



THE EXECUTIONER

The locals are spreading rumors of the emergence of an age-old relic in a remote farming village.

Surely you won't be the only one to seek it, but can you afford to not be successful in this mission? And why haven't they claimed it for themselves?

Part Three of Misty Fortunes and Absent Hearts.

A Two-Hour adventure for 1st-4th level characters



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DO YOU WANT TO BE BORN AGAIN? I can chase away those demons. Hand in hand, you could tell me all your secrets. I know what you want, but you won't let it go. I know what you want, but you have to follow. If you want to know who you are, just come with me into the dark.

--Craig Owens, *Devil*

Introduction

Welcome to *The Executioner*, a D&D Adventurers League™ adventure, part of the official D&D Adventurers League™ organized play system and the *Curse of Strahd*™ storyline season.

This adventure is designed for 1st through 4th-level characters, and is optimized for five 3rd-level characters. Characters outside this level range cannot participate in this adventure.

The adventure takes place in Oraşnou, a small farming village just outside of the Svalich Woods, north of Barovia, within the Ravenloft campaign setting.

The D&D Adventurers League

This adventure is official for D&D Adventurers League play. The D&D Adventurers League is the official organized play system for DUNGEONS & DRAGONS®. Players can create characters and participate in any adventure allowed as a part of the D&D Adventurers League. As they adventure, players track their characters' experience, treasure, and other rewards, and can take those characters through other adventures that continues their story.

If you're running this adventure as a part of a store event or at certain conventions, you'll need a DCI number. This number is your official Wizards of the Coast organized play identifier. If you don't have a number, you can obtain one at a store event. Check with your organizer for details.

D&D Adventurers League play is broken up into storyline seasons. When players create characters, they attach those characters to a storyline season, which determines what rules they're allowed to use to create and advance their characters. Players can continue to play their characters after the storyline season has finished, possibly participating in a second or third storyline with those same characters. A character's level is the only limitation for adventure play. A player cannot use a character

of a level higher or lower than the level range of a D&D Adventurers League adventure.

For more information on playing, running games as a Dungeon Master, and organizing games for the D&D Adventurers League, please visit the D&D Adventurers League home at:

www.dndadventurersleague.org

Preparing the Adventure

Before you show up to Dungeon Master this adventure for a group of players, you should do the following to prepare.

- Make sure to have a copy of the most current version of the *D&D Basic Rules* or the *Player's Handbook*.
- Read through the adventure, taking notes of anything you'd like to highlight or remind yourself while running the adventure, such as a way you'd like to portray an NPC or a tactic you'd like to use in a combat.
- Get familiar with the monster statistics in the Appendix.
- Gather together any resources you'd like to use to aid you in running this adventure--such as notecards, a DM screen, miniatures, and battlemaps.
- If you know the composition of the group beforehand, you can make adjustments as noted throughout the adventure.

Before Play at the Table

Ask the players to provide you with relevant character information:

- Character name and level
- Character race and class
- Passive Wisdom (Perception)—the most common passive ability check
- Anything notable as specified by the adventure (such as backgrounds, traits, flaws, etc.)

Players that have characters outside the adventure's level range **cannot participate in the adventure with those characters**. Players with ineligible characters can make a new 1st-level character or use a pregenerated character. Players can play an adventure they previously played or ran as a Dungeon Master, but not with the same character.

Ensure that each player has an official adventure sheet for his or her character (if not, get one from

the organizer). The player fills out the adventure name, session number, date, and your name and DCI number. In addition, the player also fills in the starting values for experience, gold, downtime, renown, and number of permanent magic items. He or she fill in the other values and write notes at the conclusion of the session. Each player is responsible for maintaining an accurate logsheet.

If you have time, you can do a quick scan of a player's character sheet to ensure that nothing looks out of order. If you see magic items of very high rarities or strange arrays of ability scores, you can ask players to provide documentation for the irregularities. If they cannot, feel free to restrict item use or ask them to use a standard ability score array. Point players to the *D&D Adventurers League Player's Guide* for reference.

If players wish to spend downtime days and it's the beginning of an adventure or episode, they can declare their activity and spend the days now. Alternatively, they can do so at the end of the adventure or episode. Players should select their characters' spells and other daily options prior to the start of the adventure, unless the adventure specifies otherwise. Feel free to reread the adventure description to help give players hints about what they might face.

Adjusting the Adventure

Throughout this adventure, sidebars provide information to assist you in making adjustments for smaller or larger groups and characters of higher or lower levels than the adventure is optimized for. This is typically used exclusively for combat encounters.

You may adjust the adventure beyond the guidelines given in the adventure, or for other reasons. For example, if you're playing with a group of inexperienced players, you might want to make the adventure a little easier; for very experienced players, you might want to make it a little harder. Therefore, five categories of party strength have been created for you to use as a guide. Use these as a guide, and feel free to use a different adjustment during the adventure if the recommended party strength feels off for the group.

This adventure is **optimized for a party of five 3rd-level characters**. To figure out whether you need to adjust the adventure, do the following:

- Add up the total levels of all the characters.
- Divide the total by the number of characters.

- Round fractions of .5 or greater up; round fractions of less than .5 down.

You've now determined the **average party level (APL)** for the adventure. To figure out the **party strength** for the adventure, consult the following table.

Determining Party Strength

Party Composition	Party	Strength
3-4 characters,	APL less than	Very weak
3-4 characters,	APL equivalent	Weak
3-4 characters,	APL greater than	Average
5 characters,	APL less than	Weak
5 characters,	APL equivalent	Average
5 characters,	APL greater than	Strong
6-7 characters,	APL less than	Average
6-7 characters,	APL equivalent	Strong
6-7 characters,	APL greater than	Very strong

Average party strength indicates no recommended adjustments to the adventure. Each sidebar may or may not offer suggestions for certain party strengths. If a particular recommendation is not offered for your group, you don't have to make adjustments.

Running the Adventure

As the Dungeon Master of the session, you have the most important role in facilitating the enjoyment of the game for the players. You help guide the narrative and bring the words on these pages to life. The outcome of a fun game session often creates stories that live well beyond the play at the table. Always follow this golden rule when you DM for a group:

Make decisions and adjudications that enhance the fun of the adventure when possible.

To reinforce this golden rule, keep in mind the following:

- You are empowered to make adjustments to the adventure and make decisions about how the group interacts with the world of this adventure. Doing so is especially important and applicable outside of combat, but feel free to adjust the adventure for groups that are having too easy or too hard of a time.
- Don't make the adventure too easy or too difficult for a group. Never being challenged makes for a boring game and being overwhelmed makes for a

frustrating one. Gauge the experience of the players (not the characters) with the game, try to feel out (or ask) what they like in a game, and attempt to give each of them the experience they're after when they play D&D. Give everyone a chance to shine.

- Be mindful of pacing, and keep the game session moving along appropriately. Watch for stalling, since play loses momentum when this happens. At the same time, make sure that the players don't finish too early; provide them with a full play experience. Try to be aware of running long or short. Adjust the pacing accordingly
- Read-aloud text is just a suggestion; feel free to modify the text as you see fit, especially when dialogue is present.
- Give the players appropriate hints so they can make informed choices about how to proceed. Players should be given clues and hints when appropriate so they can tackle puzzles, combat, and interactions without getting frustrated over lack of information. Doing so helps to encourage immersion in the adventure and gives players "little victories" for figuring out good choices from clues.

In short, being the DM isn't about following the adventure's text word-for-word; it's about facilitating a fun, challenging game environment for the players. The *Dungeon Master's Guide™* has more information on the art of running a D&D game.

Downtime and Lifestyle

At the beginning of each play session, players must declare whether or not they are spending any days of downtime. The player records the downtime spent on the adventure logsheet. The following options are available to players during downtime (see the D&D basic rules or the *D&D Adventurers League Player's Guide* for more information):

- Catching up
- Crafting (exception: multiple characters cannot commit to crafting a single item)
- Practicing a profession
- Recuperating
- Spellcasting services
- Training

Other downtime options might be available during adventures or unlocked through play, including faction-specific activities.

In addition, whenever a character spends downtime days, that character also spends the

requisite expense for his or her lifestyle. Costs are per day, so a character that spends ten days of downtime also spends ten days of expenses maintaining his or her lifestyle. Some downtime activities help with lifestyle expenses or add lifestyle expenses.

Spellcasting Services

Any settlement the size of a town or larger can provide some spellcasting services. Characters need to be able to travel to the settlement to obtain these services.

Help From Who!?

For the current storyline season, *Curse of Strahd*, the rules for spellcasting services are changed for characters adventuring in Barovia. In Strahd's bleak domain, there simply aren't any settlements where spellcasters can accommodate such needs, and those places of worship that might otherwise provide spellcasting services are overrun with monsters. As such, unless otherwise detailed in an adventure, the only individual able to provide spellcasting services is **Jeny Greenteeth**. This will no doubt lead to some uncomfortable situations and unforeseen consequences.

Refer to Page 7 of the *Adventurers League Dungeon Master's Guide* for more details.

Spell services generally available include healing and recovery spells, as well as information-gathering spells. Other spell services might be available as specified in the adventure. The number of spells available to be cast as a service is limited to a **maximum of three per day total**, unless otherwise noted.

Spellcasting Services

Spell	Cost
<i>Cure wounds (1st level)</i>	10 gp
<i>Identify</i>	20 gp
<i>Lesser restoration</i>	40 gp
<i>Prayer of healing (2nd level)</i>	40 gp
<i>Remove curse</i>	90 gp
<i>Speak with dead</i>	90 gp
<i>Divination</i>	210 gp
<i>Greater restoration</i>	450 gp
<i>Raise dead</i>	1,250 gp

Acolyte Background

A character possessing the acolyte background requesting spellcasting services at a temple of his or her faith may request **one spell per day** from the Spellcasting Services table for free. The only cost paid for the spell is the base price for the consumed material component, if any.

However, no religions have established places of worship here of sufficient size to provide spellcasting services. Because of this, characters with the Acolyte background gain no benefit from this trait.

Character Disease, Death, and Recovery

Sometimes bad things happen, and characters get poisoned, diseased, or are killed. Since you might not have the same characters return from session to session, here are the rules when bad things happen to characters.

Disease, Poison, and Other Debilitating Effects

A character still affected by diseases, poisons, and other similar effects at the conclusion of an adventure can spend downtime days recuperating until such time as he or she resolves the effect to its conclusion (see the recuperating activity in the *D&D Basic Rules*).

If a character doesn't resolve the effect between sessions, that character begins the next session still affected by the debilitating effect.

Death

A character who is killed during the course of the adventure has a few options at the end of the session (or whenever arriving back in civilization) if no one in the adventuring party has immediate access to a *raise dead* or *revivify* spell, or similar magic. A character subject to a *raise dead* spell is affected negatively until all long rests have been completed during an adventure. Alternatively, each downtime day spent after *raise dead* reduces the penalty to attack rolls, saving throws, and ability checks by 1, in addition to any other benefits the downtime activity might provide.

Create a New 1st-Level Character. If the dead character is unwilling or unable to exercise any of the other options, the player creates a new character. The new character does not have any items or rewards possessed by the dead character.

Dead Character Pays for Raise Dead. If the character's body is recoverable (it's not missing any vital organs and is mostly whole) and the player would like the character to be returned to life, the party can take the body back to civilization and use the dead character's funds to pay for a *raise dead* spell. A *raise dead* spell cast in this manner costs the character 1,250 gp.

Character's Party Pays for Raise Dead. As above, except that some or all of the 1,250 gp for the *raise dead* spell is paid for by the party at the end of the session. Other characters are under no obligation to spend their funds to bring back a dead party member.

Faction Charity. If the character is of level 1 to 4 and a member of a faction, the dead character's body can be returned to civilization and a patron from the faction ensures that he or she receives a *raise dead* spell. However, any character invoking this charity forfeits all experience and rewards from that session (both those earned prior to and after death during that session) and cannot replay that episode or adventure with that character again. Once a character reaches 5th level, this option is no longer available.

Resurrection Madness

In Barovia, the souls of the dead are as trapped as the souls of the living. They become caught in the mists and can't travel to the afterlife. When a humanoid who has been dead for at least 24 hours returns to life, either by way of a spell or some supernatural means, it gains a random form of indefinite madness brought on by the realization that its spirit is trapped in Barovia, likely forever. To determine how this madness is expressed, roll on the Indefinite Madness table in chapter 8 of the *Dungeon Master's Guide*.

Vampirism and Lycanthropy

Vampires and lycanthropes are not included in the allowed rules for character creation or advancement (see the *D&D Adventurers League Player's Guide*). These conditions grant characters powers and abilities that are not suitable for organized play, and typically impose a restricted or prohibited alignment. As such, characters afflicted with vampirism or lycanthropy must have the affliction cured before the start of their next episode or adventure.

Afflicted characters have the following options:

- Lycanthropes can be cured with a *remove curse* spell. This spell is available as a spellcasting service for 90 gp (though Jeny Greenteeth might have additional requirements; see "Spellcasting Services" earlier in this guide).
- Vampires can be cured by a *wish* spell cast by a fellow player character (*wish* is not available as a spellcasting service). Alternatively, a vampire character can be slain and returned to life with *raise dead*, at the normal cost of 1,250 gp. If a character chooses to end a vampiric curse in this manner, the Dark Powers (see Page 8, *Adventurers*

League Dungeon Master's Guide) **do not** offer a free raise dead, though Jeny Greenteeth might be willing to make a deal (see “Spellcasting Services” earlier in this guide).

An afflicted character who does not end his or her curse is retired from play until able to do so by one of the means above, or through the application of DM rewards to the character.

The Demiplane of Dread

This adventure is set within the *Ravenloft* campaign setting, in the lands of Barovia which exists in the Demiplane of Dread. There are several atmospheric and thematic elements to keep in mind at all times while running your game:

The Land is Bleak

By the will of the Dark Powers, the sun never fully shines in the lands of Barovia. Even during the day, the sky is dimmed by fog or storm clouds, or the light is strangely muted. Barovian daylight is bright light, yet it isn't considered sunlight for the purpose of effects and vulnerabilities, such as a vampire's, tied to sunlight. Nevertheless, Strahd and his vampire spawn tend to stay indoors most of the day and venture out at night, and they are subject to sunlight created by magic.

Winter in Barovia

The winters are cold, wet, and stormy here. The natives of the Demiplane are prepared—well, as prepared as they can hope to be.

The characters, however, are unfamiliar with the realm. Thankfully, the region they came from was experiencing the worst winter in living memory, and are likely to possess winter clothing. If they are not, then, preparations are in order. The village has a single shop called The Hare & Hair where they are able to procure such supplies if they wish.

A dark sentience infuses the very soil, twisting and contorting everything within. In places where you would normally expect wildlife such as deer, rabbits, or squirrels, you instead find wolves, rats, and mangy dogs. Vegetation is rotted and dead, and forests are filled mostly with gnarled, thick trees with bare branches. Colorful, vivacious things simply do not exist.

The Denizens of Oraşnou

Most Oraşnou residents are mundane laborers, farmers, fletchers and other folk who fall under common professions. They typically have gaunt features, as crops often fail to take

root, and creatures of the night frequently kill and devour their livestock.

Most are sullen, and often filled with fear, be it from the lands themselves, what lies within them, Lord Strahd, or their own tyrant of a Burgomaster; Ivan Randovich and his cronies. Be sure to play to the mindsets of these people who live threadbare existences, constantly on the precipice of horror during your roleplaying encounters.

As is the case with most of the denizens of Barovia, most of the people that reside in the village don't possess a soul. These people are empty shells created by Strahd's consciousness to populate his domain. However, about one in every ten people in Barovia are actually possessing of a soul—the souls of the original denizens of Barovia before its transition into the Demiplane. When a being with a soul dies in Barovia, its soul remains trapped until it is reincarnated later. Souls tend to wear clothing with a splash of color or have other features that demonstrate even a small bit of individuality.

Alterations to Magic

The land of Barovia resides in its own demiplane, isolated from all other planes, including the Material Plane. No spell—not even *wish*—allows one to escape from Strahd's domain. *Astral projection*, *teleport*, *plane shift*, and similar spells cast for the purpose of leaving Barovia simply fail, as do effects that banish a creature to another plane of existence. These restrictions apply to magic items and artifacts that have properties that transport or banish creatures to other planes. Magic that allows transit to the Border Ethereal, such as the *etherealness* spell and the Etherealness feature of incorporeal undead, is the exception to this rule. A creature that enters the Border Ethereal from Strahd's domain is pulled back into Barovia upon leaving that plane.

For the purpose of spells whose effects change across or are blocked by planar boundaries (such as *sending*), Strahd's domain is considered its own plane. Magic that summons creatures or objects from other planes functions normally in Barovia, as does magic that involves an extradimensional space. Any spells cast within such an extra-dimensional space (such as that created by *Mordenkainen's magnificent mansion*) are subject to the same restrictions as magic cast in Barovia.

While in Barovia, characters who receive spells from deities or otherworldly patrons continue to do so. In addition, spells that allow contact with beings from other planes function normally—with one provision: Strahd can sense when someone in his domain is casting such a spell and can choose to make himself the spell's recipient, so that he becomes the one who is contacted.

Cosmetic Spell Modifications

At your discretion, a spell can be modified cosmetically to enhance the horrific atmosphere of Ravenloft. A few examples are presented below:

Alarm. Instead of hearing a mental ping when the alarm is triggered, the caster hears a scream.

Bigby's Hand. The conjured hand is skeletal.

Find Familiar. The familiar is undead instead of being a celestial, a fey, or a fiend, and is immune to features that turn undead.

Find Steed. The summoned steed is undead instead of being a celestial, a fey, or a fiend, and is immune to features that turn undead.

Find the Path. A child's spirit appears and guides the caster to the desired location. The spirit can't be harmed and doesn't communicate.

Fog Cloud. Misty, harmless claws form in the fog.

Gust of Wind. A ghostly moan accompanies the summoned wind.

Mage Hand. The summoned hand is skeletal.

Maze. The surfaces of the demiplane's maze are made of mortared skulls and bones.

Phantom Steed. The steed resembles a skeletal horse.

Rary's Telepathic Bond. Characters linked together by the spell can't shake the feeling that something vile is telepathically eavesdropping on them.

Revivify. A creature restored to life by a *revivify* spell screams upon regaining consciousness, as though waking from some horrible nightmare.

Spirit Guardians. The spirits appear as ghostly, skeletal warriors.

Wall of Stone. A wall created by the spell has ghostly faces sculpted into it, as though tortured spirits were somehow trapped within the stone.

Count Strahd Von Zarovich

Lord Strahd is the Darklord of Barovia. He rules his domain from Castle Ravenloft as Strahd IX; a descendent of Strahd I. In actuality, Strahd I and Strahd IX are the one and the same--a vampire. As a mortal, Strahd fell in love with Tatyana Federovna; the bride of his younger brother Sergei. In his jealousy, Strahd murdered his brother and became the Darklord of Barovia; which was swept away into the Demiplane along with its ruler. Since then, Strahd is cursed to seek incarnations of Tatyana for eternity. NOTE: Strahd is not present in this adventure.

Not Without Humor

The bleak and oppressive landscape must give way now and then to some moments of respite, not only does this break up the taxing mindset that Ravenloft

can evoke, but it also provides good chances for horror to sneak back up on players just as they least expect it.

Background

The farming village of Oraşnou teeters on the precipice of chaos. The sudden onset of winter put the town into a panic as its most trusted skinner and trapper, Laszlo and Alina Vaduva had not returned yet with their final bundle of furs to help endure the season. Yet, the forest outside of the village where the Vaduvus had set up camp were rife with sightings of large wolves and reports of strange events and animal behavior.

Locals offered rewards and urged those brave enough to venture out into the forest to seek out the camp, and possibly the source of the strange activities. What was discovered was a decimated camp and Laszlo's eviscerated corpse. Thought to have been killed by wolves, Laszlo was actually slain by his wife who was also a werewolf.

Laszlo was aware and unbothered by Alina's affliction, but unaware that it was a curse bestowed upon her bloodline that was about to be passed down to their unborn child. Upon learning this, he attacked her in a fit of rage and attempted to cut the child from her womb. Alina, forced to defend herself, killed Laszlo in the process. Alina snuck back into Oraşnou one last time to leave her child in safety, knowing it would not survive the winter in the wilderness. Afterward, she disappeared deep into the woods.

Now, with winter in full swing, the villagers have begun to give in to their panic and fearmongering. Among many rumors, the one of an ancient artifact hidden within their village has become the most popular. Some are blaming the abnormally swift and harsh winter on it as well. The artifact known as *Tatyana's Powderbox* is indeed within the village of Oraşnou and while a few outsiders have arrived in search of it, Laszlo, risen as a wight under the control of Glovia Falinescu now seeks it too. In exchange for the *powderbox*, Glovia has promised Laszlo to be reunited with his wife in undeath.

Glovia is a broken woman who lost a child to disease and also a healer well versed in anatomy. She wishes to create a new "child" through an amalgamation of grave robbing, necromancy, and crude experiments.

Glovia is also a servant of Esmæ Amarantha, the most powerful witch in all of Barovia. Esmæ is smitten with Lord Strahd and seeks out a series of

artifacts that were personal effects of Tatyana Federnova's, in order to transform herself into Tatyana. If she is able to transform, she plans to lay permanent claim to Strahd's heart and his every thought, for all time.

Wearing a hat of disguise, Laszlo continues his life inside Oraşnou disguised as a tradesman named Arik Lavus. He is getting very close to obtaining the artifact, while he ultimately prefers to do so in secret, he will stop at nothing to succeed in fulfilling Glovia's wishes.

Otherwise, if the characters have already played in other adventures in this series then they start out already in Oraşnou taking respite from the weather inside the inn not too long after their last adventure.

The adventure begins as characters are settling in for a meal at the Seven Tables Inn just after sundown. Having recently discovered that the village's supplier of warm furs and sturdy leather were found dead in the forest, the common room is buzzing with rumor and grim portents for the winter ahead.

Overview

The adventure is divided into 3 major parts and followed by a malleable conclusion.

Part 1. Characters begin the adventure inside the Seven Tables Inn where the locals are discussing rumors of an artifact lost within the village. Characters quickly learn that there may be some truth to these rumors and begin investigating.

Part 2. Rumor gathering and role playing lead the characters toward Fillar Esven's shop where they encounter Laszlo under the ruse that is "Arik Lavus" and begin to realize something is not right. Afterward, the characters freely explore the village and uncover some more pieces of the puzzle, deducing that Arik is working with Fillar who has been stealing from Oraşnou's Burgomaster. As soon as the characters realize that Arik is actually Laszlo, it is already be too late.

Part 3. The climax of the adventure comes as the characters and a lynch mob of angry townsfolk descend upon Laszlo's former home and set it ablaze, where they are met by ghouls sent by Laszlo to waylay them as he escapes the village to deliver the *powderbox* to Glovia.

Conclusion. After the battle, the players return to the Seven Tables Inn to formulate a plan where they are confronted by the Burgomaster who demands they explain the havoc they have seemingly brought to his village.

Adventure Hooks

If the characters begin this adventure from within the *Forgotten Realms* or a setting other than *Ravenloft*, have them be transported to the Demiplane of Dread just outside Oraşnou via an unnaturally thick fog or mist while traveling overland, preferably at night. Proceed to "Welcome to Barovia", below.

Welcome to Barovia

Some characters may be arriving from Faerûn for the first time. For those characters describe a heavy fog bank rolling through their travel path while they are in the Quivering Forest, and when it eventually clears, they are on the outskirts of a small mountain village. It's heavy-handed, but such is the way of the Demiplane.

Any character that participates in this adventure earns ***The Demiplane of Dread*** story award if they do not have it already. They should be made aware that until this story award is removed, they may not participate in any adventure that does not take place in Barovia.

NOTE: This adventure may touch on some morally dark moments. Please be careful to gauge your player's comfort with such things, and remember that the goal of a *Dungeons & Dragons* game is for everyone to have fun!

Curse of Strahd Adventures

The adventures for the Curse of Strahd Season of Dungeons and Dragons Adventurers League deliver the most impactful experience when played in numeric order (i.e.: 04-01, then 04-02, and so on) but this is not required. Please carefully read the following pages and be prepared to adjust encounters, especially where key NPCs are concerned! Although DM tips may be found in the adventure, they are unlikely to cover every table or situation.

For a *Ravenloft* game, the world itself should be treated with great respect—it is a character unto itself, and the Dark Powers rarely respond positively to hand-waving and outright dismissal...

Any character afflicted with lycanthropy must receive the benefits of a *remove curse* at the end of this adventure in order to be rid of this horrible affliction. Characters that choose to remain afflicted or cannot afford this spell, become NPCs and are no longer playable in D&D Adventurers League games.

Part 1: Murmurs

I'M THE DARKEST HOUR, just before the dawn, and I'm slowly sinking, into the slough of despond.

Dallas Green, Northern Wind

Village of Oraşnou

The village of Oraşnou is a small, desolate farming settlement surrounded to the south by the Svalich Woods not too far from the Balinok Mountains. There is an Inn, a few shops, several homes of varying size and quality, and a cobblestone town center.

General Features

The village has the following general features:

Terrain. The ground is mostly dirt with patches of dead grass, now covered by a thick blanket of snow. There are a few small farms with crops that—until recently—grow formidably, despite the poor soil. Most homes are constructed of wood and stone with thatch or shingled roofs.

Light. The adventure begins at sundown, the nights are long and full of pale moonlight. During the day the skies are muted gray and produce a steady snowfall. All buildings are lit externally by torchlight and internally by stone hearths. Despite the clouds blocking the sun, the area is brightly lit during the day. The moon provides dim light at night.

Smells and Sounds. Crisp cold air, the sounds of creaking tree branches, raven calls, and the distant baying of wolves.

When you are ready to begin the adventure, read the following aloud:

A heavy shroud of snow has blanketed the village of Oraşnou. You find yourself inside its only inn, The Seven Tables, preparing to eat the first hot meal you've had in days.

The common room is filled mostly with locals, many of them hunkered down waiting for a break in the blizzard to return to their homes. An aura of fear and superstition permeates the room, as the villagers engage in discussing rumors as they wait.

The Denizens of Oraşnou

In addition to their normal demeanor (see above), unless otherwise noted, the people of Oraşnou:

- Do not know that Laszlo is currently a wight, or that Glovia has any affiliation with his plans.
- Do not know that Alina was a werewolf or know her whereabouts, unless she was brought back to the village at the end of DDAL04-02 *The Beast* in a vain attempt to save her—in which case she was lynched.
- Do not know that the wolf pup left on Gregori's doorstep was Alina and Laszlo's progeny, or that the child is afflicted with lycanthropy.
- Are aware there an artifact is hidden somewhere in the village, but do not know what it is, does, or looks like.

Seven Tables Inn

One of the largest buildings in the village, the Seven Tables Inn is a cozy place run by an older man named Marku Grelon and his family. Marku is a man in his early fifties with thinning gray hair and salt & pepper facial hair.

The common room here is let out to passersby in order to pay off the hefty lien placed on the property by Burgomaster Randovich. Thus the food here is cheap, but its quality and the service is also subpar. The Grelon family are rumormongers and even in times of lessened crisis, the Inn is always buzzing with gossip and hearsay.

While inside the Inn, characters may make a various sorts of checks—such as Charisma (Deception or Persuasion) or Wisdom (Perception)—in order to gather information or carouse with locals to glean information.

Roll a die. If the result is a 1, the character doesn't overhear anything than muttered complaints about the weather or the price of grain. If the result is odd, they overhear a false rumor. If the result is even, they overhear a true rumor. If a character buys another patron a drink or otherwise spends in excess of a few silver ravens, roll two dice. If either of them are even, the character obtains a true rumor. Consult the following tables and choose a rumor to deliver, or decide randomly

False Rumors

1D4	Rumor
1	An orphaned wolf pup is the source of the storm.
2	The Vistani have placed a curse upon the village.
3	Laszlo faked his death in order to skip town and find a more profitable village to sell his wares.
4	Strahd's choking fog is coming after the snow.

True Rumors

1D6	Rumor
1	Burgomaster Randovich has recently increased the number of guards he pays to watch over his home.
2	An artifact of ancient origin once important to Lord Strahd lies hidden somewhere in the village.
3	A new resident, Arik Lavus frequently takes trips out of town and returns with various goods that he sells to Fillar.
4	Fillar's wares are too plentiful, consistent, and high quality to not be ill-gotten.
5	The Burgomaster has been shaking people down for extra taxes in order to line his pockets.
6	Arik, the man in the wolfskin cap, only seems to speak with Fillar and avoids other townsfolk. Some say he smells strange or awful.

Among the rumors, the general consensus of the villagers that is easily picked up on is:

- Without the Vaduvus, there won't be enough quality furs to outlast the winter.
- Though some crops grow regardless of weather, there is not enough for the entire town to survive on should the winter persist longer than usual.
- The Burgomaster is away from the village temporarily on business but should be back soon. This has given villagers at least a modicum of respite.
- Rumors of the artifact have drawn a handful of outsiders to Oraşnou, though most of them seem to come up missing shortly after their arrival.
- Fillar, the owner of the Eyes of Midnight, and a new resident, Arick, do quite a lot of business together.

DM Note

Actually, Laszlo is luring these newcomers and off-screen adventurers outside of the village and killing them to sell their belongings to Fillar in order to build rapport with him.

Development

Once the characters have had some time to get a feel for what is going on in the village, they should naturally begin to set out and begin investigating.

The reality is that the *powderbox* lies within the cellar of the Burgomaster's home, unknown to him, and packed away among dozens of crates filled with miscellaneous curiosities he has acquired over his

years of over-indulgently spending his ill-gotten coin.

In order for Glovia to reward him, Laszlo must obtain the *powderbox* with little-to-no suspicion. Laszlo, using a hat of disguise fashioned in the form of a *wolfskin cap* masquerades as a brown-haired human man in his late-twenties named Arik Lavus. He has begun selling curiosities and supplies to Fillar at a very good price, knowing that Fillar has been stealing from the Burgomaster for years and that the powder box is bound to turn up on Fillar's shelves sooner rather than later.

What Laszlo doesn't know is that Fillar is a wereraven, which is how he has so easily stole so many trinkets from right under the Burgomaster's nose for so long.

Allow the players to venture out into the village to begin looking for answers as to what is really going on. If they do not have their own, have Marku approach them—offering to loan them some furs if needed.

Keeping Things Moving

Throughout the adventure there are plenty of opportunities for role playing and investigation, but if time is a concern, be careful to not let characters dawdle.

In Part 1, if needed, begin guiding the characters toward meeting Fillar and encountering "Arik" (Laszlo) by having Marku Grelon encourage them to visit shops in town, to snatch up whatever remaining winter supplies that might be available.

Being that the adventure has limited time, do keep in mind the following important points that must be covered before moving into Part Two:

- An ancient artifact is rumored to be here in Oraşnou, some of the locals think it is the source of the icy weather.
- A peculiar man named Arik Lavus has taken up residence in the village and is seen frequently around Fillar's shop
- Fillar can't possibly be running an honest business with the stock that he keeps.
- During Part 2 of the adventure, if things begin to hang up, you can quickly cover some of the investigation by having something draw attention to Fillar's shop, the Eyes of Midnight, and let the roleplaying encounter there guide them. It shouldn't be too hard to realize that Arik is not who he claims to be, and that Fillar is a criminal.

Part 2: Secrets

The devil's finest trick, is to persuade you that he doesn't exist.

--Charles Baudelaire, Les Fleurs du mal

During this portion of the Adventure, characters explore the few buildings of interest that Oraşnou has to offer and interact with Laszlo and Fillar; beginning to uncover the true nature of what is going on in the village. Once all the pieces come into view, it is already too late.

A. Village Square

The center of the village is the only place where the ground is made of cobblestone instead of dirt and contains a single well that is mostly frozen over. During the warmer months Vistani set up their wagons here to sell their wares, but beyond that it remains largely unused. The well is 5 feet wide and 40 feet deep. The water at the bottom of the well is frozen solid. Any creature falling into the well takes 14 (4d6) bludgeoning damage. On one corner, a small platform is set with a lampstand—likely where announcements to the entire village are held.

B. Burgomaster's Residence

This building is stout and sturdy looking, crafted from mostly brick and some petrified timbers. The low, shingled roof hangs over the front door creating a small area of cover from the snowfall where 2 armed men stand guard.

The Burgomaster of Oraşnou, Ivan Randovich, is a man who has grown fat and rich through heavy taxation and high prices. This vain tyrant of a man is currently away on business. His home is easily the most well-made structure in Oraşnou. It is a single-level home that sits atop a raised stone foundation with a shallow set of wooden stairs leading to a porch and an ornate front door. A traditional wooden hatch buried beneath the snow at the back of the home leads to a well-stocked cellar.

The front door is typically guarded by three (**thugs**) sitting in chairs, bundled against the chill. The door itself is locked and requires a set of thieves' tools and a successful DC 15 Dexterity check to open. Alternatively, it can be forced open with a DC 13 Strength (Athletics) check. The thugs refuse to let anyone enter, and are suspicious of anyone who

comes nearer than the street. If provoked, one of them sounds a whistle, summoning three more **thugs** from the rear of the house near the cellar (see below), who arrive at the end of the second round. They are miserable, though; if the fight goes against them, and they are given the opportunity, they surrender.

It's Our Lot to Suffer

As mentioned above, the thugs are quite cold and even more bored. The only reason they have remained this long is because they are afraid of the Burgomaster. However, they can be distracted or bought off with relative ease. An offer in excess of 5 gp each is instantly accepted, whereas anything less is successful with a Charisma (Deception or Persuasion) check opposed by the result of the thugs's Wisdom (Insight) check. Due to their miserable state, the thugs make this check with disadvantage.

Due to their contempt for the Burgomaster, the townsfolk turn a blind eye to any goings-on at his residence.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove a **thug**; two **thugs** arrive at the end of the third round.
- **Strong or Very strong party:** Add a **thug**; the wind and snow has picked up, imposing disadvantage on ranged attacks

Treasure

If slain or bargained with, characters notice one of the guards at the front door has spent his earnings less modestly than the rest and wears a golden bracelet and carries a pair of ornate dice carved from human bones. The two items are worth 25 gp each.

XP Award

If the characters avoid violence with the thugs, award each character 25 XP per thug.

1. Main Floor

Warm and inviting, the inside of this home is decadent. The furniture is adorned with many flourishes and rich with deep, vibrant colors on the upholstery. The faint scent of spices and well-oiled leather fills the air.

The interior of the home is a simply laid out—yet well-furnished and decadent. To the right side of the

entryway is a large hearth above which hangs an oil painting of Ivan, himself. In the corner sits a well-dressed canopy bed with overstuffed pillows and a foot locker at its base. The opposite end of the home contains a well-stocked larder, dining area, and a cabinet full of exotic liquors and spices.

Any character with a passive Perception of 11 or higher notices a draft coming up from inside the footlocker. Any character specifically examining the bottom of the footlocker discovers a trapdoor that leads down into the cellar. The trapdoor looks like it hasn't been used in ages.

Treasure. The foot locker is unlocked and contains personal effects of relatively high value; gold vestments worth 25 gp, a rhodochrosite (a blood-red stone worth 10 gp), and a small wolf-fur pouch containing 15 gp.

2. Cellar

Dry, and covered in a thin layer of dust but otherwise well kept. This cellar is dimly lit by a faint glow of light through the floorboards above. Many crates and boxes of various shapes and sizes litter the floor in a semi-organized manner.

The cellar beneath the home's stone foundation contains a small opening barred with iron, just enough to keep it aired out. Removing the bars is nigh-impossible; requiring a successful DC 25 Strength (Athletics) check, but they can be destroyed (AC 17 and 30 hit points; resistance to bludgeoning, piercing and slashing damage from nonmagical attacks; immunity to psychic and poison damage). The cellar door is currently buried beneath the snow but is otherwise easily discernable. On this occasion it is also obvious due to the two **thug** guards posted near it. They are sitting on a felled log beside a brazier full of burning coals, trying to drive off the winter's chill. If provoked, one of them sounds a whistle, summoning two additional **thugs** from the front of the house (see above), who arrive at the end of the second round. They are miserable, though; if the fight goes against them, and they are given the opportunity, they surrender.

It's Our Lot to Suffer

As mentioned above, the thugs are quite cold and even more bored. The only reason they have remained this long is because they are afraid of the Burgomaster. However, they can be distracted or bought off with relative ease. An offer in excess of 5 gp each is instantly accepted, whereas anything less is successful with a Charisma (Deception or Persuasion) check opposed by the result of the thugs's Wisdom (Insight)

check. Due to their miserable state, the thugs make this check with disadvantage.

Due to their contempt for the Burgomaster, the townsfolk turn a blind eye to any goings-on at his residence.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove a **thug**; two **thugs** arrive at the end of the third round.
- **Strong or Very strong party:** Add a **thug**; the wind and snow has picked up, imposing disadvantage on ranged attacks

The cellar door is secured with a well-made lock. The lock requires the use of thieves' tools and a successful DC 15 Dexterity check, but the lock has rusted through so any attempts to do so are made with disadvantage. The weather has partially rotted the wooden door, however, so it can be forced open easily with a successful DC 8 Strength (Athletics) check.

Inside the cellar are two casks of ale, several-dozen bottles of wine of various ages and origins, and dozens of crates containing various, valuable items that the Burgomaster has hoarded over the years.

Once the players discover this area, and the thugs are either dispatched, distracted, or otherwise not in pursuit, read the following:

Some of the crates seem to be in disarray, as if hastily moved or rummaged through recently. The air here is crisp and rife with the smell of age.

There are roughly a dozen crates here. Unless otherwise noted, the crates are shut but not sealed; they do not require pry bars or force to open. They contain the following:

- Four crates are full of lavish, oversized clothing cut to fit a man of the Burgomaster's figure.
- A small crate is lined with down and soft velvet protecting the baubles inside (see Treasure, below).
- Four of the crates contain various types of spirits. Any character that casts *detect magic* notices that three of the bottles radiate conjuration magic. These are *potions of healing*—three of them to be exact.
- The remaining crates contain various personal effects from a seemingly a wide range of people.

Some are children's dolls, keepsakes, family crests, jewelry, deeds, and the like. Unknown to the characters, these are all items that Burgomaster Randovich has confiscated or taken as collateral from the people of Oraşnou over the years. Inside of this box is a large hat box tied closed with a wide, red ribbon. The hat box is disappointingly empty save for a note that reads:

"A memento of my dearest friend Tatyana, swept off her feet by the handsome Sergei Von Zarovich what seems like so long ago. Unlike this powderbox that will eventually succumb ravages of time, may their love eternally echo throughout the land as one final beacon of something truly beautiful."

Observant characters may notice the following after making a successful DC 15 Intelligence (Investigation) check:

- There are small bird footprints in the dust throughout the room and near the small cellar window.
- Human sized footsteps can be found around some of the crates, particularly the ones that bore less valuables than the others
- There is still a thick, undisturbed coat of dust on the ladder that leads from the cellar to the trap door in the ceiling.

Treasure. One of the small crates contains a carved bone statuette depicting a gazebo made of human bones worth 25 gp, a small mirror set in a purple painted wooden frame worth 25 gp, and a sardonyx worth 50 gp inside a bloodstained burlap bag.

If the characters fully inspected the crates and their contents (see above), they find three *potions of healing* as well.

XP Award. If the characters avoid violence with the thugs, award each character 50 XP.

C. Vaduva Trading Post

This simple, rectangular home was never pristine, but now shows the signs of neglect. The birch boards used for its construction have begun to rot, and are broken in many places. An occasional rat scurries between the loose boards, and many bats have taken up residence in the nearby trees.

Just outside the village on the road leading back toward the Svalich Woods is Laszlo's former home and now-abandoned trading post.

The windows of this now ramshackle home are shuttered and hastily boarded up with driftwood and iron nails. The building is barren inside, aside from several scraps of fur and an empty, broken curing rack.

This is where Laszlo has been squatting in between trips out of town to slay outsiders as he patiently waits for his opportunity to get the *powderbox* from Fillar. As he no longer needs to eat, drink, or sleep; there is little evidence of him living here. However, characters who succeed on a DC 11 Wisdom (Perception) notice that the tracks in the snow around the building seem fresh for a dwelling that is supposedly abandoned.

In addition to foot traffic, close inspection of the home shows that jagged claw marks mar the doors and windows where Laszlo's now-undead hands had brutishly operated them.

D. Eyes of Midnight

Read:

A carved birch sign depicting a close-up of a Raven's head with pupils painted to look like the full moon hangs above the doorstep of this wooden shop. It reads "The Eyes of Midnight: Baubles and Beyond".

Not necessarily a supply shop, the Eyes of Midnight is run by a man named Fillar Esven, who sells an eclectic selection of trinkets, jewelry, nick-knacks and other baubles one might decorate their home with or give as gifts. He sells nothing of particular use; merely things that catch his eye. A recently acquired crate of curiosities has just arrived (stolen from the Burgomaster) and its contents set out for display and purchase. *Tatyana's powderbox* is one of these items.

Upon entering the shop, the characters stumble into a transaction between **Fillar**, and the young,

kempt man named Arik Lavus (**Laszlo** disguised by his *wolfskin cap*). Arik wears leather and furs, but perhaps the most notable thing about his appearance is the plush wolfskin cap he wears on his head—complete with a wolf tail falling rakishly down from the back of the cap and over one shoulder. His demeanor seems more collected than most of Oraşnou’s residents.

Arik has just purchased the *powderbox* from Fillar in exchange for coin and trinkets recovered from the wight’s victims. Fillar is completely unaware of the box’s significance. Arik has already placed it in his pack and is making small talk with Fillar as the characters walk in.

As you enter the Eyes of Midnight, the jingle of the doorbell doesn't seem to interrupt the tall man who runs the shop casually bantering with a young man wearing a wolfskin cap. The man in the hat has just exchanged some jewelry and a few small hand tools for a short crate.

Roleplaying Fillar & Arik (Laszlo)

Fillar and Arik are crucial to the story and take center stage during this role playing encounter.

Fillar the Wereraven. Fillar doesn’t hide his affliction all that well. He’s a tall, thin man with a long crooked nose, pointed features, and thick black hair. He dresses primarily in black and darkened shades of gray. He has dark, beady eyes and bony fingers. His is also quite skittish; he seems to constantly be assessing his surroundings and moving in abrupt, jerky motions while doing so.

Fillar, although less-than-scrupulous, is not a violent man and has no ill will for anyone in the village aside from skimming the Burgomaster’s belongings. At any sign of danger, he flees—avoiding combat entirely.

Despite his alignment, he is a corvid at-heart and becomes defensive and even hostile if someone steals from him. He does not know the significance of the *powderbox*, and is confused that Arik is willing to pay a large sum of money for it; as much as it pains him to part with such a lovely object, he knows that the gold will do good in the village. Fillar does not know that Arik is Laszlo, but suspects that he is hiding something.

Arik (The Wight Laszlo in Disguise). Of course, he tries to act aloof and as if he's unfamiliar with the area. He claims to be a simple travelling trader who has decided to take up semi-permanent residence within Oraşnou. He is very close to obtaining the *powderbox* from Fillar, and as the players enter the scene he is mere moments away from obtaining it. He goes to whatever length necessary to ensure he leaves the shop unscathed, undetected, and with the artifact.

Due to the enchantment of his *wolfskin cap*, spells that would divine Laszlo’s undead nature (*divine sense*, etc.) fail

against him. Divination spells reveal nothing but a healthy, male human.

The actual transaction of the *powderbox* took place several minutes before the characters arrived. The box Laszlo is carrying is a distraction, though it is full of miscellaneous supplies; a small knife, thick thread, spices, and dyes; he carries it to avoid suspicion. With his prize in-hand, Laszlo attempts a hasty—yet unassuming—exit.

Assuming the characters stop Laszlo to chat, here are a few things to keep in mind:

- A character that succeeds on a DC 13 Intelligence (Investigation) check realizes that Fillar doesn’t sell much in the way of actual, practical goods here. It is unlikely that he bought the box of supplies from Fillar, but he doesn’t seem to be leaving with anything else.
- Characters who get close to Arik to speak with him or attempt to steal from him or take his crate or any personal belongings not only cause him to exit the scene faster, but may aid in giving away that he is undead. Any character with a passive Perception of 15 or higher notices that Arik smells faintly of decay.
- Characters who touch Arik’s skin immediately notice that he is extremely cold, especially for a person dressed in such a warm garb.
- Characters paying specific attention to Fillar notice his movements are somewhat birdlike (i.e., he cocks his head when being spoken to, or bobs it gently as he walks). A character that succeeds on a DC 13 Intelligence (Nature) check realizes that he may, in fact, be a wereraven. Additionally, a character succeeding at a DC 13 Wisdom (insight) check gets the impression that Fillar is not being entirely honest with the characters.

Should Arik leave the shop without attracting attention, or the characters catching on, he travels immediately out of town to Glovia. It is only be a matter of time before the characters realize what is going on. If they need help, toss them a big hint like finding Arik’s *wolfskin cap* on the ground—lost as he fled town quickly—followed by a change in the shape and depth of his footprints suddenly change as his disguise fell.

If the characters attempt to confront or fight Laszlo within Fillar’s shop, Fillar defends him, but ultimately flees if he is reduced to half his hit points. Arik may also call upon ghouls or zombies to break in the door to the shop to defend his escape. Such an encounter is designed to be exciting, and shouldn’t present much of an additional challenge.

Laszlo's Escape

In the unlikely event that the characters corner or threaten to destroy Laszlo, he should be allowed to escape. His escape, however, should be dramatic and mysterious, and not reveal his true nature. Perhaps a patch of mist unexpectedly glides in and when it fades, he is gone. Or maybe he whistles shrilly, and a gaunt, black horse arrives; Laszlo (still disguised as Arik) mounts the beast and rides off. Be creative, but don't forget that the characters find his wolfskin cap in Part 3, below).

Treasure

Should the characters choose to steal from or barter with Fillar, they discover two items of value in a display case: a golden locket on display, painted with the portrait of a beautiful red haired woman with moon-pale skin on the inside, and a copper chalice with a silvered rim. Each item is worth 25 gp.

Stealing from Fillar

After the final encounter with Laszlo's minions later in the adventure, Fillar temporarily flees the village to avoid the threat. Having left in a hurry, he forgot to lock up the shop and less scrupulous characters can freely obtain these items.

E. The Hare & Hair

The sign on the front of this shop depicts the silhouette of a rabbit over a pair of crossed razors. The window showcases a spare supply of low-quality furs, skins, and other sundries.

It is run by a middle-aged balding man named Gregori Wurlbach who often sells to the public, but whose profits lie primarily with the Vistani as they pass through town. Gregori is a talkative and fair man and often overlooks making a profit in order to help his community.

Services in the Village of Oraşnou

As a small village, Oraşnou is not able to provide much in the means of services and goods. Generally, they are able to find any basic adventuring equipment and weapons worth 10 gp or less.

If the characters are coming into this adventure having just played DDAL04-02 *The Beast*, they may already have a relationship with Gregori.

Roleplaying Gregori Wurlbach

Gregori is a soft, balding man with gnarled hands. He has worked hard for the comforts that he enjoys in the village—chief among these being that his food and drink is provided free of charge thanks to his ability to host the Vistani when they arrive every few months to peddle their wares. Fair minded, he often overlooks his own profits in favor of his

community and friends. Unlike other denizens of the duchy, Gregori is friendly and welcoming of outsiders.

Village Random Encounters

If at any point the characters begin spending too much time outside without taking direction, or they progressed quicker than anticipated feel free to roll on the random encounters table.

Random Encounters inside Oraşnou

1d20	Encounter
1-3	1d4 blood hawks swoop in and attack the characters.
4-6	A vine blight buried beneath the snow attacks a random character.
7-9	A death dog bounds out from behind a villager's home, fresh blood dripping from its jaws.
10-12	1d10 ravens burst from a nearby copse of trees, pecking at the characters incessantly.
13-15	An emaciated black bear emerges from the forest, hungry for anything it can overcome.
16-19	A wandering wererat vagabond attempts to ambush the weakest character in the group.
20	A ghoul , and 2 zombies rush the characters thirsty for flesh.

Development

Once the characters have deduced that Arik is not who he says he is and that he is actually Laszlo, they should find themselves heading back toward his former home to either follow or investigate him. If they did not find clues earlier in the adventure indicating that he may still be dwelling there, they discover fresh tracks in the snow that indicate he was headed that way on his way out of town.

If the characters don't manage to discover that Arik is, in fact, Laszlo; or that something is amiss with him, you may bring about a turn of events that makes his deceit undeniable. Consider the following:

- His burning hatred as a wight takes over and he attacks a random villager in plain sight who just so happens to be trying to make it back to their home during the blizzard.
- While interacting with Laszlo, there is an unmistakable stench of rot on his person or perhaps a severed finger with jewelry still attached tumbles from his pack in front of the characters.
- He may become unusually inquisitive while interacting with the characters, sensing that they are not like the rest of the villagers, which tips them off to his ruse.

Regardless of how these events pan out, the characters should soon head toward the abandoned Vaduva home. If they do not do so on their own volition, ensure that they begin to notice groups of curious villagers peering out of their windows who soon after confront them in the streets, demanding to know what Arik is up to.

Should the characters tell the villagers what they've discovered, an angry mob quickly forms and heads toward Laszlo's old home—with or without the characters. If the characters choose to withhold information from the villagers, fear and rumors bring them there after the stir-crazy villagers in the Inn come to a breaking point; their hunger for answers quickly overriding facts, reason, and fear. They take it upon themselves begin to search for Arik—torches and pitchforks in hand—demanding he explain himself.

Should none of these events manage to take place, Laszlo safely leaves the village and sends in undead minions behind him into the town center to attack just as the moon rises into the sky that evening.

Part 3: Apprehension

THIS IS MY LINE, THIS IS ETERNAL. How did I ever end up here? Discarnate, preternatural, my prayers to disappear. Absent of grace, marked as infernal. Ungranted in dead time left me disowned. To this nature, so unnatural. I remain alone.

--David Marchand, *But Home Is Nowhere*

If the characters deduce that Arik is more than he appears to be and pursue him, proceed to Encounter A. Otherwise, proceed to Encounter B. The characters should only participate in one of these encounters.

A. Grab Your Pitchforks!

With or without a mob of angry villagers, the characters should be in pursuit of Laszlo, headed toward his home just outside the edge of the village. The snowstorm has once again picked up to near-blizzard conditions. If the characters are accompanied by the villagers, read the following aloud:

The reflection of dozens of blazing torches dances across the pallid snow as the lynch mob approaches Laszlo's former home. The raucous crowd's roar hits an apex as torch after torch are thrown and collide with a burst of sparks onto the thatch roof, setting it ablaze. Soon, only the crackling of the flames can be heard as the crowd is quickly silenced by the sight of shambling undead that slowly wander out from the surrounding trees and claw their way out from underneath the home.

At this point, most of the mob disperses and flee to their homes or the inn. If the characters did not follow the lynch mob immediately, read the following aloud:

You approach the former home of Laszlo, plumes of black smoke rise high above the trees as you're greeted by a warm glow of the home set ablaze. Stark smatterings of blood and spent torches scatter the snow here, as most of the villagers have fled. Some remain though. Most of them are dead, but the unlucky ones scream in agony and horror as a number of undead gnaw and rend on their writhing bodies.

Here, at the edge of the road, are two **ghouls** and two **zombies**. Despite the light from the blaze, the

snow has picked up and the entire area is lightly obscured. Laszlo is nowhere to be found.

There is no definitive map for this area or encounter, but as you map it out for your players, ensure that there are various patches of rough terrain where rubble, ash, and snow choked vegetation are clumped together, as well as a few patches of snow that have solidified into ice. Characters that Dash over patches of ice must succeed a DC 11 Dexterity saving throw or fall prone. Additionally, the entire house and various areas around it are on fire; creatures ending their turn in the flames take 3 (1d6) fire damage.

A few villagers cling to life, calling out for help. Should the characters return them to town, the remaining villagers are able to save their lives.

Treasure

After the battle, the characters find Laszlo's *wolfskin cap* amidst the carnage. Finally, a character that makes a successful DC 15 Wisdom (Perception) check while searching the area after the battle spots a moonstone worth 50 gp lying near a slain villager—partially camouflaged by the snow.

B. No Inquisition? No problem!

Should no hunt for Arik take place and his minions traipse into the village during the night, the encounter pans out roughly in the same fashion. A villager sets fire to a structure with a misplaced torch throw, icy terrain muddles the battlefield, and villagers become devoured by the undead. Just in the village center instead.

If the events leading to Laszlo's apprehension do not take place, read the following aloud as night fully settles and the moon is high:

A blood curdling scream rings out from the center of the village, from your point of view, you see a gray haired woman in shoddy clothing in the embrace of a sickly looking man. Blood flows down the woman's cloak and onto the pallid snow at her feet; black in the moonlight.

Two **ghouls** and two **zombies** have made it to the center of the village and have begun clawing and biting at anything in sight (building doors, villagers, livestock, etc.). After encountering Laszlo's minions in this manner, it becomes clear that Arik was behind it—he left his telltale cap behind.

Adjusting the Encounter

Here are recommendations for adjusting this combat encounter. These are not cumulative.

- **Very weak party:** Remove a **ghoul** and a **zombie**.
- **Weak party:** Remove a **ghoul**.
- **Strong party:** Replace ghouls with **ghasts**. The wind disappears and the area is filled with choking smoke from a nearby burning building—all ranged attacks are made with disadvantage.
- **Very strong party:** Replace ghouls with **ghasts** and zombies with **ghouls**. The wind disappears and the area is filled with choking smoke from a nearby burning building—all ranged attacks are made with disadvantage.

Treasure

After the battle, the characters find Laszlo's *wolfskin cap* amidst the carnage. Finally, a character that makes a successful DC 15 Wisdom (Perception) check while searching the area after the battle spots a moonstone worth 50 gp lying near a slain villager—partially camouflaged by the snow.

Conclusion

...AND THOSE WHO RESISTED, were dragged out of their homes. This necklace, was fashioned out of their teeth and bones.

--Francis Mark, Holding a Wolf by the Ears

After dealing with Laszlo's undead minions, the characters are urged to return to the Seven Tables by townsfolk who were injured or simply paralyzed in fear from watching the events from afar. The villagers implore the characters to let everyone in the village know the truth about Laszlo—especially the Grelon family.

Once at the Inn, Marku invites the characters to stay free of charge and recuperate as needed. He pries for any details the characters are willing to provide. Allow the characters a few hours of rest and begin to formulate plans for dealing with Laszlo and obtaining the powder box.

XP Award

If the characters made the extra effort to render aid to the injured residents of the village, award each character 50 XP.

The Burgomaster

Any respite the players might partake in is cut short however; shortly after returning to the tavern, Burgomaster Randovich bursts in along with four **thugs**, demanding to speak with the characters.

The door to the inn swings open abruptly behind Burgomaster Randovich's gait, filling the room with a blast of wind that causes the hearth to momentarily flicker. He is followed closely by four rough-looking men wielding clubs and brandishing wide smiles full of rotten, missing teeth.

They approach your group, demanding you explain yourselves at once!

The Burgomaster demands the characters explain all that they know about what just happened at the Vaduva's home and presses them to empty their packs and show them all of their belongings.

If a fight ensues, the Burgomaster immediately retreats to his home; two additional **thugs** wait outside the inn to cover his escape, if necessary. If the Burgomaster is slain, he arises the following morning.

With the Burgomaster present, all of the thugs fight to the death. If pressed or questioned, they don't know anything; they are paid muscle and nothing more.

Moving On

The ending of this adventure is set to dovetail nicely into DDAL04-04, *Marionette*, where the larger schemes in the story begin to unfold.

If the adventure is not being played as part of the *D&D Adventurer's League* organized play program, you are free to decide what happens next with the village of Oraşnou, the artifact, Laszlo, and the overarching plot.

Rewards

Make sure players note their rewards on their adventure logsheets. Give your name and DCI number (if applicable) so players can record who ran the session.

Experience

Total up all combat experience earned for defeated foes, and divide by the number of characters present in the combat. For non-combat experience, the rewards are listed per character. Give all characters in the party non-combat experience awards unless otherwise noted.

Combat Awards

Name of Foe	XP per Foe
Black Bear	200
Blood Hawk	25
Death Dog	200
Ghoul	200
Raven	10
Thug	100
Vine Blight	100
Wererat	450
Wereraven	450
Wight	700
Zombie	50

Non-Combat Awards

Task or Accomplishment	XP per Character
Avoid violence with the thugs	25 per thug
Save injured villagers	50

The **minimum** total award for each character participating in this adventure is **225 experience points**.

The **maximum** total award for each character participating in this adventure is **300 experience points**.

Treasure

The characters receive the following treasure, divided up amongst the party. Characters should attempt to divide treasure evenly whenever possible. Gold piece values listed for sellable gear are calculated at their selling price, not their purchase price.

Consumable magic items should be divided up however the group sees fit. If more than one character is interested in a specific consumable

magic item, the DM can determine who gets it randomly should the group be unable to decide.

Permanent magic items are divided according to a system. See the sidebar if the adventure awards permanent magic items.

Treasure Awards

Item Name	GP Value
Randovich's Footlocker	50
Randovich's Cellar	100
Eyes of Midnight	50
Laszlo's Shack	50
Randovich's guards	50

Potion of Healing

Potion, common

A description of this item can be found in the *Dungeon Master's Guide*.

Wolfskin Cap

Wondrous item, uncommon (requires attunement)

This thick and fuzzy hat is actually a *hat of disguise*, and looks incredibly comfortable. While it allows the wearer to cast *disguise self* at-will, the power is limited in that it only disguises the wearer as a plain-looking brown-haired human male in his late twenties. However, while so disguised, the wearer is hidden from spells abilities that would detect its true nature (such as *divine sense*). A description of this item can be found in the *Dungeon Master's Guide*.

Permanent Magic Item Distribution

D&D Adventurers League has a system in place to determine who is awarded permanent magic items at the end of a session. Each character's logsheet contains a column to record permanent magic items for ease of reference.

- If all the players at the table agree on one character taking possession of a permanent magic item, that character gets the item.
- In the event that one or more characters indicate an interest in possessing a permanent magic item, the character that possesses the fewest permanent magic items gets the item. If there is a tie in the total number of permanent magic items owned by contesting characters, the item's owner is determined randomly by the DM.

Renown

All faction members earn one renown point for participating in this adventure.

Story Awards

Characters have the opportunity to earn the following story awards during this adventure. This award is given to those characters that begin their adventures in Ravenloft during this adventure (see "Welcome to Barovia", above).

The Demiplane of Dread. You have traversed the mists and now find yourself in the Demiplane of Dread and, until this story award is removed, you are unable to leave. So long as you are trapped, you cannot participate in any adventure or event that takes place outside of Barovia. Tread carefully during your time here, the Dark Powers are watching.

Downtime

Each character receives **five downtime days** at the conclusion of this adventure.

DM Rewards

For running this adventure, you receive **150 XP** and **75 gp**.

DM Appendix: NPC Summary

Fillar Esven (FILL-er ESS-ven). This less-than-scrupulous man has been stealing from the Burgomaster for years and usually has a fair stock of goods. While the prices are not quite as high as the Burgomaster has established, they are somewhat higher than the goods are usually sold for. Unbeknownst to him, he is getting very close to drawing Randovich's attention. When that happens, he may not be in business much longer. Fillar is also more than he appears; he is a wereraven.

Arik/Laszlo Vaduva (AIR-ikk/laz-LO vuh-DOO-vuh). Laszlo, once an outdoorsman married to Alina is now a wight in the service of Glovia. He commands a small group of undead to do most of his bidding and has an ally within the city, Fillar Esven, a crooked and sly businessman. Laszlo aides Fillar by supplying goods (looted from corpses of those he leaves in his wake) in exchange for Fillar being a reliable source of information about the village and its inhabitants

Alina Vaduva (uh-LEEN-uh vuh-DOO-vuh). Alina is a skilled hunter and tracker, and can sometimes get carried away with her direct nature and sometimes-fiery temper. Married to Laszlo, and together they own a small but successful fur trading post. Alina is a werewolf due to a curse upon her family line.
NOTE: Alina is not present in this adventure.

Glovia Falinescu (GLOW-vee-uh FALL-in-ES-cu). A heartbroken mother and healer who lost her infant child to disease. Blames her own lack of ability for the child's death. Highly educated in anatomy.
NOTE: Glovia is not present in this adventure.

Esmæ Amarantha (EZZ-may AM-uh-RAN-thuh): Once a simple girl of surpassing beauty, Esmæ's obsession and infatuation with Count Strahd turned this chandler's daughter into a talented witch in her own right.

In her pursuit of his heart, Esmæ worked to become the most powerful Witch of Barovia and with her newfound ability, seeks to transform her appearance to that of Tatyana--a woman who Strahd had loved, and murdered for. In this act, Strahd created a kindred spirit; and in Esmæ's endless suffering of unrealized love, Strahd was comforted.

Esmæ--thinking that she had finally won his heart--quickly realized that she was no more than a pawn. She seeks to change that. *NOTE: Esmæ is not present in this adventure.*

Tatyana Federnova (taut-YAWN-uh): The betrothed of Strahd's brother, Sergei. Threw herself from the walls of Castle Ravenloft after Sergei's murder.

Burgomaster Ivan Randovich (EYE-vun RAN-doe-vich): Associated with the Coins suit. Burgomaster of the village of Orasnu. Through heavy taxation and the high prices of the goods he alone provides, he has grown fat, vain, and rich on the backs of those he has subjugated. Seeks out Tatyana's Comb. *NOTE: Ivan is not present until the conclusion of this adventure*

Appendix. NPC/Monster Statistics

Black Bear

Medium beast, unaligned

Armor Class 11 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1/2 (100 XP)

Keen Smell. The bear has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack. The bear makes two attacks: one with its bite and one with its claws.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Blood Hawk

Small beast, unaligned

Armor Class 12

Hit Points 7 (2d6)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	10 (+0)	3 (-4)	14 (+2)	5 (-3)

Skills Perception +4

Senses passive Perception 14

Languages --

Challenge 1/8 (25 XP)

Keen Hearing and Smell. The hawk has advantage on Wisdom (Perception) checks that rely on sight.

Pack Tactics. The hawk has advantage on an attack roll against a creature if at least one of the hawk's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

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

Death Dog

Medium monstrosity, neutral evil

Armor Class 12

Hit Points 39 (6d8 + 12)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	3 (-4)	13 (+2)	6 (-2)

Skills Perception +5, Stealth +4

Senses darkvision 120 ft., passive Perception 15

Languages --

Challenge 1 (200 XP)

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

Actions

Multiattack. The dog makes two bite attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage. If the target is a creature, it must succeed on a DC 12 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the creature must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The creature dies if the disease reduces its hit point maximum to 0.

Ghast

Medium undead, chaotic evil

Armor Class 13

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 2 (450 XP)

Stench. Any creature that starts its turn within 5 feet of the ghast must succeed on a DC 10 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the ghast's Stench for 24 hours.

Turn Resistance. The ghast and any ghouls within 30 feet of it have advantage on saving throws against effects that turn undead.

Actions

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage.

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage. If the target is a creature other than an undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Ghoul

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

Actions

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage. If the target is a creature other than an elf or undead, it must succeed on a DC 10 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Raven

Tiny beast, unaligned

Armor Class 12

Hit Points 1 (1d4 - 1)

Speed 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	14 (+2)	8 (-1)	2 (-4)	12 (+1)	6 (-2)

Skills Perception +3

Senses passive Perception 13

Languages --

Challenge 0 (10 XP)

Mimicry. The raven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (insight) check.

Actions

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 1 piercing damage.

Thug

Medium humanoid (any race), any non-good alignment

Armor Class 11 (leather armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft.

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

Skills Intimidation +2

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 1/2 (100 XP)

Pack Tactics. The thug has advantage on an attack roll against a creature if at least one of the thug's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The thug makes two melee attacks.

Mace. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) bludgeoning damage.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Vine Blight

Small plant, neutral evil

Armor Class 12 (natural armor)

Hit Points 26 (4d8 + 8)

Speed 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	8 (-1)	14 (++)	5 (-3)	10 (++)	3 (-4)

Skills Stealth +1

Condition Immunities blinded, deafened

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 10

Languages Common

Challenge 1/2 (100 XP)

False Appearance. While the blight remains motionless, it is indistinguishable from a tangle of vines.

Actions

Constrict. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 9 (2d6 + 2) bludgeoning damage, and a Large or smaller target is grappled (escape DC 12). Until this grapple ends, the target is restrained, and the blight can't constrict another target.

Entangling Plants (recharge 5-6). Grasping roots and vines sprout in a 15-foot radius centered on the blight, withering away after 1 minute. For the duration, that area is difficult terrain for nonplant creatures. In addition, each creature of the blight's choice in that area when the plants appear must succeed on a DC 12 Strength saving throw or become restrained. A creature can use its action to make a DC 12 Strength check, freeing itself or another entangled creature within reach on a success.

Wererat

Medium humanoid (human, shapechanger), lawful evil

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 30ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	10 (+0)	8 (-1)

Skills Perception +2, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't silvered

Senses darkvision 60ft. (rat form only), passive Perception 12

Languages Common (can't speak in rat form)

Challenge 2 (450 XP)

Shapechanger. The wererat can use its action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form, which is humanoid. Its statistics, other than its size, 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.

Keen Smell. The were rat has advantage on Wisdom (Perception) checks that rely on smell.

Actions

Multiattack (Humanoid or Hybrid Form Only). The were rat makes two attacks, only one of which can be a bite.

Bite (Rat or Hybrid Form Only). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1 d4 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 11 Constitution saving throw or be cursed with were rat lycanthropy.

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

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

Wereraven (Fillar)

Medium humanoid (human, shapechanger), lawful good

Armor Class 12

Hit Points 31 (7d8)

Speed 30 ft. (fly 50 ft. in raven and hybrid forms)

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

Skills Insight +4, Perception +6

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

Senses passive Perception 16

Languages Common (can't speak in raven form)
Challenge 2 (450 XP)

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

Mimicry. The wereraven can mimic simple sounds it has heard, such as a person whispering, a baby crying, or an animal chittering. A creature that hears the sounds can tell they are imitations with a successful DC 10 Wisdom (Insight) check.

Actions

Multiattack (Human or Hybrid Form Only). The wereraven makes two weapon attacks, one of which can be with its hand crossbow.

Beak (Raven or Hybrid Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 1 piercing damage in raven form, or 4 (1d4 + 2) piercing damage in hybrid form. If the target is a humanoid, it must succeed on a DC 10 Constitution saving throw or be cursed with wereraven lycanthropy.

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

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

Wight (Laszlo)

Medium undead, neutral evil

Armor Class 14 (studded leather)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	15 (+2)

Skills Perception +3, Stealth +4

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

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 3 (700 XP)

Sunlight Sensitivity. While in sunlight, the wight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Actions

Multiattack. The wight makes two longsword attacks or two longbow attacks. It can use its Life Drain in place of one longsword attack.

Life Drain. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 5 (1d6 + 2) necrotic damage. The target must succeed on a DC 13 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain by this attack rises 24 hours later as a zombie under the wight's control, unless the humanoid is restored to life or its body is destroyed. The wight can have no more than twelve zombies under its control at one time.

Longsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Zombie

Medium undead, neutral evil

Armor Class 8

Hit Points 22 (3d8 + 9)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	16 (+3)	3 (-4)	6 (-2)	5 (-3)

Saving Throws Wis +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages Common, Draconic

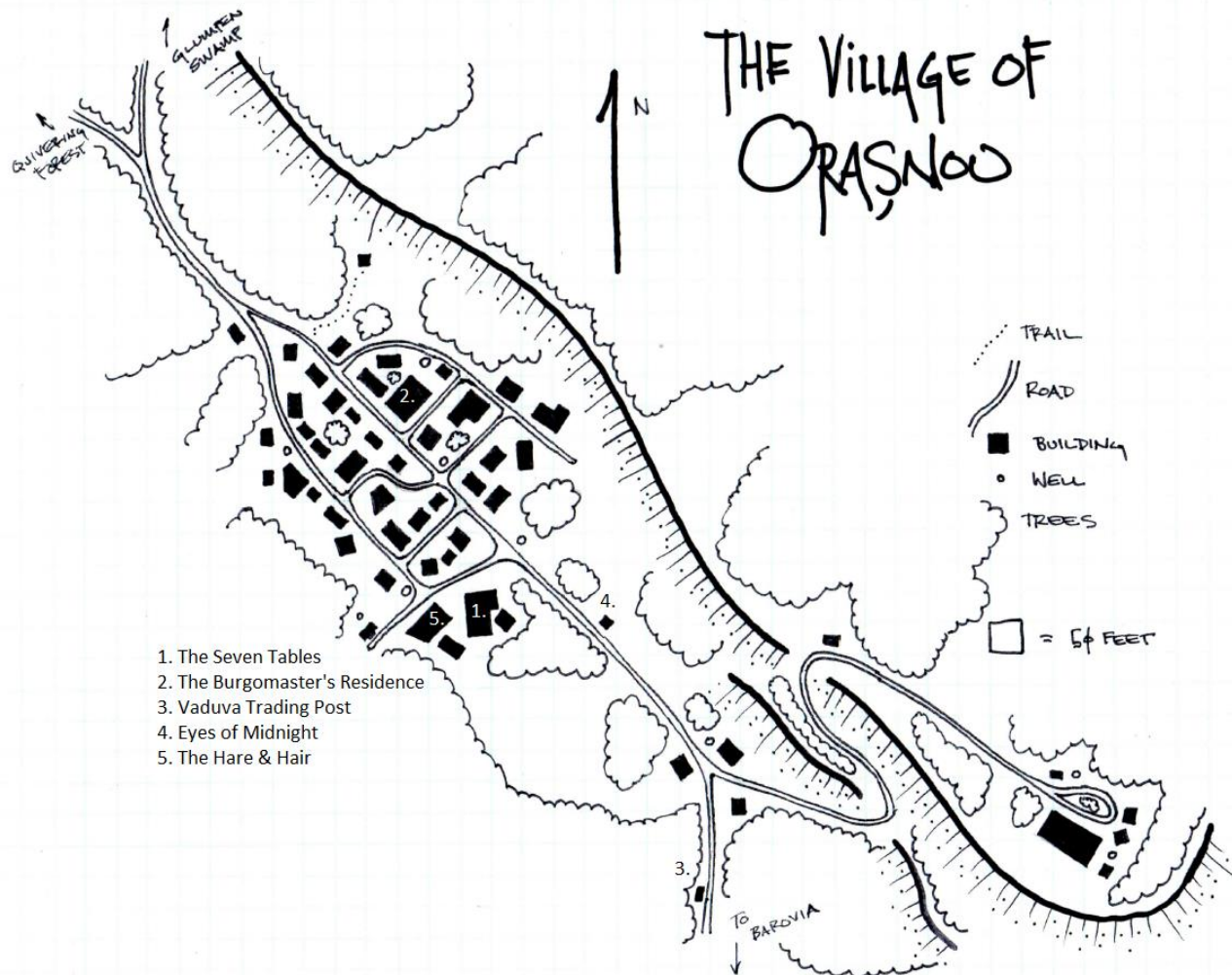
Challenge 1/4 (50 XP)

Undead Fortitude. If damage reduces the zombie 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 zombie drops to 1 hit point instead.

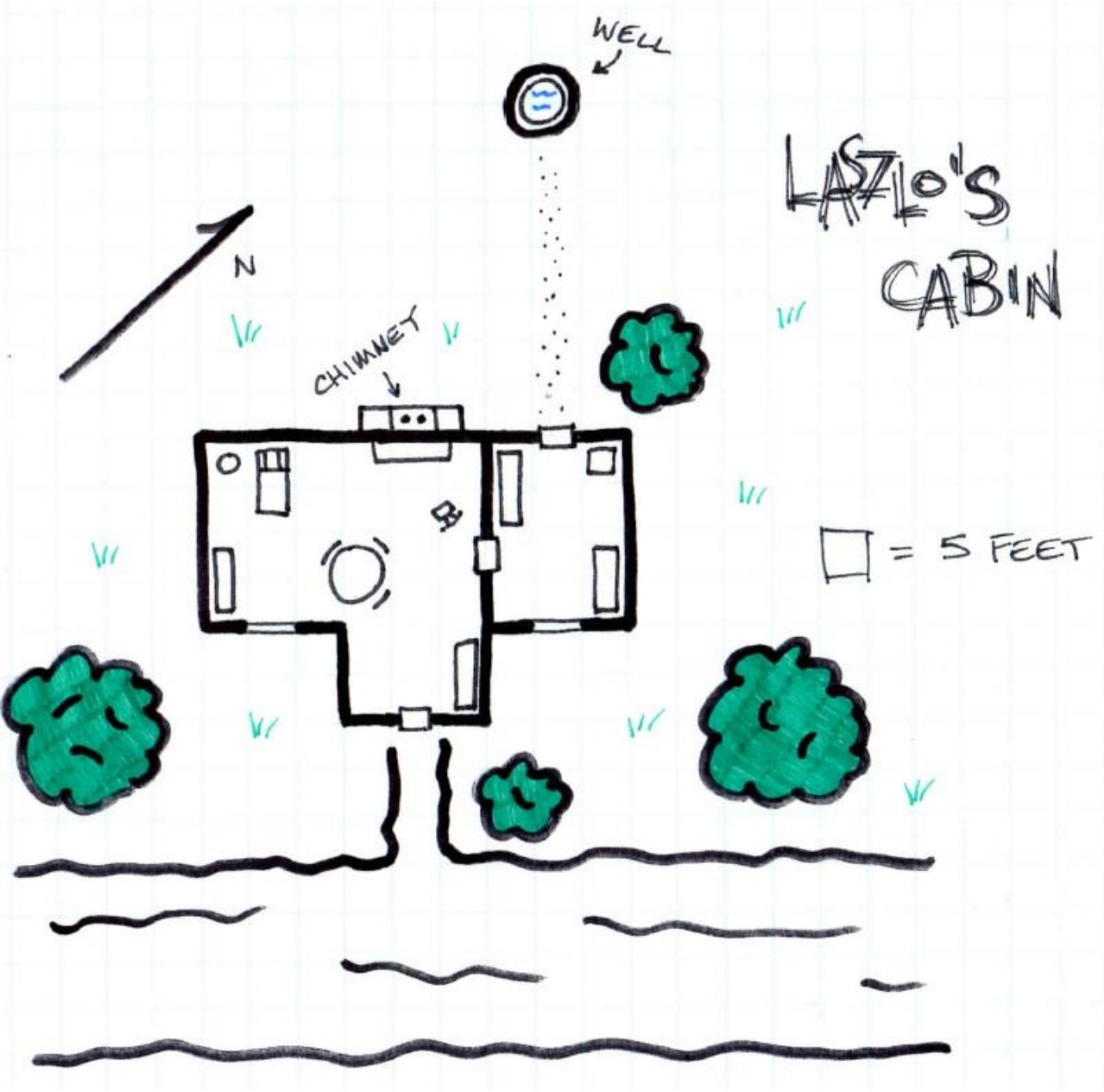
Actions

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) bludgeoning damage.

Appendix. The Village of Oraşnou Map



Appendix. Laszlo's Cabin Map



Appendix. Oraşnou Square Map



Results Code: March - April 2016

If you are DMing this adventure during the months of March – April 2016, please show your players this page. The QR code below can be scanned, and will allow them to give feedback and results on the adventure to influence the storyline in the future!

If a player does not have a mobile device, please tell them to head to dndadventurersleague.org/results to enter their results.

