

Weekend at **STRAHD'S**

**Strahd von Zarovich would be the perfect Dark Lord,
except for one small thing...**

You killed him!



A Totally Wicked Two-Hour Adventure for 3-6 Players

by Anthony Joyce & Oliver Clegg

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[Special thanks to the 1980s.](#)

ABOUT THE AUTHORS

Anthony Joyce and Oliver Clegg created this adventure under duress. They apologize in advance for the abomination that follows. May Asmodeus have mercy on their souls.

ABOUT THIS EBOOK

Throughout this adventure, creature names are hyperlinked to their corresponding stat blocks on D&D Beyond, and song titles are hyperlinked to Spotify.



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Adventure Primer

Weekend at Strahd's is a one shot adventure for casual play with your friends or enemies with characters levels 5–10. One player plays the role of Strahd von Zarovich, using the **vampire** stat block or **Strahd von Zarovich** stat block (see appendix D, “Monsters and NPCs,” in *Curse of Strahd*) during play.

This adventure relies on playing music (see appendix A, “Playlist”) that ties directly to the thematic elements of each of the ten scenes of this adventure. The overall objective is for the characters to find five pieces of the *Pentaforce* to summon a powerful entity that can dispose of Strahd's corpse once and for all!

NEW KOKE AND DEATH

The Dungeon Master and players use two major mechanics throughout the course of *Weekend at Strahd's*. They are:

New Koke. New Koke is a disgusting drink made with multiple ingredients. Traditionally, the Dungeon Master and each player brings a liquid ingredient and pours it into a large punch bowl before a game of *Weekend at Strahd's*, creating New Koke. Throughout the game, the Dungeon Master or players may each drink from New Koke once per location to gain a special benefit. When a player drinks New Koke they may choose one of the following benefits:

- Advantage on any one roll of their choice
- +3 to one roll of their choice
- –3 to one roll of their choice made by another player or creature of their choosing

Death. Death is expected in *Weekend at Strahd's*. When a character dies, they instantly return to life with half their maximum hit points at the beginning of their next turn. The character with the most deaths at the end of the adventure wins a crayon drawing of Frankenstein Ronald Reagan as a prize. Post this crayon drawing on Twitter using #WeekendatStrahds to gain inspiration!

RANDOM ENCOUNTERS

Random encounters occur when the characters collect two pieces of the *Pentaforce* and again when they collect four pieces of the *Pentaforce*. To determine what the characters encounter, consult the “Random Encounters in Castle Ravenloft” table.

RANDOM ENCOUNTERS IN CASTLE RAVENLOFT

d4	Encounter
1	Ricky Roll
2	The Loonies
3	Thrilling Zombies
4	Ghost Hunters

RICKY ROLL

Ricky Roll (CE male **wraith**) follows the characters telling them he's never gonna give them up, never gonna let them down, never gonna run around and desert them.

CUE MUSIC

When Ricky Roll appears, play “**Never Gonna Give You Up**” by Rick Astley.

THE LOONIES

The characters spot seven human children (**commoners**) being chased by three human Vistani **thugs**. The children call themselves “the Loonies” and claim to be looking for pirate booty. The Vistani thugs are a family of criminals in the service of Strahd.

CUE MUSIC

When this encounter begins, play “**The Goonies 'R' Good Enough**” by Cyndi Lauper.

THRILLING ZOMBIES

A horde of 4d12 **zombies** led by an **ogre zombie** in a red leather jacket appears and surrounds the characters. The zombies begin to dance. If a character dances and succeeds on a DC 13 Charisma (Performance) check the zombies leave them alone. On a failure, or if the characters refuse to dance, the zombies attack and eat the characters. Each character rolls 1d4 to see how many times they die.

CUE MUSIC

When this encounter begins, play “**Thriller**” by Michael Jackson.

GHOST HUNTERS

Four human **veteran** ghost hunters run into the characters and ask if the characters have seen any ghosts. They hand the characters a business card and say if they see any ghosts, they know who to call.

CUE MUSIC

When this encounter begins, play “**Ghostbusters**” by Ray Parker Jr.

Weekend at Strahd's

The characters begin this adventure in the Dining Hall of the Count (Area K10) of Castle Ravenloft. They have defeated Strahd, encounter Pidwick II and learn they have two hours to collect the five pieces of the *Pentaforce*. Once the pieces of the *Pentaforce* are collected, the characters may dispose of Strahd's corpse once and for all.

DO YOU REALLY WANT TO HURT ME?

A massive wooden table covered with fine foods and exotic beverages dominates the center of this large dining hall. The dark lord, Strahd von Zarovich, is seated at the head of the table and is grasping onto the end of a wooden stake protruding from his chest. Read or paraphrase the following:

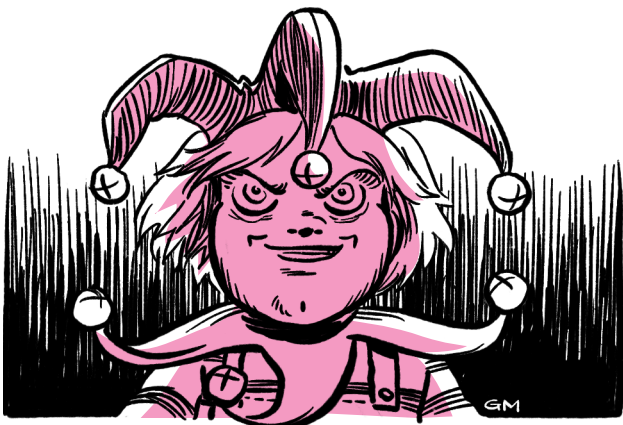
Whoa! You totally killed Strahd! In epic brooding fashion, Strahd glances at you in disbelief and confidently proclaims, "I'll be back..." in his thick Barovian accent. Just like that, he goes silent. Finally Strahd has been defeated.

But wait! Some energy more potent than the dark powers manifests around Strahd's rad corpse. It is a power that has not been seen in Barovia for eons... it is **THE POWER OF LOVE!**

CUE MUSIC

Play "[The Power of Love](#)" by Huey Lewis & the News once you finish reading or paraphrasing the above text. Let me tell you, when you play music in conjunction with this adventure, you are going to look like a Dungeon Master god. You can thank me later.

The characters have a few moments in the dining hall before Pidwick II (NE small construct **flesh golem**) shows up. There is no one else in the room to witness the characters killing Strahd. When you are ready, introduce Pidwick II to the scene.



PILLARS OF ADVENTURE!

Use the below suggestions for each pillar of adventure. Feel free to modify as you see fit.

Combat. The Power of Love prevents the characters from further damaging Strahd's corpse. A successful DC 12 Strength (Athletics) check is required to remove the stake from Strahd's chest.

Exploration. A successful DC 12 Perception (Check) reveals a squeaky sound coming from outside the door, growing louder. The sound is coming from Pidwick II pedaling a small rusty bike towards the dining hall.

Social. Strahd is unable to move, talk, or interact with anything at this time. Once Pidwick II arrives, the characters can talk him into playing a magical song (or use the Persuasion or Intimidation skills) that gives Strahd agency to move and interact with objects or creatures (but not talk). See the Pidwick II the Rescue section.

PIDLWICK II THE RESCUE!

Pidwick II slowly enters the room wearing a bright orange wig and pedaling a small, rusty red bicycle. On the front of the bike is a strange miniature piano.

Once he enters the room, he does a little happy dance and giggles before informing the characters that they have two hours to dispose of Strahd's corpse or else the end of the world occurs. He describes the end of the world as a dark place with strange music and rolling words no one cares about. Ancient and obscure tomes describe this apocalypse as "The Final Credits." Read or paraphrase the following to describe "The Final Credits."

Pidwick II shudders and softly whispers, "The final credits are a horrible place indeed! Full of darkness penetrated by large floating words. Spielberg, Lucas, Hughes, Cameron, and more! What does it mean? What does it all mean?! The list never ends! It goes on and on and on and on! Don't stop believin'... you get my drift... it's a horrible place." Pidwick II pulls a lollipop out of his pocket and begins to lick it as he pedals around in a circle.

Pidwick II accompanies the characters unless they tell him otherwise.

ROLEPLAYING PIDLWICK II

Pidwick II is a small clockwork doll that loves to wear colorful jester outfits and murder guests in Castle Ravenloft. He recently smothered a visiting guest with a pillow, extracted their vocal cords, and implanted them in his throat so that he may talk. Pidwick II speaks Common and has an innocent, childlike voice.

ANIMATING STRAHD'S CORPSE

Pidwick II has been practicing a song on his miniature piano. He believes playing the song can animate Strahd's corpse. He offers to play the song if each character gives him their right pinky finger. Characters convince Pidwick II to play the song without giving him their pinky finger if they succeed on a DC 12 Charisma (Persuasion or Intimidation) check. Once Strahd is animated, he can't talk, and can only move about freely in an odd shimmy motion known as the "Transylvania Shake."

If the characters choose not to animate Strahd's corpse, one character will have to drag it around the castle. A character gains one level of exhaustion every time they drag Strahd's corpse from one location to another.

CUE MUSIC

Pidwick II uses his miniature piano to begin playing "Axel F." by Harold Faltermeyer to animate Strahd's corpse. This song is imbued with the magical powers... of awesomeness.

COLLECTING THE PENTAFORCE PIECES

Pidwick II has a bag of enchanted ten-sided dice made from the bones of his smothered victims (better quality than most of these dice companies we have been hearing about lately... sick burn). Pidwick II insists the characters roll 5d10. For each die, consult the "Possible Locations of Pentaforce Pieces" table below. The die result corresponds with a location. If you roll the same number on two dice, reroll one of the dice until you roll for a location that has not already been rolled.

POSSIBLE LOCATIONS OF PENTAFORCE PIECES

d10	Location (Area in <i>Curse of Strahd</i>)
1	Study (Area K37)
2	High Tower Staircase (Area K18)
3	Chapel (Area K15)
4	Dining Hall (Area K10)
5	Lounge (Area K49)
6	Catacombs (Area K84)
7	Cauldron (Area K56)
8	Closet (Area K44)
9	Wine Cellar (Area K63)
10	King's Balcony (Area K28)

1. STUDY

A large oak table occupies the center of this magnificent study. The walls are lined with bookshelves filled with leather-bound tomes. Five young humans are sitting around the table staring at each other in utter boredom.

CUE MUSIC

When the characters enter the room, play "Don't You (Forget About Me)" by Simple Minds.

The five individuals sitting around the table are, Gertruda (NG female human **commoner**), Ismark (LG male human veteran), Doru (CG male **commoner**), Parriwimple (LG male human **gladiator**), and Stella Watcher (CG female human **commoner**) are sitting around the table bored out of their minds. These individuals collectively refer to themselves as the "the Brunch Club."

ROLEPLAYING THE BRUNCH CLUB

Below are suggestions for roleplaying these NPCs:

Gertruda. Beautiful, spoiled, and oblivious to the struggles of everyone else around her.

Ismark. Handsome, athletic, and the son of the Burgomaster of Barovia. Stressed out by the high expectations his father has for him.

Doru. Intelligent, socially awkward, and goodie two-shoes son of the village priest in Barovia.

Parriwimple. Brutish, frustrated, and unhappy with himself. Wants to do well and show others he is capable of doing more than being a simple brute.

Stella Watcher. Reclusive, and does not speak since she believes she is a cat. Stella has a bad case of dandruff and is always scratching her head.

DETENTION IS OVER!

The Brunch Club was detained by Strahd for various violations of mundane Barovian laws. Their punishment is to sit in this room quietly until Strahd releases them. If Strahd is present, Parriwimple calls him "Fang Face" and makes a rude gesture with his fingers.

The Brunch Club knows there is a secret book in this room that when pulled, opens up a secret compartment housing one piece of the *Pentaforce*. However, they are unaware of the exact location of the secret book. See the "Exploration" subsection in the "Pillars of Adventure!" sidebar below for more details.

PILLARS OF ADVENTURE!

Use the below suggestions for using each pillar of adventure. Feel free to modify as you see fit.

Combat. The Brunch Club does not want a fight. If combat ensues, Ismark and Parriwimple fight in self-defense while the others flee.

Exploration. The character with the highest passive perception score spots an oddly placed book on one of the shelves. This book is a lever and activates a blade trap protecting one piece of the *Pentaforce*. A successful DC 15 Intelligence (Investigation) check reveals that pulling the book activates a blade trap. Characters disarm the blade trap if they succeed on a DC 18 Dexterity check or DC 14 Dexterity check using thieves' tools.

If the blade trap is activated, each creature in the room must make a DC 15 Dexterity saving throw. On a success, they dodge the blade. On a failure, the blade severs their heads and they instantly die. This trap is successful disarmed by a DC 15 Dexterity check using Thieves' Tools.

There is a set of thieves' tool strapped to the bottom of the table in this room. If a character looks under the table, they spot it.

Social. The Brunch Club asks the characters to bring them brunch from the Cauldron (see area 7. Cauldron). If the characters bring them brunch, The Brunch Club gives them their set of thieves' tools if the characters succeed on a DC 15 Charisma (Persuasion or Intimidation) check. The Brunch Club is unaware of the blade trap.

COLLECTING THE PENTAFORCE PIECES

The characters collect one piece of the *Pentaforce* if they successfully disarm the blade trap.

2. HIGH TOWER STAIRCASE

This huge, empty tower has a stone staircase winding around the interior, which access each floor of the castle. Floating high above, in the reaches of the tower, a gigantic glass heart pulses with light.

CUE MUSIC

When the characters enter the tower, play "[Total Eclipse of the Heart](#)" by Bonnie Tyler.

There is a piece of the *Pentaforce* inside the Heart of Sorrow, a magical artifact enchanted by Strahd to grant him endurance and vitality. The glow emanates from the *Pentaforce* piece, which is clear to any character that succeeds on a DC 15 Wisdom (Perception) check.

RAVE

Simple trap (level 1–4, dangerous threat)

The Heart of Sorrow is elaborately booby trapped with magic to defend itself against those with larcenous intent.

Trigger. A character attempts to harm or damage the heart in any way.

Effect. The heart begins to glow with fierce, continual fluorescent strobe lighting, dazzling all present. Characters that can see the Heart must make a DC 15 Constitution saving throw or suffer the effects of a confusion spell. This can cause creatures affected by it to walk off the stairwell, potentially to hilarious (if tragic) effect should they happen to be high up. The light show flickers until the heart is destroyed, causing creatures that can see it to have disadvantage on attack rolls against it.

SMASH AND GRAB

The heart is made of magical glass. Characters standing on the nearby stairs can make melee attacks against the heart, provided their weapons have a reach of at least 10 feet. The glass heart has AC 15 and 50 hit points. Whenever the heart is damaged, if Strahd's body is present, it flops about as if physically struck, suffering cosmetic damage of the nature caused to the heart. For example, if a hammer smashes the heart, Strahd might develop an ugly black eye, or a dented skull.

PILLARS OF ADVENTURE!

Use the below suggestions for using each pillar of adventure. Feel free to modify as you see fit.

Combat. The heart (alas) is not a particularly active combatant. Deploying a [vampire spawn](#) to defend it could keep things moving.

Exploration. The Heart of Sorrow is a majestic magical artifact and clearly a masterwork of artifice. Studying it could be the key to all kinds of breakthroughs about the nature of light, glasswork and necromancy. Clever characters might think of magical ways to breach the heart without breaking it, such as using mage hand to manipulate the *Pentaforce* piece from inside, or using teleportation to zip inside the heart and retrieve the piece.

If a creature that cannot fly teleports inside the heart, the heart suddenly careens 390 feet to the floor below. Fortunately, the Heart smashes at the bottom, releasing the *Pentaforce* piece, but this could prove something of a pyrrhic victory for the creature inside, depending on the circumstances.

Social. Though the heart has no obvious way of communicating, it may be able to transmit emotions telepathically to creatures who can communicate in that manner. If so, it begs for mercy in a long and emotionally over-charged ballad that leaves everyone feeling a bit worn out.

CUE MUSIC

When the Heart of Sorrow transmits emotions telepathically to characters, play "[Do You Really Want to Hurt Me](#)" by Culture Club.

COLLECTING THE PENTAFORCE PIECES

The characters collect one piece of the *Pentaforce* if they manage to retrieve it from inside the Heart of Sorrow.

3. CHAPEL

Dim moonlight shines through a splendid stained-glass window above the stone altar in this large chapel. A cloaked and hooded figure is pouring liquid throughout the chapel as they whisper a prayer.

The figure is Donavich (LG male human **acolyte**), a priest of Lathander from the village of Barovia. Under the hood, he wears a red hairy mask, which represents the great Saint Elmo. Saint Elmo brought the word of Lathander to Barovia long ago, although he was eventually stoned to death for having an annoying voice and giggle.

Donavich came to Castle Ravenloft looking for his son Doru (see area D1) and wants to burn down Castle Ravenloft. He is pouring a flammable liquid all over the chapel. When he notices the characters, he ignites the liquid, setting the entire chapel alight. Saint Elmo, impressed with Donavich's commitment to Lathander, grants Donavich the wings of an angel. This allows Donavich to have a flying speed of 60 ft. to escape the fire and watch the chapel burn.

CUE MUSIC

When Donavich ignites the liquid, play "[St. Elmo's Fire \(Man in Motion\)](#)" by John Parr.

Once the chapel is ablaze Donavich flies about the chapel watching it burn, giggling and laughing as he reveals his hairy mask of Saint Elmo and holds his hands high in praise to Lathander.

ROLEPLAYING DONAVICH

Donavich speaks in a high-pitched voice and giggles as a way to honor the memory of Saint Elmo. He is otherwise friendly but does not offer to help the characters unless they help him find Doru.

SAINT ELMO'S FIRE

The fire blazes throughout the entire room making it difficult to see; all perception checks have disadvantage. If this is a location containing a piece of the *Pentaforce* then characters who succeed on a DC 13 Wisdom (Perception) check spot a piece of the *Pentaforce* on the altar.

If a character begins or ends their turn in the fire, they take 26 (4d12) fire damage. It takes characters 30 feet of movement to reach the piece of the *Pentaforce* on the altar. Several rats recently decomposed underneath the piece of the *Pentaforce*, creating a glue like substance that holds the *Pentaforce* firmly in place. Breaking the piece of the *Pentaforce* free from the glue requires an action and a successful DC 15 Strength (Athletics) check.

PILLARS OF ADVENTURE!

Use the below suggestions for using each pillar of adventure. Feel free to modify as you see fit.

Combat. Donavich only engages in combat in self-defense.

Exploration. A successful DC 13 Wisdom (Perception) check reveals uneven bricks in the chapel wall leading to a catwalk 10 feet above the fire. Climbing the bricks requires a successful DC 14 Strength (Athletics) check. The catwalk is unstable due to its old age and sways back and forth when used. Successfully walking across the catwalk requires a DC 13 Dexterity (Acrobatics) check. On a failed check, a character must succeed on a DC 10 Dexterity saving throw or fall 10 feet from the catwalk into the fire. Characters who fall from the catwalk take 3 (1d6) bludgeoning damage in addition to damage from the fire.

If a character successfully walks across the catwalk, they can drop 5 feet down atop the altar to grab the piece of the *Pentaforce*.

Social. Donavich is looking for his son Doru. He asks the characters to look for his son and offers to bless them if they find Doru (see area 1. Study). If the characters bring Doru to Donavich, then he blesses the characters with the blessing of Saint Elmo. This blessing allows the characters to move through the fire without taking any damage.

COLLECTING THE PENTAFORCE PIECES

The characters collect one piece of the *Pentaforce* if they successfully pick it up from the altar.

4. DINING HALL

This long room is dominated by a banquet table stacked with rich food. Two bleak-looking aristocrats are seated in front of their meal, each looking terrified, whilst a ghostly young boy at the head of the table eats happily. A gigantic organ covers the back wall.

The three figures are Dimtri Kzrekov (LN male **noble**) and his wife, Anna (LG female **noble**), and their deceased son, Ilya. They are being held hostage by the ghost of their young son, Ilya (CN male **ghost**), who is forcing them to "have dinner." Attempting to engage either parent or disturb the dinner angers the Ilya, which begins to cause chaos.

CUE MUSIC

When Dimitri or Anna try to speak, instead play "[Banana Boat \(Day-O\)](#)" by Harry Belafonte. This emanates from their mouths whatever else they try to say. The organ plays a rousing accompaniment of its own volition.

Dimitri and Anna are under the spell of their son, who is possessing them whilst retaining full access to his other ghostly functions. He uses the couple to pelt oncoming characters with food, whilst giggling to himself. The Kzrekovs are not in control, and continue to sing or throw food for as long as Ilya finds it amusing.

ROLEPLAYING ILYA

Ilya as a high-pitched boy's voice with a slight echo. Ilya enjoys games but gets angry when anyone tries to get attention from his parents (whom he considers his property). He is prone to tantrums.

BEETLE JUICE

Ilya fears only one thing: a drink that his parents would threaten him with when he misbehaved, made from pulverized insects they aptly named, "Beetle Juice." Ilya occasionally bursts into fits of frothing rage, screaming, "I won't drink the bad stuff," and other words to that effect. An inspection of any of the tumblers or pitchers in the room reveals the contents to be a dark, viscous liquid. A successful DC 11 Intelligence (Nature) check reveals this is juice made from the smashed remains of beetles. Threatening Ilya with it causes the ghost to quaver. Doing so three times causes the ghost to flee the scene, releasing Dimitri and Anna from their imprisonment.



PILLARS OF ADVENTURE!

Use the below suggestions for using each pillar of adventure. Feel free to modify as you see fit.

Combat. Ilya is a temperamental ghost and an unwelcoming host. Some characters may find a simple assault on his person to be the most efficient way of dealing with him. In this case, Ilya uses his parents to defend him from assault.

Exploration. The table is full of food. A detect poison and disease spell reveals the presence of the beetle juice and its apotropaic benefits.

Social. Dimitri and Anna are unable to move effectively, but they can sometime move their hands, attempting to sign to the characters the location of the juice by elaborate (but largely ineffectual) charades. A successful DC 15 Wisdom (Insight) check reveals the nature of their intent. In addition, Ilya has the demeanor of a sulky child—approaching him in the authoritative manner of a parent can stymie him briefly. A successful DC 13 Charisma (Intimidation) check can effect this, distracting the ghost for long enough that Dimitri and Anna can more effectively gesture their distress using their whole bodies.

COLLECTING THE PENTAFORCE PIECES

If this location contains a piece of the *Pentaforce*, it appears in Ilya's chair after the ghost has been banished or defeated.

5. LOUNGE

Dim light from three ornate lanterns illuminates a large banner hanging across the room ceiling with the phrase, "Barovian Winter Fantasy '86" written in common. A handsome young man wearing a pastel-purple fluffy suit and a teal bow tie is sitting on a couch all by himself.

The young man is Escher (N male [vampire spawn](#)), who is deeply in love with Strahd. Escher learned of a ceremony called a "prom" from a traveler he recently feasted on. The traveler called himself [Mat Merseur](#) and claimed he was brought to Barovia by the mists. Apparently, no one cared, so he was taken to Castle Ravenloft and used as a blood bag, yum! Before he was eaten, Merseur said a prom was an awkward social ceremony people attend while wearing silly costumes and dancing to music in hopes of attracting a mate.

If this location contains a piece of the *Pentaforce*, then Escher is wearing it as a charm on a necklace around his neck.

ROLEPLAYING ESCHER

Escher is nervous and intimidated that Strahd won't return his affection. Charismatic when dealing with the characters, but his nervousness causes him to clam up when Strahd is present.

BAROVIAN WINTER FANTASY '86

Escher wants to attend a prom and take Strahd as his date. When Escher notices the characters, he asks for their help to create the prom so he can dance the night away with Strahd. If the characters help Escher with this task, as a reward he offers them the piece of the *Pentaforce* he keeps around his neck.

PILLARS OF ADVENTURE!

Use the below suggestions for using each pillar of adventure. Feel free to modify as you see fit.

Combat. Escher attacks the characters if they fail their group ability check or if he catches anyone trying to steal the piece of the *Pentaforce* around his neck.

Exploration. The punch spiker (see Prom Roles table below) can spike the blood punch in the prom if they succeed on a DC 15 Dexterity (Sleight of Hand) check. If they give spiked blood punch to Escher, Escher drinks it and gains one level of exhaustion.

Social. A character can run for Prom King or Queen. If a character earns a majority of votes from the other characters, they win the election and gain inspiration. A Prom King and Queen may each choose one character to reroll an ability check during this encounter.

Holding the Prom. Characters make a group ability check to successfully hold the prom. To make a group ability check, each character selects a prom role (see the "Prom Roles" table, below) and makes the corresponding ability check. The only mandatory role is Strahd. Strahd must dance with Escher or else the characters fail.

If at least half the group succeeds, the whole group succeeds, otherwise they fail. Have fun with this scene and allow characters to narrate how they use their ability checks and roles. If characters fail their ability checks, let them have fun describing entertaining ways they fail.

CUE MUSIC

When the prom begins, play "Forever Young" by Alphaville.

PROM ROLES

Role	Check
Strahd (Escher's Partner)	Charisma (Performance)
Performer	Charisma (Performance)
Chaperone	Wisdom (Perception)
Punch Spiker	Dexterity (Sleight of Hand)
Bench Warmer	Dexterity (Stealth)
Principal	Charisma (Intimidation)
Prom King	Strength (Athletics)
Prom Queen	Charisma (Deception)
Valedictorian	Intelligence (History)

Difficulty. This is a DC 15 group ability check. There are four outcomes for this event based on the group ability check:

Epic Success. Zero failed ability checks. The characters make this the best prom ever! All characters gain inspiration and Escher gives them his piece of the *Pentaforce*.

Success. The prom is a success! Escher gives the characters his piece of the *Pentaforce*.

Failure. The prom is a failure. Escher attacks the characters for ruining his prom!

Epic Failure. Zero successful ability checks. The prom is an epic failure! Escher attacks the characters for ruining his prom, and to make things worse, Ricky Roll (CE male wraith) shows up and tries to save the prom by singing.

Naturally, this only makes things worse. Each creature hearing Ricky Roll's singing must make a DC 15 Wisdom saving throw. On a failure, a creature is stunned for 1 minute. A creature can repeat this saving throw at the end of each of their turns, ending the effect on itself on a success.

CUE MUSIC

If Ricky Roll shows up and begins singing, play "Never Gonna Give You Up" by Rick Astley.

COLLECTING THE PENTAFORCE PIECES

The characters collect one piece of the *Pentaforce* if they successfully hold the prom or kill Escher and remove it from his cold undead hands!

6. CATACOMBS

- Deep below Castle Ravenloft, thick columns support an ancient crypt shrouded in dust and cobwebs.
- Three gaunt women in red, yellow and green bridal gowns are bickering up ahead.

The three brides of Strahd (LE female vampire spawn), known as the Heathers, are saying nasty things about someone called Tatyana behind her back.

ROLEPLAYING THE HEATHERS

Below are suggestions for roleplaying the Heathers:

Heather Karelova. Wears red. A total bench. Is constantly rude and degrades the other heathers. Swears like a sailor on leave in hell.

"Well, fork me gently with a chainsaw, who the hell is this?"

Heather Popofsky. Wears yellow. Sly and snide. Likes to make people feel bad about their appearances.

"You know, it's a good thing you have good bone structure. Did you pick those clothes yourself?"

Heather Vilisevic. Wears green. Drifts around rather emptily. Obsessed with herself, and oblivious to the comments of others.

"Do I look pretty when I twirl?"

WHAT'S YOUR DAMAGE, HEATHER?

The Heathers want the characters to join in trashing this Tatyana (whoever she is) before they will allow any of the characters to join their clique.

The Heathers do not care for the quality of the insults, only that the characters join in their slating of the poor, absent Tatyana.

They also suggest the characters join them in a game of "Strip Croquet," an elaborate game that involves using mallets to hit a ball through small hoops on the ground. Each time a player fails an ability check to hit a ball through the small hoops, the Heathers "strip down" a body part... cutting away any flesh and muscles until they reach the bone!

CUE MUSIC

When the game begins, play "[Girls Just Want to Have Fun](#)" by Cyndi Lauper.

Difficulty. Defeating the Heathers in a game of Strip Croquet is a DC 15 Dexterity group ability check.

Epic Success. Zero failed ability checks.

The Heathers are humiliated, and flee the scene in a huff, likely with several body parts shaved down to the bone.

Success. The characters win the game, but the Heathers are infuriated, and Heather Karelova descends into a murderous rage and attacks the characters.

Failure. The characters lose the game, and the Heathers hound them from the room with insults, after shaving the body parts of several of the characters down to the bone.

Epic Failure. Zero successful ability checks.

The Heathers completely skin and shave all the flesh off the characters, down to their bones.

PILLARS OF ADVENTURE!

Use the below suggestions for using each pillar of adventure. Feel free to modify as you see fit.

Combat. The Heathers are prone to aggravating anyone they meet with snide remarks. If they end up in combat, they use their croquet mallets:

Mallet. Melee weapon attack: +6 to hit, reach 5ft., one target. Hit: 10 (2d6+3) bludgeoning damage.

Exploration. Characters with a healthy disregard for the rules can attempt to cheat the game of croquet. These characters can add their Sleight of Hand bonus to their ability check. However, should a character doing so fail their check they are discovered by the Heathers who decide to make an example of them.

Social. If Heather Karelova meets a grisly end, the remaining Heathers levy for a truce, and offer to elect the character who has most impressed them with cruelty to be "Queen Bench." Should anyone agree to this, the Heathers accompany the group henceforth, confining their assistance to snide remarks from the backline and making comments about how tragic was Heather Karelova's suicide.



COLLECTING THE PENTAFORCE PIECES

Heather Karelova carries a piece of the *Pentaforce* tied up in her red hair scrunchie. It can be recovered from her corpse, or if she abandons it after shaving off her scalp during an embarrassing loss of Strip Croquet.

7. CAULDRON

A colossal black cauldron occupies the center of this room. Several witches wearing black robes and withered green skin covered with grotesque warts are laughing as they dump ingredients into the cauldron. Hanging 5 feet over the cauldron is a man with spectacles and black hair tied up by a rope. The man is giggling.

The number of witches ([green hag](#)) present equals the number of characters. The witches have lost their minds as they make brunch by tossing toads, centipedes, and gnome fingers into the cauldron. The man hanging above the cauldron is [Jeremy Krawford](#) (no stats but I scanned Jeremy's Challenge Rating and it is over 9,000!). If this room contains a piece of the *Pentaforce* then Jeremy has a piece of the *Pentaforce* tucked in a small fanny pack he wears underneath his shirt. He allowed himself to be captured by witches during his vacation in Barovia.

This is all so amusing to him. Although he is more than capable, Jeremy shouts out for the characters to save him, since the witches plan to dunk him in the cauldron to cook as part of their brunch recipe. Jeremy says:

Look, I could do this myself, but this is getting tedious and my leg has a cramp. Get me out of this mess. Impress me and I'll give you something awesome. Maybe I'll name a character ability after you in my next book. Maybe I'll give you a piece of the magic dingus you're looking for. Deal?

MANIAC WITCH DANCE OFF!

The witches love making brunch and serving it to guests. However, the witches have one condition before they give their brunch to others: they must have a dance off! As haggard as the witches appear, when they dance, they have the finesse of a swan and limberness of a gymnast. Before the dance off begins, the witches remove their black robes, revealing spandex athletic dance attire underneath.

CUE MUSIC

When the dance off begins, play “*Maniac*” by Michael Sembello.

Dance off. Each character pairs up with a Barovian witch and makes a Strength (Athletics or Acrobatics) or Dexterity (Performance or Sleight of Hand) check contested by their partner’s Dexterity (Performance) check. The witches gain +4 to Dexterity (Performance) checks due to their year of dancing practice. If a player chooses to show off dance moves in real life, they receive advantage on their character’s ability check during this contest.

During the dance off, the creature with the lowest roll must succeed on a DC 18 Dexterity saving throw or lose their balance and fall into the cauldron. A creature that falls into the cauldron instantly melts and dies.

After all the characters have danced, the winners from the previous dance off round pair up and repeat the above steps. This happens until only one final dance champion remains, at which point a chair and lever magically appear. If a character pulls the lever, water magically crashes down upon them in dramatic fashion and Jeremy Krawfjord gently falls to the ground, released from the rope holding him above the cauldron.

PILLARS OF ADVENTURE!

Use the below suggestions for using each pillar of adventure. Feel free to modify as you see fit.

Combat. The Barovian witches fight in self-defense, if a character attempts to steal brunch from their cauldron, or if a character attempts to free Jeremy Krawfjord without winning the dance off.

Exploration. Throughout this scene, Jeremy smiles, giggles, and talks about obscure rules no one knows. If a character looks at Jeremy Krawfjord and succeeds on a DC 15 Wisdom (Perception) check, they notice Jeremy is hiding a fanny pack. If the *Pentaforce* is in this location, then a piece of the *Pentaforce* is inside Jeremy’s fanny pack and the outline of its shape is clearly visible.

Social. The witches engage in friendly conversation with the characters. They are happy to share their brunch with the characters but only if the characters win the dance competition.

Jeremy Krawfjord knows everything there is to know and will truthfully answer any question he is asked. If a character asks him a question regarding rules and Jeremy answers, then those are the rules. This applies to anything and everything. Jeremy has this power! What “rules” you ask? Literally any rules such as the rules of physics, rules of Dungeons & Dragons 5th Edition, and more!

COLLECTING THE PENTAFORCE PIECES

The characters collect one piece of the *Pentaforce* if they successfully remove it from Jeremy Krawfjord’s fanny pack. If the characters win the dance off, Jeremy gives them his piece of *Pentaforce*.

8. CLOSET

The walls of this large walk-in closet are lined with hooks on which hang a large variety of feathered hats, sequined cloaks and other dazzling accessories.

This room is haunted by the banshee of Gralmore Nimblenobs (CG male **banshee**), Wizard Ordinaire. In life, Gralmore was a lover of finery and fashion. In death, this has not changed a bit. Alas, in his new incorporeal form, Gralmore is unable to drape himself in colorful gowns; the adventurers provide an opportunity for the geist to play.

CUE MUSIC

When the characters enter the closet, play “*Careless Whisper*” by George Michael.

CARELESS CATWALK

The banshee of Gralmore Nimblenobs has the following additional trait:

Spellcasting. Gralmore is an 9th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). Gralmore has following Wizard spells prepared:

Cantrips (at will): *dancing lights*

1st level (4 slots): *grease, catapult, color spray*

2nd level (3 slots): *enthrall*

3rd level (3 slots): *hypnotic pattern, major image*

4th level (2 slots): *charm monster*

5th level (1 slot): *animate objects*

As the characters enter the closet, Nimblenobs casts *animate objects* and floats about the room draping clothes over everyone and commenting on how wonderful/ghastly they look (depending on the circumstances). If Nimblenobs



is allowed to pursue his relatively harmless dressing up of the characters, he is affable in the extreme, and hands over his shard of the *Pentaforce* on request—as long as the character perform a catwalk for him, it’s been so long since anyone put on a show for Gralmore that he’s desperate for one.

PILLARS OF ADVENTURE!

Use the below suggestions for using each pillar of adventure. Feel free to modify as you see fit.

Combat. Gralmore is not expecting a fight, and is confused by any reluctance to join in his fun. He uses his magic only in self-defense, unless a character makes a point of damaging his clothes, at which point he uses his *Wail* and charges into combat.

Exploration. Characters can attempt to assemble an attractive (or at least, distinctive) ensemble from the collection. Anyone wishing to do so can make a DC 11 Charisma (Investigation) check. On a success, the character gains Inspiration, and can choose the nature of their new sparkly outfit. Characters proficient in an appropriate tool (for instance, weaver’s tools) gain advantage on this check.

Social. Gralmore’s comments are almost solely focused on the outfits. Characters who agree to compete in an impromptu catwalk for him stand a chance of winning his cloak of invisibility (hidden under a secret floorboard compartment).

COLLECTING THE PENTAFORCE PIECES

The *Pentaforce* piece is hidden in the pocket of a drab looking cardigan nested under a pile of worn out and yellowing old jockstraps.

9. WINE CELLAR

Three male humans are sitting atop large casks of wine stored along the sides of the walls in this cellar. The men are wearing strange caps, black leather jackets, and large gold chain necklaces. It is obvious they are enjoying wine as they joke with each other in this damp cellar.

The three men are actually werewolves in human form. Their names are Kiril, Emil, and Skennis (CE male **werewolves**) and they are sick and tired of Strahd telling them what to do. They want to live life to the fullest, free the werewolves from Strahd’s tyranny, and party. It is time for their revolution to begin!

FIGHT FOR YOUR RIGHT TO PARTY!

If Kiril, Emil, or Skennis spot Strahd and the characters, they use an action to polymorph into a wolf-humanoid hybrid and immediately attack.

CUE MUSIC

When the werewolves attack the characters, play “(You Gotta) Fight for Your Right (To Party!)” by the Beastie Boys.

This room is 60 feet long by 20 feet wide, with wine casks along the north, east, and south portions of the walls.

PILLARS OF ADVENTURE!

Use the below suggestions for using each pillar of adventure. Feel free to modify as you see fit.

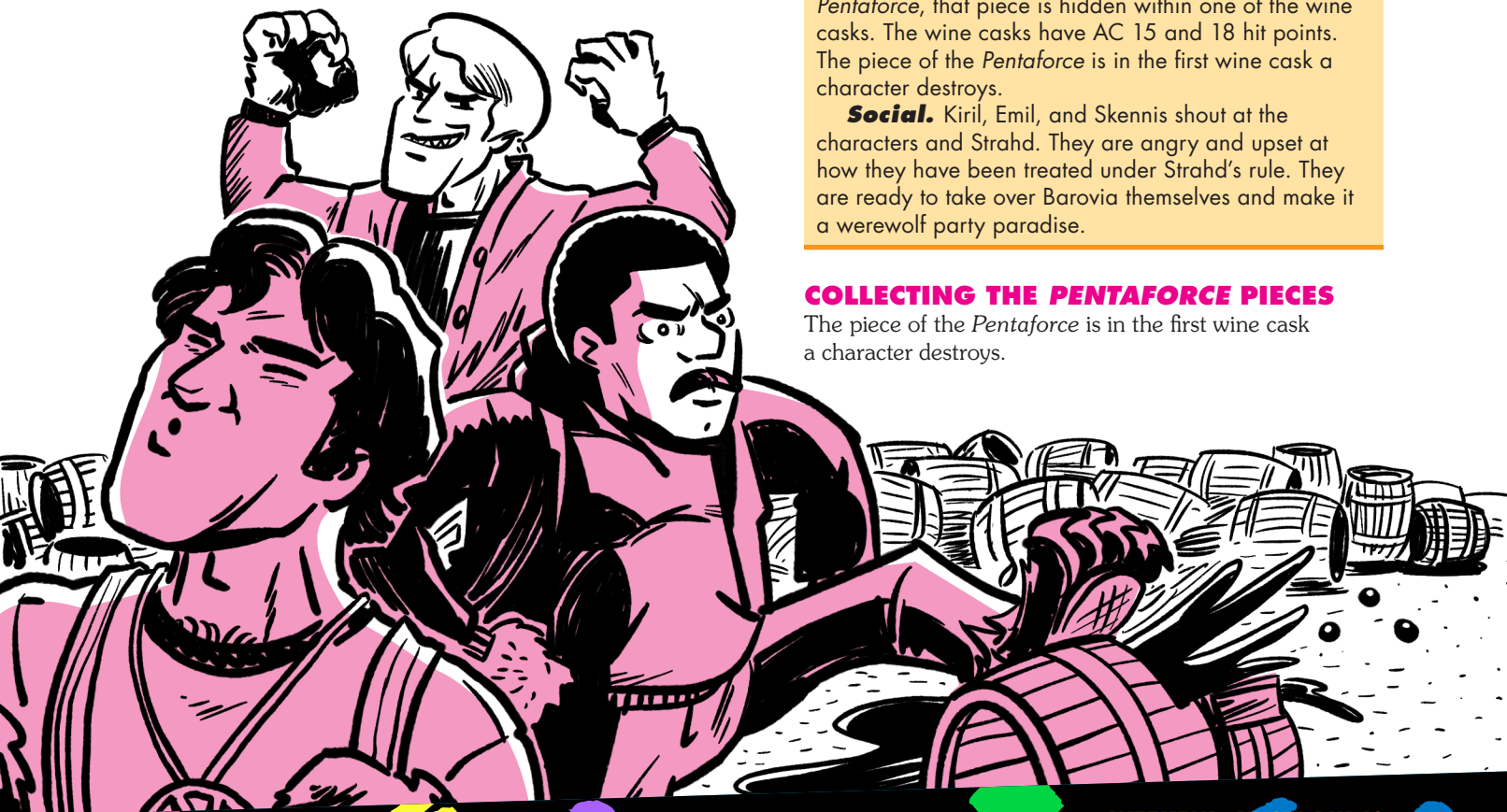
Combat. Kiril, Emil, and Skennis are fighting for their freedom to do whatever they want. Strahd has been an oppressive tyrant, and it is time Barovians had the right to party!

Exploration. If this room has a piece of the *Pentaforce*, that piece is hidden within one of the wine casks. The wine casks have AC 15 and 18 hit points. The piece of the *Pentaforce* is in the first wine cask a character destroys.

Social. Kiril, Emil, and Skennis shout at the characters and Strahd. They are angry and upset at how they have been treated under Strahd’s rule. They are ready to take over Barovia themselves and make it a werewolf party paradise.

COLLECTING THE PENTAFORCE PIECES

The piece of the *Pentaforce* is in the first wine cask a character destroys.



10. KING'S BALCONY

The wind is fierce, and howls across this rainy balcony overlooking a sheer drop to the rocks below. Thunder booms overhead, and flashes of lightning illuminate a horde of zombies performing an aerobics class. This balcony is the staging ground for an aerobics class for 50 zombies led by the ghost of Sir Klutz (N male **ghost**).

CUE MUSIC

When the characters enter the balcony, play **"Physical"** by Olivia Newton-John.

The ghost demands that the characters get in line, mistakenly believing them to be late members of the class.

Difficulty. Keeping up with the class is a DC 13 Constitution (Athletics) group ability check. This would be easy enough, but if Strahd is with the characters, he needs to keep up too. Propping him up gives any involved characters disadvantage on their ability check as they struggle to keep the corpse performing the right moves.

Epic Success. Zero failed ability checks. The ghost bubbles and crows at his masterful teaching and disperses the class, sending three benign zombies in sports gear with them wherever they go next.

Success. The characters keep up with the lesson and are given leave to exit after ten minutes.

Failure. The characters fail to keep up. The ghost realizes they are not zombies, and orders them to leave.

Epic Failure. Zero successful ability checks. The zombies realize the characters are alive, and attempt to throw them off the balcony 350 feet to almost certain death.

PILLARS OF ADVENTURE!

Use the below suggestions for using each pillar of adventure. Feel free to modify as you see fit.

Combat. The zombies are busy in their class unless the ghost of Sir Klutz alerts them to the presence of intruders. Throwing a character off the balcony requires the zombie to successfully grapple a character, and drag them 15 feet to the edge of the balcony. There the character must succeed on an opposed Strength check against the zombie, on a failure the character is hurled 300 feet to their doom.

Exploration. Characters with a passive Wisdom (Perception) score of 11 or higher may notice a *Pentaforce* Piece around the neck of one of the zombies. Taking it from a zombie without them realizing is a simple Dexterity (Sleight of Hand) check versus the zombie's passive Wisdom (Perception) score of 8. Characters enter the lesson and ease their way through the crowd to get close to the bearer on a successful DC 13 Charisma (Performance) check. On a failed check, the zombies push characters back from the bearer and continue their class.

Social. The zombies are not particularly talkative, and the ghost of Sir Klutz is a fanatical gym instructor. The ghost can be waylaid by talk of weights and calisthenics, but only briefly.

COLLECTING THE PENTAFORCE PIECES

If a *Pentaforce* piece is present here, it is tied around the neck of a zombie in the front row of the class, nearest the wall.

CONCLUSION

You have collected all five pieces of the *Pentaforce*! The *Pentaforce* glows with a blinding holy radiant light that fills the entire Castle! When the light dims, you see a bald man standing before you in a skintight black cat-suit. He puts a large black curly haired wig atop his head and puckers his lips as he says, "Let's make this quick, I have a comeback tour to get to!"

The man is the powerful entity summoned by the completed *Pentaforce*. His name is **Kris Purkens**, and only he can facilitate the true destruction of Strahd von Zarovich!

CUE MUSIC

When Kris Purkens appears, play **"If I Could Turn Back Time"** by Cher.

Kris offers the characters two choices to put an end to the tyrannical reign of Strahd:

- **Turn Back Time.** Kris offers to turn back time to before Strahd von Zarovich ever invaded Barovia. The characters can interject themselves in that timeline, forever altering Strahd's demise while Strahd goes on to become a bard in a big hair band, but the space-time continuum will never be the same again! Roll credits, the characters win!

CUE MUSIC

If the characters go back in time, play **"Back to the Future"** by Alan Silvestri, from the *Back to the Future* soundtrack.

- **Goodbye My Sweet Prince.** Kris Purkens sheds a tear as he hands the characters a golden stake to use for killing Strahd. If the characters shove the golden stake into Strahd's chest, Strahd bursts into a million pieces. His spirit travels to the year 1988 on a planet called Earth. He possesses a wizard there and assumes the name of Christopher Zarathustra. Roll credits, the characters win!

CUE MUSIC

If the characters kill Strahd, play **"Heaven Is A Place On Earth"** by Belinda Carlisle.

Appendix A: Playlist

Below are Spotify hyperlinks to each of the songs featured in *Weekend at Strahd's*. There is also a full playlist of each song, in the order listed below, available [here](#).

RANDOM ENCOUNTER

- [“Never Gonna Give You Up”](#) by Rick Astley
- [“The Goonies ‘R’ Good Enough”](#) by Cyndi Lauper
- [“Thriller”](#) by Michael Jackson
- [“Ghostbusters”](#) by Ray Parker Jr.

WEEKEND AT STRAHD'S OPENING SCENE

- [“The Power of Love”](#) by Huey Lewis & the News
- [“Axel F”](#) by Harold Faltermeyer

STUDY

- [“Don't You \(Forget About Me\)”](#) by Simple Minds

HIGH TOWER STAIRCASE

- [“Total Eclipse of the Heart”](#) by Bonnie Tyler
- [“Do You Really Want to Hurt Me”](#) by Culture Club

CHAPEL

- [“St. Elmo's Fire \(Man in Motion\)”](#) by John Parr

DINING HALL

- [“Banana Boat \(Day-O\)”](#) by Harry Belafonte

LOUNGE

- [“Forever Young”](#) by Alphaville
- [“Never Gonna Give You Up”](#) by Rick Astley

CATACOMBS

- [“Girls Just Want to Have Fun”](#) by Cyndi Lauper

CAULDRON

- [“Maniac”](#) by Michael Sembello

CLOSET

- [“Careless Whisper”](#) by George Michael

WINE CELLAR

- [“\(You Gotta\) Fight for Your Right \(To Party!\)”](#) by the Beastie Boys

KING'S BALCONY

- [“Physical”](#) by Olivia Newton-John

CONCLUSION

- [“If I Could Turn Back Time”](#) by Cher
- [“Back to the Future”](#) by Alan Silvestri
- [“Heaven Is A Place On Earth”](#) by Belinda Carlisle