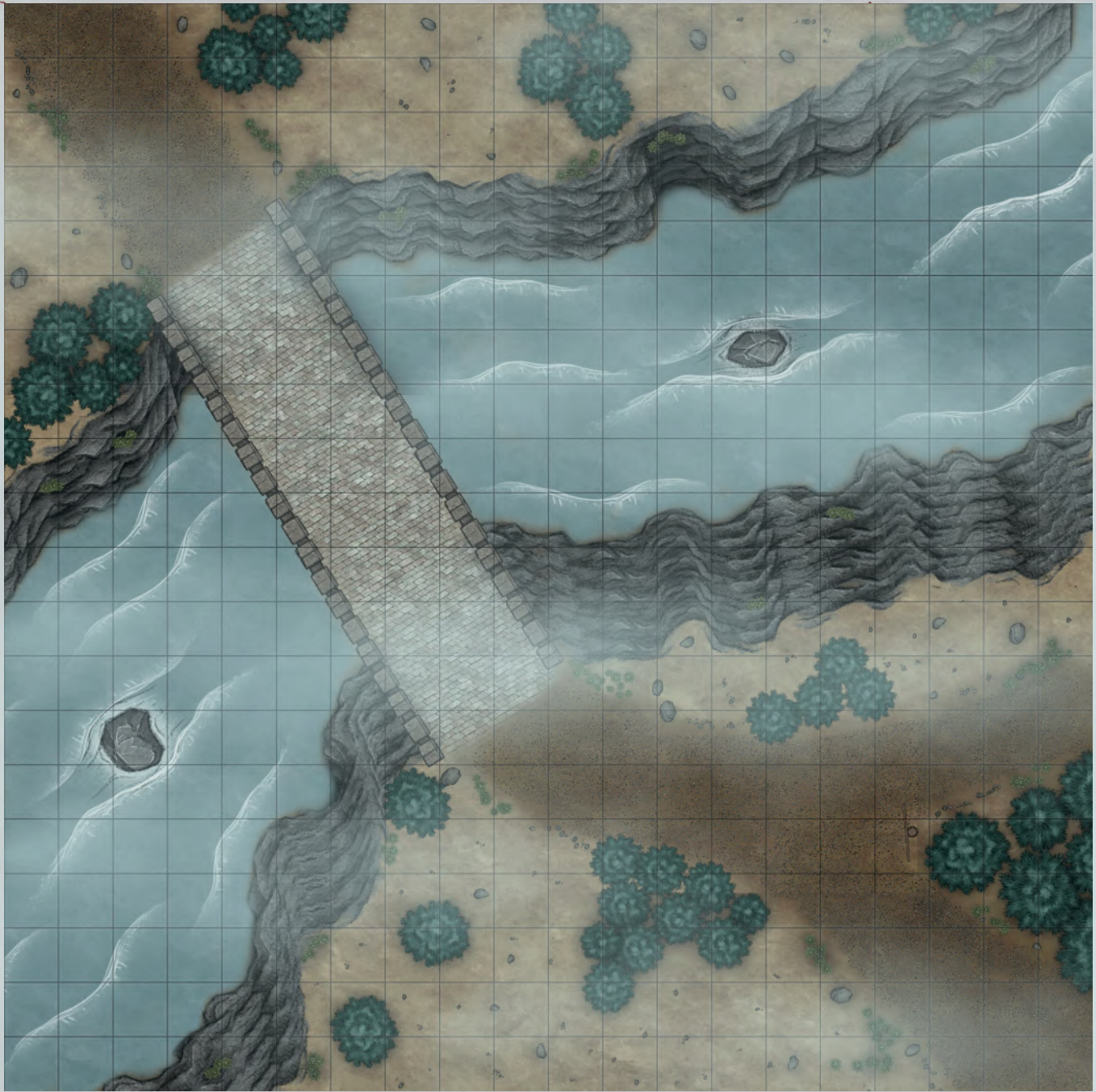
RANDOM ENCOUNTER OLD SVALICH ROAD





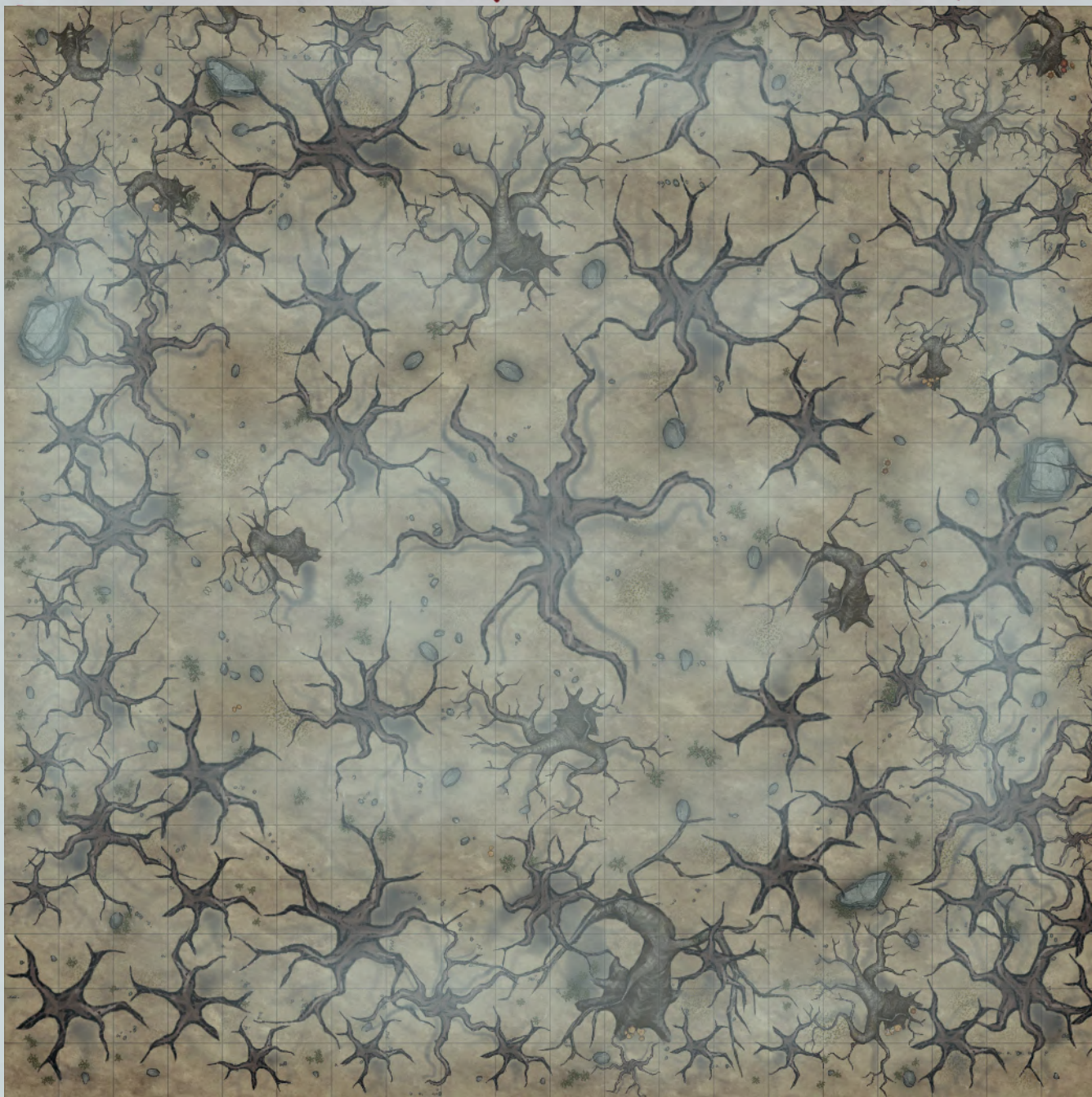
RANDOM ENCOUNTER OLD SVALICH ROAD





RANDOM ENCOUNTER OLD SVALICH ROAD BRIDGE





RANDOM ENCOUNTER SVALICH WOODS

