



THE MARIONETTE

A Vistani fortuneteller has called you out by name during the Burgomaster's private reading. She raved of an army of the dead, a delicate powderbox, and a beautiful yet dangerous woman. Now the Burgomaster wants to know why you're more important than he is...

Part Four of Misty Fortunes and Absent Hearts.

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



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Introduction

Welcome to The Marionette, a D&D Expeditions™ 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 entirely in the barony of Barovia, in 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 logsheet 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 ghastly 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 village of Oraşnou is somewhat remote, perched in the Barovian hills in the Svalich Woods. Situated at the base of a cliff to protect it from the harsh northeasterly winds, its picturesque location would normally grant a scenic view, however no living person can recall a day that would make such a sight possible. Regardless, the ominous castle Ravenloft is almost always visible. With only narrow roads that climb into the hills, it's common for the small village to become cut off from the rest of the valley during the winter months.

While the majority of the residents are modest, the village does claim one noble family—the Falinescu family having made Oraşnou their home many years ago. Lucian Falinescu inherited his fortune, but his family nevertheless prospered through his mechanical inventions: devices, instruments, and toys operated by springs and cogs. His wife, Glovia—gifted with a talent for healing—helped the locals for many years using her knowledge of healing ways and tools crafted by her husband.

The Falinescus had a single daughter named Isabella who unfortunately contracted a deadly disease and, despite Glovia's best efforts, died just shy of ten years ago at the age of nine. The couple did not take Isabella's death well and both fell into a very dark state of depression. Lucian has since made rare appearances, but hasn't been seen since last winter. Glovia disappeared for so long that it was rumored she had killed herself. Recently, however, she has emerged and has once again begun helping at the village's small hospice. She sleeps there more often than not, but occasionally returns to their home for long periods.

Many rumors surround Falinescu manor, a very sizable estate to the south of the village. Before Isabella's death, it was an honor to be invited to one of their many social events. Their servant staff once provided much needed income for the village, but now all of the servants have been relieved of their positions or have simply not been heard from.

Within her home, Glovia blamed herself for Isabella's death, and became obsessed with finding a way to bringing her daughter back. Initially, she drew upon her knowledge of anatomy and healing, but eventually resorted to arts of a darker nature—none of which produced the results for which she was hoping. Lucian vehemently objected to his wife's activities and demanded that she stop. But Glovia's heart had festered and her work had grown into a dangerous obsession. In the end, Lucian's objections would be his undoing; Glovia murdered her husband and from his body crafted a golem. Now Lucian will serve his wife with neither question nor complaint.

As dark as her research became, Glovia still holds a place in her heart for the villagers. Better yet, working at the hospice has granted her access to the occasional corpse that passes through—an added bonus. Finally, during her time in the Hospice, Glovia has begun formulating plans for a young girl from the village.

Glovia's obsession has caught the attention of a powerful Witch of Barovia. Sympathizing with Glovia's plight, but more importantly seeing an

opportunity to exploit her grief for her own purposes, she offered to help Glovia resurrect her daughter's soul into a new body. In exchange for this gift, the witch has asked for only a single item in return; *Tatyana's powderbox*.

To help her find the *powderbox*, she has created minions, notably and most recently the wight, Laszlo (DDAL04-02 *The Beast* and DDAL04-03 *The Executioner*). He has recently succeeded in obtaining the *powderbox*, but suspects that Glovia will betray him after she gets what she wants. Because of this, he is hesitant to return it to his mistress.

Laszlo the Un-deaded Undead.

If the characters at your table managed to slay Laszlo in a previous adventure (such as DDAL04-2 *The Beast* or DDAL04-03 *The Executioner*), this is, indeed, the same creature. The Dark Powers have seen fit to restore the slain wight for their own, unfathomable reasons.

Overview

This adventure consists of four parts.

Part 1. The adventurers are asked to find a wagon from a supply run to a neighboring village. In so doing, they are forced to fend off scavenging harpies. They find evidence of something more than harpies and hopefully bring a survivor to the hospice in an effort to save him.

Part 2. The adventurers are summoned to the Burgomaster's home. Here they take part in a Vistani ritual that seeks to understand why they have been personally named in the Burgomaster's reading.

Part 3. Anticipating her betrayal, Laszlo attacks the village, knowing Glovia cares for them, as well as to force her hand. The adventurers are compelled to make tough decisions in the heat of the attack.

Part 4. After doing their best to help defend the town, they learn that Glovia has absconded to Falinescu Manor with Sorina, a village girl, and her father has gone after her.

Adventure Hook

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.

Otherwise, the characters begin the adventure having already made the transition to the Demiplane of Dread, they begin the adventure in the Seven

Tables; taking respite from the biting cold winter over a mug of ale, a glass of wine, or simply just a hot meal.

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: Easy Money

Expected Duration: 30 minutes

This adventure begins in the early afternoon at the Seven Tables common house where the characters have gathered to regroup after their battle with Laszlo's undead minions. It is assumed they have had a long rest. Take a moment to let the characters introduce themselves. Take note of the characters's full names as they are needed in the Town Crier section.

The Seven Tables

Proceed with the following text:

The storm outside has intensified and made it foolish to leave. An excuse for you to get some much-needed rest. Your hosts Marku and Crina Grelon are quite the gossips and you have picked up on a few bits of information as they make their rounds.

The Grelon family owns this establishment and has added a large common room that they let out to passersby in order to pay off the hefty lien placed upon the property by the Burgomaster. The food is cheap and subpar (little more than a thin soup), and the drinks watered down. Refer to the rumors sidebar for conversations and rumors that the adventures may hear. In addition, the information in the background section, and the manor information from Part 4 can be learned.

Rumors

During their time in the Seven Tables, the following rumors are passed their way—or simply overheard:

- Shadows have been seen near the graveyard.
- The Burgomaster has brought a curse on the village by entertaining the Vistani woman.
- The Falinescu girl haunts the Manor and kills anyone who approaches.
- Taxes are too high—the Burgomaster's greed will be felt as winter progresses.
- The woodsman was killed by a werewolf, but how did he rise from the dead?
- Some of the servants from Falinescu manor have not been seen in far too long.

When the interaction is winding down, proceed to the following interjection by Marku.

As the howling of the wind outside appears to die down the proprietor, Marku, approaches you. "Excuse me; I wonder if I might have a moment? I told Crina we shouldn't bother you, but she insisted I come over. My nephew, Vasile and his friend have recently gone to Vallaki for supplies. They were due back last evening, but have not returned. Normally, I wouldn't worry, but the storm and recent events give me pause.

"We don't have much, but we could scrape together a modest reward if you are able to find them."

Marku is the owner of the Seven Tables. He refuses to say how much of a reward he will be able to provide; partly out of fear that such a paltry amount might insult the adventurers, but largely because he's worried that the other patrons might overhear.

If the characters agree, he suggests that Vallaki is to the west along the main road. He is able to provide the characters with a wagon and pair of broken-down horses.

Roleplaying Marku Grelon

Marku is human, small in frame with a short graying beard and a small hat he wears on the back of his head. He is pensive and spends most of his time serving drinks and engaged in serious conversations about the latest gossip with the patrons. His wife, Crina, cooks and occasionally pops out of the kitchen to yell at him to serve the food or drink and update her on any new information. Marku knows the value of information and has mastered the technique of asking the right questions to get it. His primary motivation, aside from his family, is making any profit at all after paying his taxes to the Burgomaster.

Quote: "Hmm... I might be able to find out for you... but it won't be easy..."

In Search of Vasile

If the characters accept the job of looking for Vasile, they are told to travel out of town and into the valley on the north road. They do not have to travel far to find him.

General Features

The area has the following general features:

Light and Visibility. It is a typical gray and overcast day, but well lit.

Weather. There is a break in the storm, but the resulting snow is very deep, representing difficult terrain.

Smells and Sounds. There is a strong smell of evergreen trees. The heavy snow cover dampens and kills any sound before it travels.

Though the snowfall has stopped, the lingering drifts are deep. Descending into a valley, you happen upon a junction in the road. To one side of the crossing, you see a wagon—its cargo spread out in the snow.

The corpse of a horse and what is likely its owner lay partially covered in snow on the ground.

This unfortunate scene is the result of Laszlo's undead minions roaming the area. The body in the snow is that of Vasile's friend and the horse is dead and been partially eaten.

Development

A search of the wagon reveals Vasile—still alive, albeit in horrible condition. He has a number of slashing wounds and is unconscious, suffering from *life drain*, and once roused, madness as a result of the wight's attack. Vasile is on the verge of death and is unlikely to survive the trip back to town without some attention—something that a character that succeeds on a DC 10 Wisdom (Medicine) check realizes.

Having been defeated by the wight's *life drain* ability, any attempts to restore hit points automatically fail. However, a successful DC10 Wisdom (Medicine) check or one use of a Healer's Kit stabilizes him long enough to get back to town. If no attempts are made to stabilize him, Vasile perishes along the way.

On returning to Oraşnou, the Grelons are thankful, but hysterical at the sight of Vasile. They beg the characters to accompany them to the hospice where they insist that Glovia can help him. Marku sends one of the patrons to warn them of their pending arrival.

If Vasile does not survive, the characters are still asked to take his body to the hospice; instead to ask Glovia to arrange the burial.

Treasure

The characters are able to find a jewelry box containing gaudy jewelry worth a total of 75 gp. If the characters return Vasile to the Grelons alive, Marku gives the characters a tattered pouch containing 10 gp; the entirety of their wealth.

XP Award

If the characters return Vasile to Oraşnou alive, award each player 50 XP.

The Hospice

The hospice is a squat brick building with a high-peaked roof. As you approach, a woman and a young girl come out to meet you.

"Inside," the woman says calmly, "Sorina will direct you where to set him."

Once inside, the woman examines the wounds and points things out to the young girl, who nods understandingly after each observation has been made. Sorina follows the woman as she sets to work on the unconscious boy.

This is Glovia Falinescu and she attends the hospice with the assistance of the young girl, Sorina. The modest facility has four beds, a table for herbal preparations, and the large table upon which Vasile is currently laying. An adjoining room offers a small living space.

A character succeeding at a DC 15 Intelligence (Medicine) check realizes that Glovia has a deep understanding of anatomy. Despite this, the gravity of Vasile's wounds appear to shock Glovia. With a puzzled look on her face, she asks the characters about the attack and what they found. If, for some reason, the adventurers did not go to the hospice, Sorina arrives wherever they're at to fetch them.

Read:

Panic washes over Glovia's face; she is obviously worried.

"This was Laszlo's doing. Did you destroy him?" She asked, the slightest hint of anticipation on her lips.

Glovia doesn't elaborate as to what sort of creature Laszlo is; she describes him only as being some sort of undead.

She is very interested in what the characters found at the scene of the attack and asks the characters to spare not the slightest detail. If asked for healing, she is able to cast *healing word*, once. This healing is an arcane ability; it is not a divine spell.

Roleplaying Glovia

Glovia is about 50 years of age. She speaks with the slow cadence of experience. This can turn ominous when she is issuing words of caution. She has a warm and then suddenly cold personality when it comes to the villagers. While she truly cares for them, when thoughts turn to Isabella, her obsession takes over and any obstacles to her perceived goals lose a swift and brutal decision.

While at the hospice, Glovia wears plain clothing and none of the jewelry she owns.

Quote: *“Your metatarsal is showing. That must be quite painful.”*

Glovia is willing to converse with the characters, provided they don't distract her too much from her work. She is meticulous and distractions easily annoy her.

She provides the following information, but only if the characters ask:

- The Falinescu family has lived in the village for a long, long time.
- Her husband, Lucian, came from a wealthy family.
- Lucian passed shortly after her daughter grew sick and died.
- Glovia largely credits Isabella's death with her search to learn about the body and ways to heal its woes.
- She does not speak about Isabella or her death any further. A character that succeeds on a DC 9 Wisdom (Insight) check clearly realizes that the subject is enormously painful for Glovia to speak about.

Glovia doesn't speak about much else, insisting that the characters go provide the Grelon family the news that she is confident that she will be able to save Vasile (or doing what the characters can to comfort the family if Vasile didn't survive the trip).

Part 2: The Reading

Expected Duration: 45 minutes

The Town Crier

When business at the hospice is winding down, begin this event by reading the following:

From outside you hear the loud clang of a hand-bell. You see a stout, portly man with a blue coat and pale trousers flanked by a lanky teenage boy staring into space. They both stand on a small platform at the center of town. Townsfolk immediately stop what they are doing and a surprisingly large crowd quickly gathers.

The man begins:

"Oyez, Oyez, Oyez! The following is a decree from the most distinguished and generous Burgomaster Randovich, to which we are all indebted...in one form or another.

"The Burgomaster makes it known that the following persons are to report to his residence as soon as is possible."

The man elbows the young boy standing next to him who, in turn, recites the characters's names aloud from an unfurled scroll. Once done, read:

The crier continues, "These persons are suspected not of being charlatans, burglars, vagabonds, or instigators. You are to draw no conclusions." By now you are sure that the entire town is staring at you.

"Let it also be known that... Oleg, it is your turn to light the village lamps tonight." A single, disembodied groan rises from the back of the crowd, oozing with disappointment. "That is all!"

After the crier leaves, the crowd slowly disperses as, naturally, speculations begin to spread like wild fire.

The characters have time to talk to some of the villagers if they like. While some folks may be leery of the characters, most have seen them return with Vasile, garnering their trust. This is a good opportunity for them to hear some rumors floating around town—especially if this is the first adventure of the series that the characters have participated in.

If the characters elect to spend some time speaking to the residents of the village, be aware of the passage of real-world time. Otherwise, allow the characters to engage with the locals or maybe even a meal and a chance to freshen up at the Seven Tables.

Eventually, however, the characters are directed to the Burgomaster's estate. Characters should get the

feeling that the villagers don't respect the Burgomaster, but would never openly express their feelings because, hey; he's the Burgomaster.

If characters refuse to go, the Burgomaster attempts a more formal approach and personally invites them to dinner.

The Burgomaster's Estate

The Burgomaster's home is at the southern end of the village on the road that leads further into Barovia.

When the characters approach the Burgomaster's home, read the following:

The night's fog is beginning to sneak its way down the cliff and into the town. The Burgomaster's home is quite large compared to the other homes within the village and leaves little doubt of who controls the purse strings.

In front of the house on the road there is an elegant *vardo*, (a round-topped wagon, commonly used by the Vistani), adorned with bright colors and images of red roses.

As the adventurers approach the door, they are welcomed into the home by a stoic servant that leads them into the abode. The servant does not engage in conversation; chiming in with only, "*I'm sure I wouldn't know such things*" if asked a direct question about the goings-on in the village.

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.

A large round table covered in a black velvet cloth dominates the parlor. At the far end sits a comely middle-aged woman dressed in bright colors. As you enter, she pulls a deck of lacquered cards from her gown and, spreading them in a graceful flourish, bids you to sit. Behind her, a rotund man in fine clothing stares out the window impatiently chewing on his thumbnail.

After a few, uncomfortable moments, the Burgomaster takes a moment to introduce himself to any new characters (unless everyone has met the Burgomaster before). Once greetings have been exchanged, he relates the following information:

- He introduces the woman at the table as Sybil Rasia. She claims to be Gur, but I am not aware with any tribe among the Vistani.

- At my request, she performed a reading for me earlier today, and foresaw something ominous and, frankly, unusual.
- Among other interesting portents, she also mentioned the characters; individually and by name.

Ivan recants the highlights of the Sybil's reading in nervous tones:

- An army of the dead
- A delicate powderbox
- A beautiful, yet powerful, woman
- The adventurers' names

All the while, the Sybil shuffles the cards in a single hand; stopping every once in a while to flip one face-up onto the table.

Soon, the Burgomaster begins to grow angry and curse. Only then does Sybil Rasia speak. She does not remark upon what the Burgomaster said, but believes that she can provide more accurate information by performing a group reading. However, it requires the participation of all of the adventurers to be successful.

The Reading

If the characters agree to participate, the Sybil performs a ritual that creates a shared experience—a ritual unique to the Sybil.

If the characters choose not to participate, the Sybil Rasia—and more importantly—the Burgomaster are greatly disappointed. The characters are asked once more and then dismissed from the Baron's home. Proceed to Part 3, below.

Sybil Rasia deftly pockets her Tarokka deck and withdraws a fist-sized sphere of crystal from what seems to be the same pocket with a single, fluid motion. She sets the crystal orb on the table before her atop a silver stand.

"There is no need for caution. Close your eyes and clear your thoughts."

After a few moments, characters that close their eyes and concentrate receive a vision.

Read:

As your eyes close, a feeling of restful warmth washes over you.

From seemingly nowhere, you hear the delicate plucking of a harpsichord and images of objects fade into view. Eventually, you find yourselves in a lavish parlor in a large, thoughtfully decorated manor. A roaring fire crackles in the enormous hearth. Windows span one wall of the room—flooding light out onto a dramatic terrace overlooking the night-shrouded valley below.

A young girl in a white dress is facing the windows sitting and playing a large, keyed instrument.

This ritual channels the spirit of a troubled deceased, in this case, Isabella Falinescu. It is a shared event that reveals metaphoric objects reflecting her past experiences as well as current perceptions.

Focusing During the Vision

Certain activities while in a dream state require a great deal of effort to focus enough to consciously realize what has been seen. A successful Constitution check may be required to perform activities such as reading, or focusing on minute details while other stimuli within the vision might distract you.

During the vision granted by this ritual, the player may be called upon to make a Constitution (Investigation) or Constitution (Perception) check. This reflects their ability to remain focused on the vision while taking their own individual knack for noticing things that would otherwise go unnoticed.

Within the vision, the characters are free to explore the room. Because of the dream-state, it requires effort to maintain conscious awareness in the event. Because of this, spells may not be cast. Additionally, some activities may require a Constitution ability check. The DC for the majority of these checks should be 11 or 13.

General Features

The room has the following general features:

Area. The room is very large, approximately 60 feet long and 45 feet wide. Attempts to leave the room prove fruitless; the doors and windows can't be opened.

Attire. The characters find themselves without their weapons, armor, spellbooks, etc. They are dressed in formal attire for a social event of some status. Puffy sleeves are apparently in fashion for men and ladies are in formal dresses.

Light. Bright light fills the room from a roaring fire and the multitude of candles spread around the room.

Sounds. There is the delicate plucking of a harpsichord playing a haunting child-like melody. Occasionally, a man's cries of agony ring out from behind one of the doors. If asked, Isabella downplays the screams saying, "That's Daddy. He's being fixed."

Smells. There is a very attractive aroma of cinnamon-clove spiced cider. Beneath the pleasant smells of the room, the lingering smell of rot.

Nightmare State. The dream-state of the ritual may provoke a nightmare-like effect (as per the *dream* spell) and heightens the experience. This may, on occasion, invoke a Horror saving throw for something that otherwise may not.

Specific Features

The following items are in the room, describe their details if the characters investigate them:

The Girl. The girl wears a lovely, white dress and is playing a harpsichord with her back to the adventurers. She is quite skilled, is performing a fast-paced waltz. If approached, the girl turns suddenly towards them revealing that her chest and arms are riddled with open sores, and the left side of her face is almost entirely rotted away. The sight is grotesque and shocking. The first character to see the girl's face must succeed on a DC 11 Horror saving throw.

Horror

Horror involves more than simple fright. It entails revulsion and anguish. Often it arises when adventurers see something completely contrary to the common understanding of what can and should occur in the world, or upon the realization of a dreadful truth. In such a situation, you can call on characters to make a Charisma saving throw to resist the horror. Set the DC based on the magnitude of the horrific circumstances. On a failed save, a character either becomes frightened or gains a short-term form of madness that you choose or determine randomly. Use your discretion when determining the effect of a failed horror check. Take your players into consideration and the activity in which they are participating.

A character afflicted with **short-term madness** is subjected to an effect from the Short-Term Madness table for 1d10 minutes.

Short-Term Madness

d100 Effect (lasts 1d10 minutes)

01-20	The character retreats into his or her mind and becomes paralyzed. The effect ends if the character takes any damage.
21-30	The character becomes incapacitated and spends the duration screaming, laughing, or weeping.
31 - 40	The character becomes frightened and must use his or her action and movement each round to flee from the source of the fear.
41 - 50	The character begins babbling and is incapable of normal speech or spellcasting.
51 - 60	The character must use his or her action each round to attack the nearest creature.
61-70	The character experiences vivid hallucinations and has disadvantage on ability checks.

71 - 75	The character does whatever anyone tells him or her to do that isn't obviously self-destructive.
76- 80	The character experiences an overpowering urge to eat something strange such as dirt, lime, or offal.
81-90	The character is stunned.
91-100	The character falls unconscious.

Despite the girl's hideous disfigurement, she is quite friendly; she greets the characters in an innocent voice. Any attempts to touch or otherwise physically interact with the girl are ineffective; physical objects pass through her as if she were incorporeal. Resting on top of the harpsichord is a tattered doll.

If the characters question the girl, she knows and relates the following:

- Her mother's name is Glovia and her father is Lucian. She points to each in turn in the portrait.
- She doesn't know about her affliction, but says "*it must be very bad because it makes Mommy very sad and Daddy very angry.*"
- Her father makes things like toys and tools that are used to "*fix people.*"
- Her mother is very smart and can fix people, the way her father fixes his toys.
- Isabella can't leave the manor because her mother has told her to remain here or she'll be scolded.
- Her mother can't fix her without help from the "*pretty lady.*" She doesn't know it, but she is referring to the witch that has tasked Glovia with finding and retrieving the *powderbox*. She only knows her as a pretty lady that wants something from her mother.
- If asked, she thinks the reason the adventurers were named in the reading is because they are supposed to protect the village. It's their purpose. She doesn't know why she thinks this.

Large Family Portrait. The large portrait is of a wealthy, attractive family. Centered in the picture is Glovia Falinescu—resting her hand on the shoulder of a young girl who looks identical to the young girl playing the harpsichord, minus the disfiguring sores and rot. Anyone looking at the portrait who succeeds on a DC 13 Constitution (Perception) check notices a ring on Glovia's finger depicting an empty heart.

Bust. A marble bust of a man sits on a thick pedestal. A name is inscribed on its base. A character succeeding on a successful DC 13 Constitution (Investigation) check sees the name: "Lord Strahd von Zarovich" etched on a brass placard on the bust's base. If anyone investigates the bust while wearing the spectacles (see below), they find the bust looking back at them. The character viewing the bust must succeed on a DC 11 Horror check.

Spectacles. On the center table there is a delicate pair of glasses. These glasses sport amber lenses with slender slivers of green glass resembling the vertical pupils of a serpent's eyes. Wearing them reveals Isabella without her disease.

Doors. There are three doors that exit the room. No amount of effort opens them. Isabella simply says that, "*Mommy keeps the doors locked.*" The walls, doors, and windows are a boundary of the experience.

Dolls. Dozens of different dolls, puppets, and toy soldiers are placed about the room. Some of them are clockwork toys, and walk around the room; others are dolls with features that move like blinking eyes or waving hands, and a few are marionette puppets. These toys are Lucian's handiwork with beautiful, intricate details. Isabella loves to talk about them and praises her father's work.

A writing table with an open book. The book is Glovia's journal. Deciphering the writing in the journal requires a successful DC 11 Concentration (Investigation) check. If successful, give Player Handout 1 to the character reading the journal—and only that player. These entries are the extent of what they are able to learn from the journal.

Tray of Cider. On a tray there are crystal cups of warm cider, one for each adventurer. The aroma fills the room and is difficult to ignore. If asked, Isabella tells the characters that her mother set out the cider for her guests and invites everyone to partake. "*It's good for you.*" she says. Anyone who drinks the cider is overcome with warm feelings and thoughts of comfort and home. It immediately removes the effects of failed horror check.

Roleplaying Isabella in the Reading

As any child her age, Isabella has a short attention span. She is aware of the cold truths of her and her family's situation and addresses those things plainly as if it were anything else and then change the subject. She is aware of her mother's plans but doesn't speak about that either. She is more reserved and sad in the reading than her more mischievous antics that take place in the manor.

Quote: "*Do you like my dress? Mother had it made for just for me.*"

Enter Laszlo

If Isabella is asked about the *powderbox*, or whenever the characters are done exploring the room, you may begin this section. If the adventurers have asked Isabella about the *powderbox*, but you want to allow them more time to explore the room, simply have her

say she doesn't know and then she can remember it later.

Isabella skips to a table upon which is a silver box. As she opens it, golden light spills out. She reaches in and pulls out a simple, wooden box, the source of the light, and shows it to you.

Just as you are able to focus on the object to discern what it is, the serenity of the moment shatters as a figure comes crashing through the window.

Thick strings of wispy ether are attached to his arms and legs similar to those of a marionette. He snatches the wooden box from Isabella and with a backhanded swing of a lumber axe strikes the young girl's head from her shoulders without a so much as a glance.

Any character witnessing Laszlo's entrance and the girl's subsequent decapitation must succeed on a DC 11 Horror saving throw.

Additionally, the characters may attempt a DC 13 Constitution (Investigation) check. Those characters that failed the Horror saving throw make this check with disadvantage. Characters that succeed on this check or anyone wearing the spectacles, notices that the strings attached to Laszlo lead to the giant image of Glovia who also has strings attached to her.

"*Bring it to me Laszlo!*", a voice booms from overhead. Seeming to snarl at the voice, the creature gathers his strings together and with a single sweep of his axe, severs them cleanly. Looking at you, he issues a hissing growl and leaps out through the window and into the cold night.

The adventurers are awakened from the ritual by the sound of the Burgomaster yelling.

"Run, Oleg!" The loud yell of the Burgomaster slaps you back to reality. Finally regaining control of your body you return to see him yelling out the window. A dark figure is chasing Oleg down the street; its head is cocked strangely to one side. Screams are coming from all parts of the village. Ivan turns to you and yells, "Snap out of it! We're under attack!"

Any creature who drank the cider in the vision gains the benefit of a short rest.

Part 3: Laszlo's Attack

Expected Duration: 30 minutes

Realizing that Glovia is using him and intends to betray him at first opportunity in favor of the villagers, Laszlo attempts to exact revenge on her and the villagers who tried to kill him.

The sun is just beginning to set when Part 3 begins.

Coming outside, you hear a roaring voice echoing down into the village from the cliffs above. Looking up you see Laszlo holding a torch: "Glovia! What shall you do now? You can't protect them all! I have what you seek and now you must betray them as you were going to betray me!" He then hurls his torch down into the village and it lands on the roof of one of the buildings and immediately catches fire. This brings your focus to the village and you realize the horror that is happening all around you. The dead have risen and are attacking the town. Looking back up, Laszlo has vanished from sight, but it seems you have more immediate concerns.

The characters have several opportunities to help defend the village from the undead attack. The characters may split up to solve the first three, but the fourth may be difficult without the entire party. Each character can participate in one encounter (see A through D, below). The characters fail any encounter that they do not attempt.

Once done, proceed to I'm Afraid I Have More Bad News, below.

Descriptions

These encounters are meant to be run quickly. Briefly describe each of the following scenarios, and then allow the players to decide the one in which they'd like to participate. Remind players to consider not just skills, but also alignments, personality, and backgrounds when deciding.

- **Encounter 1.** Oleg and some villagers have been cornered by a group of zombies. It's possible the characters can lure them away without fighting them, reward clever roleplaying, here.
- **Encounter 2.** A pack of skeletons goes from building to building setting them on fire. They have already set the jailhouse on fire and the prisoner yells through the window at passersby; pleading for them to release him. He assures the characters that he will make it worth their while.
- **Encounter 3.** The Burgomaster tells the characters that the town hall contains the food stores precious to the village's winter survival and is currently

being set ablaze. The provisions must be retrieved or families won't make it through the winter.

- **Encounter 4.** The characters notice a creature that seems to be giving orders to all the other undead. Defeating him may be instrumental in defending the village.

Success and Failures

The encounters have benefits or consequences based on the outcome. Assume that encounters not attempted are failures.

A. You're Pullin' my Oleg

Oleg and a few villagers have been chased down a side alley and are cornered by a group of zombies that shamble toward them. You may be able to distract and lure the monsters near a stack of heavy timbers that can be released upon them, pinning and restraining them, but you will have to offer a convincing distraction.

Four **zombies** are closing on Oleg and two **villagers**. Impress upon adventurers that wish to simply fight the zombies that it likely requires all party members which may likely prevent any other encounter attempts.

If the characters wish to attempt to lure the zombies away, they may do so. This provides Oleg and the villagers plenty of time to get out of the alley and get away. Adventurers are then able to release the stack of timbers onto the slow moving zombies and pin them in place.

Reward clever thinking and successful rolls here. If you feel you must assign a mechanical measure of success or failure here, do so. For example, you may require that the characters succeed on a number of Charisma (Deception or Persuasion) checks to lure the zombies away and a Dexterity (Stealth) check to hide from them as they shamble by whatever hiding place the characters have chosen. Either way, if the characters are successful, Oleg and the villagers are able to take refuge inside a nearby building. Failure means that half of the zombies pursue the characters while the rest continue to attack the villagers.

Success

One of the villagers was once a servant at Falinescu manor and has recently made a delivery of supplies. She knows the condition of the entrance floor (Area A1), and describes it to the characters.

Treasure. At the conclusion of Part 2, the rescued villagers gather 25 gp worth of assorted coins and a *potion of healing* to show their gratitude.

Failure

If one or more of the villagers are killed by the zombies, the characters receive no warning of the entrance floor at the manor.

XP Award

If the characters succeed, award each player 100 XP.

Adjusting the Encounter

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

- **Very Weak or Weak party:** Remove two **zombies**
- **Strong or Very Strong party:** Add two **zombies**

B. As the Crow Fries

“Help, help!” shouts a disembodied voice from a nearby building. As you draw closer, a head appears in a barred window.

The building appears to be a jailhouse of sorts and it is empty; the constable likely out defending the town. The structure’s roof is well ablaze as you arrive.

There are two obstacles to this challenge, the building door and the jail cell lock. To contemplate things, the roof over the area of the jailhouse containing the cell collapses two rounds after the characters arrive. However, characters may, as an action, delay the collapse by one round by shoveling snow onto the roof of the jailhouse. This may be done only once.

The Cell. The jail cell is more challenging; it requires a set of thieves’ tools and a successful DC 15 Dexterity check. Forcing open the door requires a successful DC 17 Strength (Athletics) check. No help may be given in these checks, but if more than one character is present, an action may be spent to throw snow on the fire to delay it enough to gain an additional attempt. This may be done once.

Success

The prisoner grabs a bag concealed in a pile of straw he was given as a bed and with a wink, he thanks the characters for their bravery—handing them the satchel before turning into a raven and flying away. Some characters might realize he could have escaped at any time. If asked later, the jailors claim to be unaware of any prisoners in their custody.

Adventurers succeeding earned the **“Eye of the Raven”** story reward.

Treasure. In exchange for “rescuing” him, the man gives the characters a satchel containing a *potion of healing*, 25 gp, and a brass key set with a purple stone. The jailors do not recognize the key as belonging to any door in the jailhouse. This key unlocks the controller found in Area C1, Lucian’s Workshop.

Failure

If the prisoner is not freed within two rounds (three if the fire is delayed), the roof collapses—destroying the treasure the prisoner would have otherwise given the characters. As the building collapses, the characters see a raven flying out of the wreckage and into the night.

XP Award

If the characters succeed, award each player 100 XP.

C. The Heat of the Moment

The roof of the town hall building is particularly susceptible to the fire—which is rapidly getting out of control. A quick look inside the building reveals five large crates. The roof is beyond hope of extinguishing, but with quick decisive action you may be able to save the supplies within before the roof comes down.

To successfully remove a crate from the building, a character must succeed on a DC 13 Strength (Athletics) check. Each time a character makes an attempt, they must succeed on a DC 11 Dexterity saving throw or take 7 (1d10) fire damage from falling debris and smoke inhalation. Two characters may work together to remove a crate and gain advantage on the check, the saving throw is made with disadvantage.

On the ninth attempt, the roof collapses and anyone who fails that attempt is caught inside, taking 11 (2d10) fire damage and 11 (2d10) bludgeoning damage. Additionally, they must succeed on a DC 11 Dexterity saving throw or be knocked prone and restrained by the debris. In order to free themselves, a restrained character must succeed on a DC 11 Strength saving throw. If someone uses an action to help them, the saving throw is made with advantage.

Once the roof collapses, any remaining crates are destroyed. All five crates are required for success.

Success

The adventurers earn the *Trust of the Burgomaster* story award.

Treasure. The Burgomaster gifts the characters with a pouch containing 25 gp and a *potion of healing*.

Failure

No penalty other than not receiving the treasure reward. If the event was not attempted, the characters earn the *Ire of the Burgomaster* story award.

XP Award

If the characters succeed, award each player 100 XP.

D. An Uninvited Ghast

Looking around at the chaos, one figure stands out from the others. A particularly ghastly looking creature seems to be issuing orders to the others. You think that if you could take him out, it would be a simple matter to confuse and lead the others away from town.

Leading the attack is a **ghast**. The objective is simple; eliminate the commander. At the end of each round that the ghast is still alive; two **skeletons** come to his defense.

Adjusting the Encounter

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

- **Very Weak party:** Replace the **ghast** with a **ghoul**, remove a **skeleton**
- **Weak party:** Remove a **skeleton**
- **Strong party:** Replace **skeleton** with a **ghoul**
- **Strong or Very Strong party:** Replace **skeletons** with **ghouls**

Success

The ghast was once Jakob, butler of Falinescu Manor. The characters find a jeweled ring worth 50 gp on his corpse. This ring acts as a key to certain doors inside the manor.

Failure

Without the key, it may be more difficult to access some areas in the manor.

Adjusting the Encounter

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

- **Very Weak party:** Replace the **ghast** with a **ghoul**, remove a **skeleton**
- **Weak party:** Remove a **skeleton**
- **Strong party:** Replace **skeleton** with a **ghoul**
- **Strong or Very Strong party:** Replace **skeletons** with **ghouls**

Treasure

The ghast wears the *butler's ring*, a jeweled ring worth 50gp.

I'm Afraid I Have More Bad News

When each character has completed an encounter (failing or succeeding), the outcome of events not attempted have played out and failed. If the ghast was not killed by the adventurers, he is eventually overcome by a mob of villagers. The remaining undead are confused without direction and are easily lead away or dispatched by the torch and pitchfork bearing village mob.

The adventurers are now able to take a short rest while the villagers extinguish the fires that remain and gather the dead and wounded.

After the cleaning efforts begins to wind down for the evening, a woman arrives; pleading hysterically for help. "You must help me. She has taken my girl! My Sorina is gone and my husband, Boris, has gone after them. I could not stop him!"

The woman is the mother of Sorina, the young girl who works at the hospice. She explains that Glovia cast a spell on them and took the girl. She was told by others that Sorina was seen leaving the town with Glovia heading towards the Manor. When the adventurers decide to go to the manor, be sure to issue the warning by the village woman if she was saved in Encounter 1.

Part 4: The Manor

Expected Duration: 2 hours

Falinescu Manor was built by the Falinescu family for their only son, Lucian and his young bride Glovia, who wanted to live in a picturesque mountain home. This was far from a simple home however, requiring a full staff of servants to manage. While it is not part of Oraşnou proper, it was very much welcomed as its existence supported many families. Being a young couple with a child, the family was thought of as local royalty and beloved by everyone in the village.

When their daughter Isabella died, the town mourned with them. But when their grief went on for years, attitudes changed from compassion to suspicion and eventually to rumor and fear.

The manor itself is indeed haunted by Isabella who acts as an unwanted tour guide as the adventurers move through.

It is late in the evening when Part 4 begins.

Roleplaying Isabella in the Manor

Existing as a ghost, Isabella is bound to the house by her mother's grief. She remains quite innocent, acting as any girl of nine, coming and going with impeccable timing to disrupt any plan or strategy, yet never around when you need her.

She is a great tool for the DM to use when the players are stuck or to lead them to areas to help or trick them. She is mischievous and as adventurers explore the manor, she will attempt to scare them as a child's game. Her scares tend to be much more effective however, as she uses her appearance and incorporeal state to great effect. If attacked, she runs away and returns when they have calmed down. Each time one of these scares occurs; have the affected characters attempt a Horror check. If the character fails, in addition to the madness effects, they will suffer disadvantage on their next Horror check. The location and details of these scares are entirely up to the DM.

If asked about Sorina or her father, she admits to seeing them but never reveals where, walking off through walls as she is talking. She does say she feels sorry for Sorina because she thinks she may end up like Gordon. Gordon was a goose she was fond of that ended up as dinner one night. Occasionally Gordon will also participate in her scare scenes, particularly in the dining room. DMs are encouraged to be creative in planning scares. Very few things will actually make Isabella angry; repeatedly attacking her, or shortening her name to "Bella." If she gets angry, she will use *Horrific Visage* and then runs away or goes Ethereal, only to return later.

Quote: "What are you doing? You're silly. Hey, where are you going?"

Approaching the Manor

There is a road from the village, although it has not seen wagon or carriage traffic in years and is now nothing more than a foot path.

The enormity of the home is in sharp contrast to the buildings you have seen so far in the area. Once a lavish estate that surely hosted many grand affairs, Falinescu Manor has fallen into dilapidation from neglect. An imposing granite structure perched on a bluff, the home boasts an impressive view over the Svalich Woods to an ominous castle in the distance.

A. The First Floor

A1. Entrance

In front of the estate there is a circular path for carriages. Multiple gargoyles stare down from their parapets in disapproval. Huge black, wooden doors with rusted iron bindings offer a cold reception.

The doors are not locked and open easily. A DC 10 Wisdom (Perception) check reveals that no one appears to have used the doors in a very long time. A DC 15 Wisdom (Perception) also reveals that there is a path that leads to a side entrance on both sides of the manor.

A2. Foyer

This grand foyer is obviously made to impress. The ceiling is open to the second story and ultimately to a glass paned roof which is currently leaking very badly. Pillars line the sides of the room supporting an overlooking rail on the second story. An impressive staircase is opposite the door.

If 200 pounds or more is placed on the foyer floor (anywhere within the railed section), the **sub-flooring collapses** in key structural areas, causing the entire foyer floor and the stairs up to the first landing to crumble into the basement.

Look Out Below!

Any creatures on the floor or beneath it when it collapses, must succeed on a DC 11 Dexterity saving throw or fall, taking 3 (1d6) bludgeoning damage, and 5 (1d10) piercing damage as they (and jagged pieces of timber) fall to the basement below.

Climbing out of the basement is possible, but difficult due to the rotted wood—it requires a successful DC 13 Dexterity (Acrobatics) or Strength (Athletics) check. Failure results in the staircase crumbling and collapsing as well, in which case the characters take the same damage as the initial fall—though this time without a saving throw to avoid it.

Isabella is aware of the state of the floor here, and often leads adventurers over it. After the floor fails, she giggles a bit and tells them about the Library stairway that is safe.

If the foyer collapses, the **ghouls** from the Ghoul's Den section of the Basement emerge and attack anyone that has fallen down to the lower level, attempting to paralyze them and drag them back into their den.

A3. Servant Stairs

There are two sets of stairs. The west stairs access the basement (Area B), while the east stairs access the second floor (Area C).

A4. Dining Room

This once elegant room has not been used for its purpose in many years. A large table bearing a cobwebbed draped candelabrum is surrounded by chairs that have been covered with linens to shield them from dust. The wall at the southern end is adorned with the Falinescu family crest.

There is nothing of value in this room, but it can serve as a defensible position or refuge if needed. It's also a good scare location.

A5. Smoking Room

Once a place where men would adjourn after meals, the room has not been used in quite some time. On the walls, various weapons are displayed.

There are four longswords, two shields, two daggers, and a great sword. Closer inspection reveals that the daggers are pure silver, while the other weapons and the shields are purely decorative. Isabella does not enter this room, as “it's for Daddy.”

Treasure. The two daggers are ornate matching silvered daggers worth 150 gp as a set.

A6. Water Closet

This room has a latrine and small table with a wash basin. Scenes of cavalry battle adorn the walls.

A7. Closet

This room contains heavy cloaks and coats on pegs, but is otherwise empty. If the characters sift through them, a character may find Isabella hanging from a noose behind one of the coats—another of her macabre pranks.

A8. Retiring Room

A plush sofa and chairs as well as a broken mirror and wash basin are in the outer section of the room. A latrine shielded by a curtain lines the north wall.

Isabella likes to frighten any male characters investigating this room; informing them that “only for Mommy is allowed in here.”

A9. Ballroom

Intricate crystal chandeliers dominate this lightly furnished room clearly meant for entertaining. Ornately carved details and an angelic painting on the ceiling hint at a once beautiful ballroom. That image falls away however as a number of waxen-skinned children turn to you, most of them partially decomposed. All of them have had their chests cut open revealing an empty cavity. When they see you they begin snapping their teeth together in a disturbing rhythmic anticipation of food. Almost in unison, they turn their heads towards you and begin to shuffle in your direction...clack...clack...clack.

The children are four **ghouls** that attack anyone other than Glovia that opens the doors. The doors are locked, but may be opened with the *butler's ring* or a successful DC 10 Strength (Athletics) check. If actively listening to the door, a successful DC 10 Wisdom (Perception) check reveals several footsteps from within and a little girl's voice. This is Isabella's voice. She knows some of the children and considers all of them her friends. She introduces the adventurers to her friends by opening the doors for them when they are not expecting it, such as during an attempt to break the door down, possibly causing that person to fall prone.

Emphasize the creepiness of this encounter. The rotting, little girls move with unnatural grace; giggling and laughing all the while.

Adjusting the Encounter

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

- **Very Weak party:** Replace **ghouls** with **zombies**
- **Weak party:** Remove two **ghouls**; add a **zombie**
- **Strong party:** Add a **ghoul**
- **Very Strong party:** Replace **ghouls** with **ghasts**

A10. Library

This library is in better shape than the rest of the manor. The walls are lined with books and the furniture is comfortable and plush. In the northeast wall, a rich wooden staircase leads to the next floor. At the center of the room is a table and serving set surrounded by several reading chairs.

If investigated, the books focus heavily on the subjects of anatomy and physiology as well as many books on mechanics, physics, and engineering.

The characters also recognize the serving set from the Vistani ritual. If investigated at all, the smell of cinnamon-clove spiced cider is familiar. Searching the area, the characters are able to find enough materials to brew enough cider to serve seven people. It takes ten minutes to prepare and serves up to seven. Anyone partaking gains the benefit of a short rest. The cider retains its potency for only 10 minutes, and a character can only benefit from drinking once.

A11. Parlor

You recognize this room instantly from your experience in Sybil's ritual, although the condition of the room is very different. Someone has taken an axe to the harpsichord and most of the furnishings. You see evidence of the remains from the frame that held the family portrait in the fireplace.

Isabella always reveals herself in this room, as it was the room she spent the most time with her parents. She is excited to see the adventurers and boasts that she remembers them. If the adventurers have not opened the ballroom doors, Isabella tells them that she wants them to meet her friends and leaves almost instantly, moving through the east wall and into the ballroom.

When the adventurers go into the hallway to look for her, she opens the ballroom doors. The doors lead

to Area A9. If the characters have already been here, Isabelle tries to scare them instead, possibly an illusion involving the axed harpsichord.

A12. The Winter Garden

The stench from this room hits anyone who gets within ten feet. The door is locked, but is rotting with moisture and easily broken down.

Once some sort of garden, the large plants have overgrown wildly, the roots bursting the pots and spilling dirt around the floor. Leaves flood the windows and trees and plants reach the ceiling 20 feet overhead. Near the far wall, there is a pool of putrid water and blood. Rising out of its center is a significant pile of appendages and various body parts. The room is humid and thick with moisture, coating the walls with a slippery growth.

A pile of rotten wood lies in the north end of the room, the remains of what used to be a staircase.

Created by Glovia's necromantic energy and failed attempts at golems, a **gibbering moulder** has emerged and lives in this room, eating various parts that are dropped as waste from Glovia's "laboratory" above.

Anyone entering the room must succeed on a DC 9 Constitution saving throw or become poisoned; retching violently for 1 minute. At the end of each of its turns, a poisoned creature may repeat the saving throw, ending it early on a success. The pool is 10 feet across but only six inches deep.

Tactics. The moulder attacks any creature that gets within ten feet of the pool entering the moulder's *aberrant ground*—with surprise if the characters didn't notice it. There is nothing of value in the room and the moulder does not chase anyone out of the room, instead retreating back into its pool. A DC 10 Horror saving throw is required after combat with the moulder.

Adjusting the Encounter

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

- **Very Weak and Weak party:** Reduce the moulder's hit points to 37 and Bite damage to 8
- **Strong and Very Strong party:** Increase the moulder's hit points to 83.

A13. Balcony

The ground level in the back of the estate is much lower than the front, setting the balcony some fifteen feet off the ground. A beautiful vista over the top of the Svalich Woods may be enjoyed from this vantage. The moldering remains of furniture lay in splinters on the bluffs below.

B. The Basement

B1. Kitchen

The side door that leads to the kitchen appears recently used. The door is not locked. There is no food in sight and it's apparent none has been prepared here in quite a while. A slow steady dripping sound echoes through the room. A puddle collects inside the hearth.

B2. Food Storage and Meat Locker

The smell from this room is nauseating. A combination of spoiled food and rat droppings, this one-time pantry and adjoining meat locker is now a nest for rats.

The stench of spoiled food flows heavy from under the door. A successful DC 15 Wisdom (Perception) check is able to hear movement. If this door is opened, rats flood out. Six **swarms of rats** attack.

Adjusting the Encounter

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

- **Very Weak party:** Remove four **swarms of rats**
- **Weak party:** Remove two **swarms of rats**
- **Strong and Very Strong party:** Increase the **swarms of rats** hit points to 32.

B3. Scullery

This room is a typical scullery, containing not just dishes but all manner of kitchen and dining needs for entertaining.

B4. Wine Cellar

Rows and rows of wine bottles, most of which are now empty, are stored in this room. Some of the shelves have been moved to one side to make room for a leather chair and table where it looks like someone spent a great deal of time and emptied many bottles.

This door is locked, but the lock mechanism looks familiar to any character that has seen the *butler's ring*, which acts as a key. Otherwise, the door requires a successful DC 15 Strength (Athletics) check to break open or the use of thieves' tools and a successful DC 13 Dexterity check to unlock.

B5. Servant's Common Room

The Ghoul's Den

Areas B5 through B9 serve as a ghouls den. Once the servant staff of the manor, the ghouls remain in this area without the guidance of Jakob the butler, their leader. (see Part 3D. An Uninvited Ghost, above).

There is a putrid smell in this area. A large dining table and several chairs and cabinets are in here, all of them moved to the edges of the room. A pile of bones lies in one corner.

The one time gathering place of the servants, it continued to serve that purpose until recently. Having been turned to ghouls, they use these rooms as their den. A total of four **ghouls** reside in this area.

Tactics. If the adventurers enter or are dragged into the den area, the ghouls attempt to trap and flank them using a trick taught to them by Jakob. One of the ghouls stays as bait at the southern-most area of Area B5, while the others hide nearby in the servant's room that shares a wall with Area B9. If the "bait" ghouls is attacked, the other ghouls move into Area B9 through a hole in the wall and ambush the attackers from the rear. The hole is located beneath a bed; only characters that specify that they're looking under the beds locate it.

Adjusting the Encounter

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

- **Very Weak party:** Replace **ghouls** with **zombies**
- **Weak party:** Remove two **ghouls**; add a **zombie**
- **Strong party:** Add a **ghoul**
- **Very Strong party:** Replace **ghouls** with **ghasts**

B6. Servant's Quarters

All of these rooms are identical. They contain two beds, tables, chairs, and lockers.

Treasure. Searching all of the rooms yields a total of 10 gp and a healer's kit.

B7. Butler's Pantry

Jakob's room is much like the other servant's room with a few more amenities.

Treasure. Within Jakob's desk are 50 gp and a *potion of healing*.

B8. Water Closet

This room has a latrine in one corner and small table and basin.

B9. Storage

This area comprises the entirety of the eastern side of the basement. The floor in this section of the house has settled significantly, causing water to collect. A stagnant pool of water gradually deepens to a depth of two feet in the southeast corner of the manor.

Water. The area of this room submerged by water is treated as difficult terrain. In some spots, submerged objects might trip creatures moving quickly through the area, who must succeed on a DC 11 Dexterity saving throw or fall prone.

The double doors to this room are open and sway with the ripples in the water. The room is obviously meant as storage, housing many pieces of furniture. Chairs, sofas, and trunks are bobbing around in the water. Several more coffins, child and adult sized are stacked up high.

Anyone taking a closer look in this room catches a glint of light coming from one of the larger coffins. Upon closed inspection, it looks like a piece of jewelry inlaid in the coffin's lid. The coffin is a **mimic** and it attacks anyone that gets within 5 feet. Treat movement in this room is as difficult terrain.

Adjusting the Encounter

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

- **Very Weak party:** Reduce the mimic's hit points to 39
- **Average party:** Increase the mimic's hit points to 77
- **Strong party:** Increase the mimic's hit points to 96
- **Very Strong party:** increase the mimic's hit points to 115

C. Second Floor

General Features

Light and visibility. In most rooms, there is no light to be had. In the more important rooms, however, there are at least a handful of candles flickering. Rooms with candles as the only source of light are dimly lit. Dust hangs heavy in the air. Otherwise, the room is completely dark.

Doors. There are several doors on the second floor that have had *arcane lock* cast on them. These doors require a DC 25 Strength (Athletics) check to break open. They are indicated on the map with a half door.

Dust. Nearly every surface within the home is dusty.

C1. Lucian's Workshop

This room is clearly an inventor and craftsman's workshop. All types of contraptions lie about the floor and workbenches. Cog wheels, springs and other mechanical objects you have never seen before are scattered everywhere. Many toy soldiers and mechanical men lie about; some of them hang from the rafters, swinging slowly as their eyes appear to follow your movement. There are also a few human and larger sized mechanical arms, some with weapon modifications.

Any character inspecting the workbenches finds a wood box inlaid with brass, glass, and colored crystals. This is a device that controls some of Lucian's creations. Characters using *detect magic* reveals that the controller radiates an aura of strong transmutation magic. It is useless without the key or the code (see sidebar, below).

The Controller

The controller is a peculiar object on one of the workbenches and does not stand out from any of the other odd items in the room. It is a small, keenly-polished wooden box with a central, fist-sized brass handle. It has one button on each side, a single keyhole in the front; below the handle. It is accented in brass, with unusual additions of glass and colored crystals.

- A character succeeding at a DC 11 Intelligence (Investigation) finds notes on the workbench, detailing the controller and its function.
- If the result of the check is 15 or higher, the character finds an entry detailing a series of control inputs that activate the toy soldiers. After entering the series of commands, any active soldier within range (20 feet) snaps to attention, turns to face the character using the controller, and renders a sharp salute.
- If the characters do not enter the series of commands, they may also use the controller if they possess the key obtained by freeing the wereraven (see *As the Crow Fries; Part 3b*,

above). They keyhole on the controller is fitted with a purple stone identical to that set into the key. If the key is inserted into the controller, and turned, **toy soldiers** within range of the controller, rouses to life, jumps down from a table, and stands facing the person with the controller—rendering a sharp salute.

- A character can spend 10 minutes to become acquainted with the controller. Alternatively, a character may forego this, but any attacks, checks, or saving throws made by toy soldier's under the character's control are made with disadvantage.
- As an action on their turn, a character may control the toy soldiers using the controllers, though all of the soldiers must perform the same action.
- The controller (and any soldier it controls) falls inert if removed from Falinescu Manor.

If the soldier in this room is activated, it can be controlled as normal.

C2. Isabella's Bedroom

If the adventurers exit Lucian's workshop, Isabella greets them in the hallway and pleads with them to come see her room.

Opening the door, you are struck by how clean and well-kept this room is. No dust can be found. White furniture, pink frills, and dolls of all kinds are throughout the room. Shelves line the south wall and are stuffed full of books, toys, and dolls that have been carefully arranged. You hear the sound of a music box begin to play. "Do you like my room? Isn't it wonderful?" You turn to see Isabella suddenly standing where a moment ago there was nothing.

Isabella runs around the room excitedly, showing the adventurers her various toys and treasures. There are no toy soldiers or anything of value in the room. If she notices them losing interest or if they make a motion to leave, she tells them, "I think you'll want to see my new favorite toy." She then vanishes through the south wall into the theatre.

C3. Theatre

This room is a small theatre built by Lucian, once used to entertain his daughter.

Deep red cloth lines the walls. Several rows of chairs line the length of the room, each one containing a marionette puppet or doll. A small stage has been erected in the southeast corner of the room. Isabella sits at the front row and claps her hands and the curtains are pulled back. A man, unconscious or dead, you're not sure which hangs limp from many strings with hooks into his skin in several places—mimic a macabre marionette.

He has many small, bleeding wounds all over his body, the blood pooling on the stage under him. The strings are being manipulated by four toy soldiers at the back of the stage who are tugging on the strands to make the man do an eerie dance. Isabella and all of the dolls are laughing and enjoying the grisly program.

The man is Boris; Sorina's father who came looking for his daughter. He is unconscious and exhausted, but is alive. If any attempt is made to free Boris, the puppets slowly and eerily turn their smiling heads to gaze at anyone moving towards him, as if in warning.

If the adventurers continue to move towards Boris, two **swarms of dolls** and six **toy soldiers** attack. Isabella begins crying and flees the room through the walls, complaining that her shows always get spoiled.

The toy soldiers in this room can be controlled by the *controller* found in Lucian's workshop (see Area C1, above).

Tactics. One swarm comes from the theatre, and the other from the bedroom. If a character has the toy soldier controller, one of the swarms attempts to restrain them first. Toy soldiers always prioritize targets that are being strangled.

Adjusting the Encounter

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

- **Very Weak party:** Remove a **swarm of dolls** and four **soldiers**
- **Weak party:** Remove two **soldiers**
- **Strong party:** Add a **swarm of dolls**
- **Very Strong party:** Add a **swarm of dolls** and two **soldiers**

C4. Lucian's Changing Room

The dressing chambers for the lord of the home, clothes are scattered all around the floor and all of the furniture is smashed to bits.

C5. Master Bedchambers

Once the master bedchambers, this room has been cleared of any bedroom furniture. Five large tables have bodies in various states of autopsy, or assembly; it's difficult to tell which. Body parts have been combined and stitched together creating massive hulking cadavers, some with mechanical parts attached using horrific procedures. Other tables hold all manner of various body parts, vile reagents and surgical instruments. Many scientific anatomy books, diagrams, and notes lie scattered about. An alchemy station is next to a door on the west side.

Glovia has turned this room into her “research” room. She has experimented with many ways to animate or reincarnate the dead—ranging from studies in anatomy and the science of golems to necromancy. All of the cadavers on the tables are simply dead bodies except one, which is Lucian, a **flesh golem**.

In a rage, Lucian demanded that Glovia stop her research. As an insult for his lack of love for their daughter, his wife created a flesh golem from his remains. As a result of Glovia’s incomplete skills in golem creation, Lucian does not have all of the attributes of a normal flesh golem. To compensate, Glovia has gifted her creation with one of Lucian’s own inventions—a huge, mechanical arm.

Tactics. Lucian lies on the westernmost table; indistinguishable from a lifeless cadaver. If the adventurers approach within 5 feet of the golem or if they look like they are going to approach the doors to the laboratory, the golem awakens and attacks.

In addition to the potions (see Treasure, below), the *alchemy station* holds many unstable liquids. Lucien understands what the station’s contents are capable of and attempts to shove attackers into it while keeping himself well clear. If struck or knocked over, the alchemy station explodes. Any creature within 5 feet of the table when it explodes must succeed on a DC 11 Dexterity saving throw or take 5 (1d10) acid damage and 5 (1d10) fire damage, or half of that on a success.

Treasure. If the characters inspect the alchemy station, they find many vials of various liquids. Of the various contents, the characters are able to find a *potion of healing*, a *potion of climbing*, in addition to two *flasks of alchemist fire* and a *vial of acid*.

Adjusting the Encounter

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

- **Very Weak party:** Reduce the golem's hit points to 45
- **Weak party:** Reduce the golem's hit points to 52
- **Strong party:** Increase the golem's hit points to 82
- **Very Strong party:** Increase the golem's hit points to 105

C6. Upstairs Balcony

The view from this balcony, while only one level above, offers a much better view over the trees. The soft snow covered valley below is a stark contrast to the horror that lies within.

C7. Guest Chambers

Glovia has been using the northern guest room as her living quarters since the Master Chambers has been turned into an operating room. The southern room has not been used. Both rooms are locked. The *butler's ring* opens them. Otherwise, the characters may unlock the door with a set of thieves’ tools and a successful DC 13 Dexterity check or break it open with a successful DC 15 Strength (Athletics) check.

Treasure. There is 350 gp and a *spell scroll of animate dead* in a chest under the bed in the northern guest room.

C8. Glovia’s Laboratory

The room is lit by many candles. The air is thick and warm and carries the stench of mildew and rotting flesh. On opposing sides of the room you see two tables: One holds the heavily-decomposed body of a young girl in a new dress, her chest cavity open and empty; while the other holds the unconscious body of Sorina, her skin covered in tiny, arcane markings. Next to Sorina's table is a hole in the floor where a staircase once was.

Between the tables stands Glovia; flanked by desiccated humanoids wearing suits of armor over fine clothes. She wears strange spectacles and a look of calm resolve; addressing you with a slow cadence. "You've yet to kill the monster. I warned you he would be trouble. I can see that you're distracted."

The ghostly image of a young girl floats in the air beside the woman, silvery tears streaming from her eyes

"No, mother!" the girl says in a faint, echoing voice, "It hurts!"

Glovia has prepared this room for a ritual that the witch has promised will channel Isabella's soul into Sorina's body. She calmly explains this to the adventurers, but knows that they are certain to try and stop her, anyway.

Glovia is accompanied by a **ghoul** holding a wooden tray holding an open book. It is crudely stitched together and wears breastplate armor. The armor increases its AC to 16.

Additionally, a **guardian portrait** depicting a young girl (Isabella) sitting in a chair hangs on the wall. If Glovia attacks, the girl in the painting grows angry and defends her.

Adjusting the Encounter

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

- **Very Weak party:** Remove the **ghoul**; the **guardian portrait** is a normal painting.
- **Weak party:** Remove the **ghoul**
- **Strong party:** Add a **ghoul**
- **Very Strong party:** Replace the **ghoul** with a **ghast**

Glovia's Tactics. Glovia is ready for combat and begins combat already having cast *mage armor*. She is confident in her ability to survive the adventurers, and talks with them for a bit if they wish. She has also consumed a *potion of false life* and has 6 temporary hit points.

If there is any exchange at all, she seizes the opportunity to use her first charge of her *eyes of charming*—targeting the character that seems the most susceptible. Because Glovia is evil, the saving throw is made as disadvantage.

Glovia has learned her abilities through rigorous study and scientific experimentation; her spells should reflect that. Consider the use of science-based thematic affects when she casts a spell. An *inflict wounds* spell may entail her hurling a vial of a thick, viscous black slime on the target, and *charm person* may involve blowing a handful of silvery powder in the target's face.

If the battle turns against her, she drops Sorina into the hole in the floor, who lands unconscious in the pile of carnage in Area A12. If no one attempts to rescue her, Glovia uses a *suggestion* spell on someone to attempt to make them go after her. If it is still alive, the gibbering mouther begins to consume Sorina at the end of the third round.

Isabella Tactics. Isabella's ghost is here. When combat begins, she attempts to *possess* one of the characters—preferring physically-powerful male characters. If the possession is successful, she stomps around the room throwing a tantrum about the fight, finally stopping in the middle of the room and telling Glovia that she'll be sorry for not listening to her daughter and holds her breath. She ends the possession and flees the room if the possessed character drops to 0 hit points or if Glovia is slain.

Suffocating

A creature can hold its breath for a number of minutes equal to 1 + its Constitution modifier (minimum of 30 seconds).

When a creature runs out of its breath, it can survive for a number of rounds equal to its Constitution modifier (minimum 1 round). At the start of its next turn, it drops to 0 hit points and is dying.

If the possession is not successful, she uses *horrifying visage* (which affects Glovia as well) and then flees to her room, crying. She doesn't fight the adventurers directly; she attempts a possession once, and if it fails or if the possession ends, she flees.

Treasure. The characters are able to recover the *eyes of charming* that Glovia wears. The bookshelves contain mostly scholarly tomes. It is unlikely that a suitable buyer will be found in the village.

Conclusion

If Glovia is defeated, Isabella is no longer bound to the house and her soul may rest. She appears to the adventurers one last time as she is fading to tell them to not worry; she will take care of her parents now. She's afraid of what the "pretty lady" might do though, so she warns them to not stay around here. If they have not found it yet, Isabella tells them about the treasure under Glovia's bed in the north chambers.

Treasure. If the adventurers return to the village with both Sorina and Boris, they are hailed and awarded 300 gp. If they are only able to rescue one, they receive half that, and nothing if they return empty-handed.

XP Award

If either Sorina or Boris is returned to Oraşnou alive, award each character 100 XP; if both Sorina and Boris are returned, award each character 200 XP.

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
Commoner	10
Flesh Golem, (Lesser)	700
Ghast	450
Ghost	1,100
Ghoul	200
Gibbering Mouter	450
Glovia (Necromancer)	700
Guardian Portrait	200
Harpy	200
Mimic	450
Swarm of Puppets	50
Swarm of Rats	50
Skeleton	50
Toy Soldier	25
Zombie	50

Non-Combat Awards

Task or Accomplishment	XP per Character
Get Vasile to hospice	50
Lead zombies away	100
Rescue wereraven	100
Remove all crates	100
Rescue Sorina or Boris	100
Rescue both Sorina and Boris	200

The **minimum** total award for each character participating in this adventure is **900 experience points**.

The **maximum** total award for each character participating in this adventure is **1,200 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
Jewelry in the wagon	75
Marku's reward	10
Saving villagers from zombies	25
Saving the prisoner	25
Butler's Ring	50
Burgomaster's Reward	25
Butler's cache	50
Servant's stash	10
Silver Dagger Set	150
Glovia's chest	350
Reward from Oraşnou	300

Eyes of Charming

Wondrous item, uncommon (requires attunement)

These glasses sport lenses of brilliant amber with slender slivers of green glass resembling the vertical pupils of a serpent's eyes. If the wearer is evil, they may choose to impose disadvantage on the effect's saving throw. Once this feature of the glasses has been used, it can't be used again until the following dawn. A description of this item can be found in the *Dungeon Master's Guide*.

Scroll of Animate Dead

Scroll, uncommon

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

Acid (Vial)

A description of this item can be found in the *Player's Handbook*.

Alchemist's Fire (Flask)

A description of this item can be found in the *Player's Handbook*.

Potion of Climbing

Potion, common

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

Potion of Healing

Potion, uncommon

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

Renown

Each character receives **one point of renown**.

If the characters successfully defeated Glovia Falinescu, each character receives an **additional point of renown**.

Story Awards

Characters have the opportunity to earn the following story awards during this adventure.

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.

Eye of the Raven. You have aided a member of the mysterious and elusive Order of the Feather. Somewhere, a bird is thinking fondly of you.

Trust of the Burgomaster. You have aided the Burgomaster of Oraşnou. News travels fast. You gain advantage on ability checks that involve negotiations with any Burgomaster in Barovia.

Ire of the Burgomaster. You have slighted the Burgomaster of Oraşnou. News travels fast. You gain disadvantage on ability checks that involve negotiations with any Burgomaster in Barovia.

Downtime

Each character receives **10 downtime days** at the conclusion of this adventure.

DM Rewards

For running this adventure, you receive **300 XP** and **150 gp**.

Appendix: Monster/NPC Statistics

Commoner

Medium humanoid (any race), any alignment

Armor Class 10

Hit Points 4 (1d8)

Speed 30 ft.

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

Senses passive Perception 10

Languages any one language (usually Common)

Challenge 0 (10 XP)

Actions

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

Flesh Golem, Lesser (Lucian)

Medium construct, neutral

Armor Class 9

Hit Points 67 (9d8 + 27)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	17 (+3)	6 (-2)	10 (+0)	5 (-3)

Damage Resistances bludgeoning, piercing, and slashing from non-magical weapons that aren't adamantine

Damage Immunities lightning, poison

Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands all languages it knew in life but can't speak

Challenge 3 (700 XP)

Berserk. Whenever the golem starts its turn with 30 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, with preference for an object smaller than

itself. Once the golem goes berserk, it continues to do so until it is destroyed or regains all its hit points. The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 30 hit points or fewer, the golem might go berserk again.

Aversion of Fire. If the golem takes fire damage, it has disadvantage on attack rolls and ability checks until the end of its next turn.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

Actions

Multiattack. Lucian makes two slam attacks or one slam attack and one pincer attack

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 8 (1d8 + 3) bludgeoning damage.

Pincer. *Melee Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) bludgeoning damage and the creature is grappled (escape DC 13).

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.

Turning Deſiance. 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.

Ghost (Isabella)

Medium undead, neutral

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and ſlaſhing from nonmagical attacks

Damage Immunities cold, necrotic poiſon

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

Senses darkviſion 60 ft., paſſive Perception 11

Languages Common

Challenge 4 (1,100 XP)

Ethereal Sight. The ghaſt can ſee 60 feet into the Ethereal Plane when it is on the Material Plane, and vice verſa.

Incorporeal Movement. The ghaſt can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Actions

Withering Touch. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) necrotic damage.

Etherealness. The ghaſt enters the Ethereal Plane from the Material Plane, or vice verſa. It is viſible on the Material Plane while it is in the Border Ethereal, and vice verſa, yet it can't affect or be affected by anything on the other plane.

Horrifying Viſage Each non-undead creature within 60 feet of the ghaſt that can ſee it muſt ſucceed on a DC 13 Wiſdom ſaving throw or be frightened for 1 minute. If the ſave fails by 5 or more, the target alſo ages 1d4 x 10 years. A frightened target can repeat the ſaving throw at the end of each of its turns, ending the frightened condition on itſelf on a ſuccess. If a target's ſaving throw is ſuſſeſſful or the effect ends for it, the target is immune to this ghaſt's Horrifying Viſage for the next 24 hours. The aging effect can be reſeſſed with a greater reſtoration ſpell, but only within 24 hours of it occurring.

Poſſeſſion (Recharge 6). One humanoid that the ghaſt can ſee within 5 feet of it muſt ſucceed on a DC 13 Charisma ſaving throw or be poſſeſſed by the ghaſt; the ghaſt then diſappears, and the target is incapacitated and loſes control of its body. The ghaſt now controls the body but doesn't deprive the target of awareness. The ghaſt can't be targeted by any attack, ſpell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wiſdom, Charisma, and immunity to being charmed and frightened. It otherwiſe uſes the poſſeſſed target's ſtatistics, but doesn't gain access to the target's knowledge, claſſ features, or proficiencies. The poſſeſſion laſts until the body drops to 0 hit points, the ghaſt ends it as a bonus action, or the ghaſt is turned or forced out by an effect like the diſpel evil and good ſpell. When the poſſeſſion ends, the ghaſt reappears in an unoccupied ſpace within 5 feet of the body. The target is immune to this ghaſt's Poſſeſſion for 24 hours after ſuſſeſſing on the ſaving throw or after the poſſeſſion ends.

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.

Gibbering Moulder

Medium aberration, neutral

Armor Class 9

Hit Points 67 (9d8 + 27)

Speed 10ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	16 (+3)	3 (-4)	10 (+0)	6 (-2)

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 2 (450 XP)

Aberrant Ground. The ground in a 10-foot radius around the moulder is dough like difficult terrain. Each creature that starts its turn in that area must succeed on a DC 10 Strength saving throw or have its speed reduced to 0 until the start of its next turn.

Gibbering. The moulder babbles incoherently while it can see any creature and isn't incapacitated. Each creature that starts its turn within 20 feet of the moulder and can hear the gibbering must succeed on a DC 10 Wisdom saving throw. On a failure, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during its turn. On a 1 to 4, the creature does nothing. On a 5 to 6, the creature takes no action or bonus action and uses all its movement to move in a randomly determined direction. On a 7 or 8, the creature makes a melee attack against a randomly determined creature within its reach or does nothing if it can't make such an attack.

Actions

Multiattack. The gibbering moulder makes one bite attack and, if it can, uses its *blinding spittle*.

Bites. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 17 (5d6) piercing damage. If the target is Medium or smaller, it must succeed on a DC 10 Strength saving throw or be knocked prone. If the target is killed by this damage, it is absorbed into the moulder.

Blinding Spittle (Recharge 5-6). The moulder spits a chemical glob at a point it can see within 15 feet of it. The glob explodes in a blinding flash of light on impact. Each creature within 5 feet of the flash must succeed on a DC 13 Dexterity saving throw or be blinded until the end of the moulder's next turn.

Glovia Falinescu, Necromancer

Medium humanoid (human), neutral evil

Armor Class 12 (15 with *mage armor*)

Hit Points 30 (5d8 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	10 (+0)	12 (+1)	17 (+3)	14 (+2)	13 (+1)

Saving Throws Con +3, Cha +5

Senses passive Perception 12

Languages Common

Challenge 3 (700 XP)

Spellcasting. Glovia is a 4th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 14, +5 to hit with spell attacks). She knows the following spells:

Cantrips (at will): *spare the dying*, *chill touch**, *shocking grasp*

1st level (4 slots): *healing word*, *mage armor*, *inflict wounds*, *shield*

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

* Glovia's *chill touch* can target two creatures within 5 feet of each other.

Actions

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

Legendary Actions

Glovia can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time, and only at the end of another

creature's turn. Glovia regains spent legendary actions at the start of her turn. Glovia can't use the same legendary action twice in consecutive rounds.

- **Smoke Bomb.** Glovia may hurl a vial from a nearby table at one creature, mimicking the effects of a *fog cloud* spell, though with only a 10-foot radius.
- **Poisoned Dagger.** Glovia makes a dagger attack. If successful, the target must succeed on a DC 11 Constitution saving throw or take 7 (2d6) poison damage.
- **Optimal Positioning.** Glovia moves her speed. This movement doesn't provoke opportunity attacks.
- **Exploding Beaker (Costs 2 actions).** Glovia hurls a large beaker which lands at a location of her choosing and explodes in a ball of flame. Each creature within 15 feet of that point must succeed on a DC 11 Dexterity saving throw or take 10 (2d6) fire damage and be knocked prone from the blast.

Lair Actions

On initiative count 20 (losing initiative ties), Glovia takes a lair action to cause one of the following effects; Glovia can't use the same effect two rounds in a row:

- The floor in the room buckles and writhes. Each creature in the room must succeed on a DC 11 Dexterity saving throw or be knocked prone. Glovia is immune to this effect.
- The contents of a nearby cauldron boil over. Creatures within 5 feet of the cauldron must succeed on a DC 13 Dexterity saving throw or take 5 (1d10) acid damage. Additionally, the ground in the area becomes slick with wet goo and is treated as difficult terrain for 1 round.
- A mirror in the room twists and corrupts the reflection of a single creature of Glovia's choice for 1 round. That creature must succeed at a DC 11 Horror saving throw. As a reaction, the creature can avoid looking at the reflection by closing its eyes or averting its gaze. However, doing so causes all of that creature's attacks to be made with disadvantage for 1 round.

Guardian Portrait

Medium Construct, unaligned

Armor Class 5 (natural armor)

Hit Points 22 (5d8)

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
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1 (-5)	1 (-5)	10 (+0)	14 (+2)	10 (+0)	10 (+0)
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Damage Immunities poison

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

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

Antimagic Susceptibility. The portrait is incapacitated while in the area of an *antimagic field*. If targets by dispel magic, the portrait must succeed on a Constitution saving throw against the caster's spell save DC or become unconscious for 1 minute.

Innate Spellcasting. The portrait innate spellcasting ability is Intelligence (spell save DC 12). The portrait can innately cast the following spells, requiring no material components:

3/day each: *counterspell*, *crown of madness*, *hypnotic pattern*, *telekinesis*

False Appearance. While the figure in the portrait remains motionless, the portrait is indistinguishable from a normal painting.

Harpy

Medium monstrosity, chaotic evil

Armor Class 11

Hit Points 38 (7d8 + 7)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	7 (-2)	10 (+0)	13 (+1)

Senses passive Perception 10

Languages Common

Challenge 1 (200 XP)

Actions

Multiattack. The harpy makes two attacks: one with its claws and one with its club.

Claws. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

Club. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4+1) bludgeoning damage.

Luring Song. The harpy sings a magical melody. Every humanoid and giant within 300 feet of the harpy that can hear the song must succeed on a DC 11 Wisdom saving throw or be charmed until the song ends. The harpy must take a bonus action on its subsequent turns

to continue singing. It can stop singing at any time. The song ends if the harpy is incapacitated. While charmed by the harpy, a target is incapacitated and ignores the songs of other harpies. If the charmed target is more than 5 feet away from the harpy, the target can take the Dash action on its turn to move toward the harpy by the most direct route. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage from a source other than the harpy, a target can repeat the saving throw. A creature can also repeat the saving throw at the end of each of its turns. If a creature's saving throw is successful, the effect ends on it. A target that successfully saves is immune to this harpy's song for the next 24 hours.

Mimic

Medium monstrosity (shapechanger), neutral

Armor Class 12 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)

Skills Stealth +5

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 2 (450 XP)

Shape Changer. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics 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.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 13). Ability checks made to escape this grapple have disadvantage.

Actions

Pseudopod. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage. If the mimic is in object form, the target is subjected to its Adhesive trait.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) acid damage.

Swarm of Puppets

Medium swarm of Tiny constructs, unaligned

Armor Class 10

Hit Points 24 (7d8 - 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	9 (-1)	12 (+1)	10 (+0)	3 (-4)

Damage Resistances bludgeoning, piercing, slashing

Damage Resistances poison

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned, prone, restrained, stunned

Senses darkvision 60 ft., passive Perception 10

Languages understands the language of its creator but can't speak

Challenge 1/2 (100 XP)

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a *Tiny* puppet. Other than a successful *Encore*, the swarm can't regain hit points or gain temporary hit points.

Encore. Two swarms of less than 8 hit points can join together and form a new swarm by entering the same space. The new swarm has 16 hit points. An *encore* may occur in the same space as an enemy creature.

Actions

Strangle. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d8 - 1) bludgeoning damage., and the target is grappled (escape DC 14). Until the grapple ends, the creature is restrained, and the swarm can't strangle another target.

Swarm of Rats

Medium swarm of Tiny beasts, unaligned

Armor Class 10

Hit Points 24 (7d8 - 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	9 (-1)	2 (-4)	10 (+0)	3 (-4)

Damage Resistances bludgeoning, piercing, slashing

Condition Immunities charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses darkvision 30 ft., passive Perception 10

Languages -

Challenge 1/4(50 XP)

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

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny rat. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target in the swarm's space. *Hit:* 7 (2d6) piercing damage, 3 (1d6) piercing damage if the swarm has half of its hit points or fewer.

Skeleton

Medium undead, neutral evil

Armor Class 13

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	15 (+2)	6 (-2)	8 (-1)	5 (-3)

Damage Vulnerabilities bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands all languages it knew in life but can't speak

Challenge 1/4 (50 XP)

Actions

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

Shortbow. *Ranged Weapon Attack:* +4 to hit, range 80/320 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Toy Soldier

Small construct, unaligned

Armor Class 14 (natural armor)

Hit Points 5 (1d8 + 1)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	13 (+1)	12 (-1)	4 (-3)	10 (+0)	10 (+0)

Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical attacks

Damage Vulnerability fire

Damage Immunities poison

Condition Immunities charmed, exhaustion, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages understands the language of its creator but can't speak

Challenge 1/8 (25 XP)

Pack Tactics. The toy soldier has advantage on attack rolls against a creature if at least one other soldier is within 5 feet of the creature and the other soldier isn't incapacitated.

Magic Weapons. The swarm's attacks are considered magical.

Actions

Tiny Sword (Dagger). *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d4 + 1) 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 Wisdom +0

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 8

Languages understands the languages it knew in life but can't speak

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.

DM Appendix. NPC

Summary

This section is provided to the Dungeon Master to help keep track of the various NPCs present in the adventure.

Isabella Falinescu (ee-sah-BEL-luh FALL-in-ESS-koo). Female human daughter of Glovia and Lucian who exists now as a ghost.

Glovia Falinescu (GLOW-vee-uh FALL-in-ESS-koo). A heartbroken mother and healer who lost her child to disease. Highly educated in anatomy and seeks to be reunited through whatever means possible. First of Esmæ Amarantha's Four Obsessions.

Ivan Randovich (EYE-vun RAN-doe-vich). The Burgomaster of the village of Oraşnou. Through heavy taxation and the high prices of goods he alone provides, he has grown fat, vain and rich on the backs of those he has subjugated.

Sybil Rasia (Si-buhl RAH-see-uh). Female Gur fortune teller.

Marku Grelon (MAR-koo GREE-lawn). Male human. Owner of the Seven Tables Inn and Tavern.

Crina Grelon (KREE-nah GREE-lawn). Female human. Owner of the Seven Tables Inn and Tavern.

Vasile (vah-SEEL). Male human nephew of Marku and Crina Grelon.

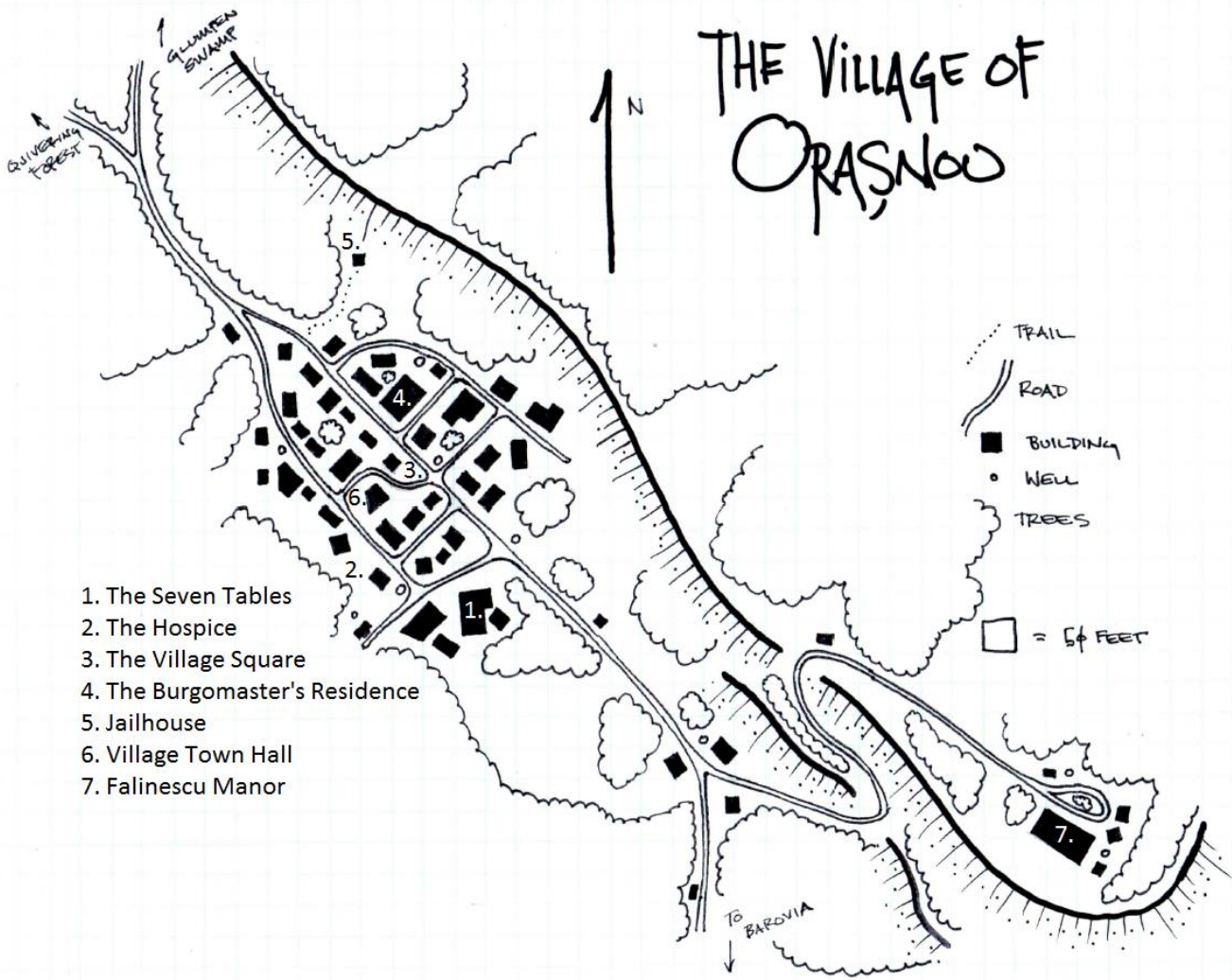
DM Appendix. Tips for Pacing & Extending the Adventure

This adventure is intended to be a 4-hour adventure, but there are several opportunities to expand for extended play beyond that constraint. If the 4-hour time limit is critical, use these tips to avoid an extended session.

- Remove the difficulty checks in the “In Search of Vasile” event and simply advise the adventurers of the opportunity to scare off the harpies. Alternatively, the harpies could be removed.
- Limit or remove basement encounters in the Manor
- Limit the number of scare attempts from Isabella
- Do not allow Isabella to attempt a possession.
- Glovia does not dump Sorina into the Winter Garden (Area A12).
- Isabella is the most valuable tool for pacing the encounters in the manor. She may be used to lead the adventurers to the safest or quickest route to the second.

Keep in mind that the second floor encounters are the most important encounters in the manor.

Appendix. The Village of Oraşnou Map

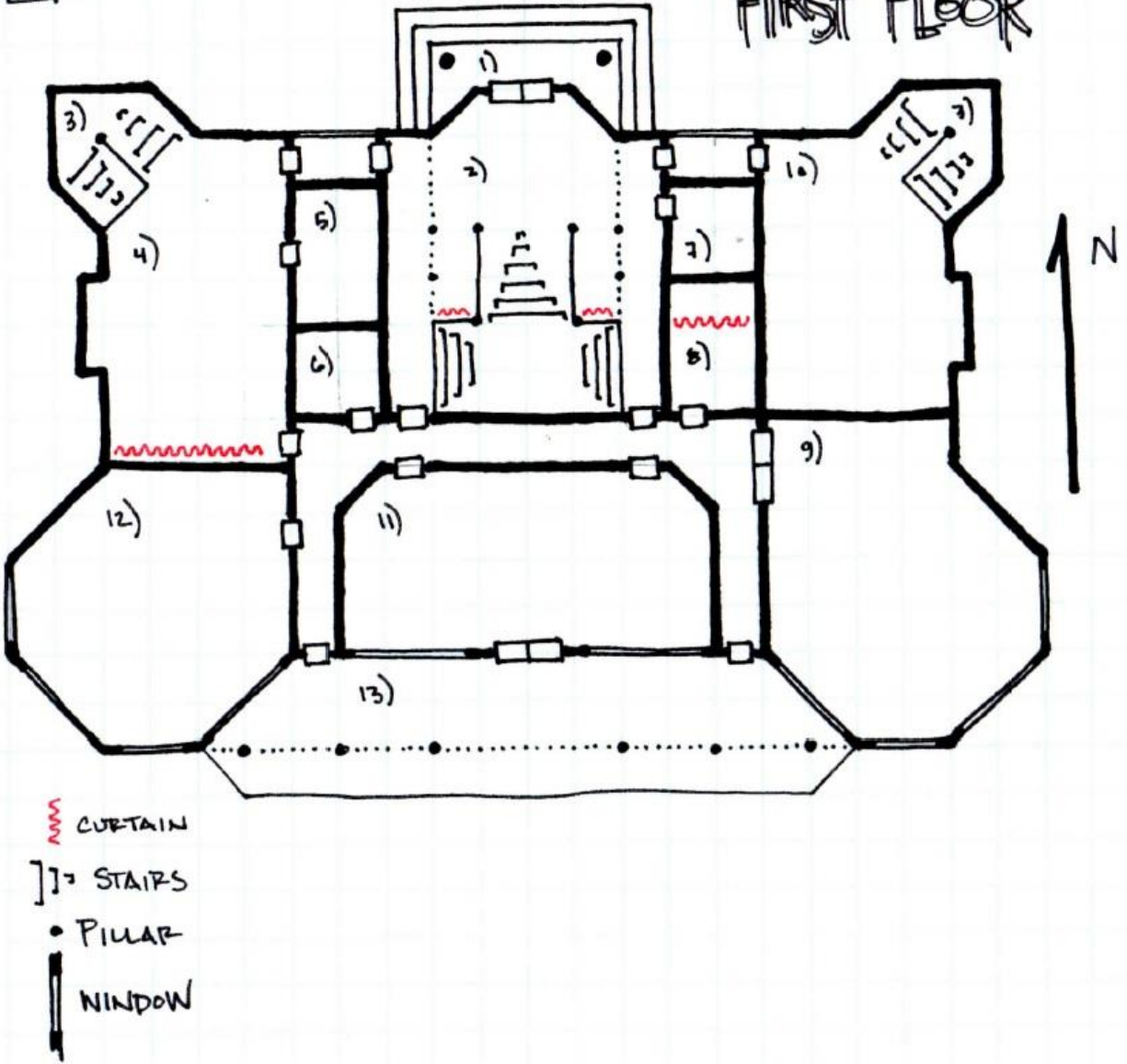


- 1. The Seven Tables
- 2. The Hospice
- 3. The Village Square
- 4. The Burgomaster's Residence
- 5. Jailhouse
- 6. Village Town Hall
- 7. Falinescu Manor

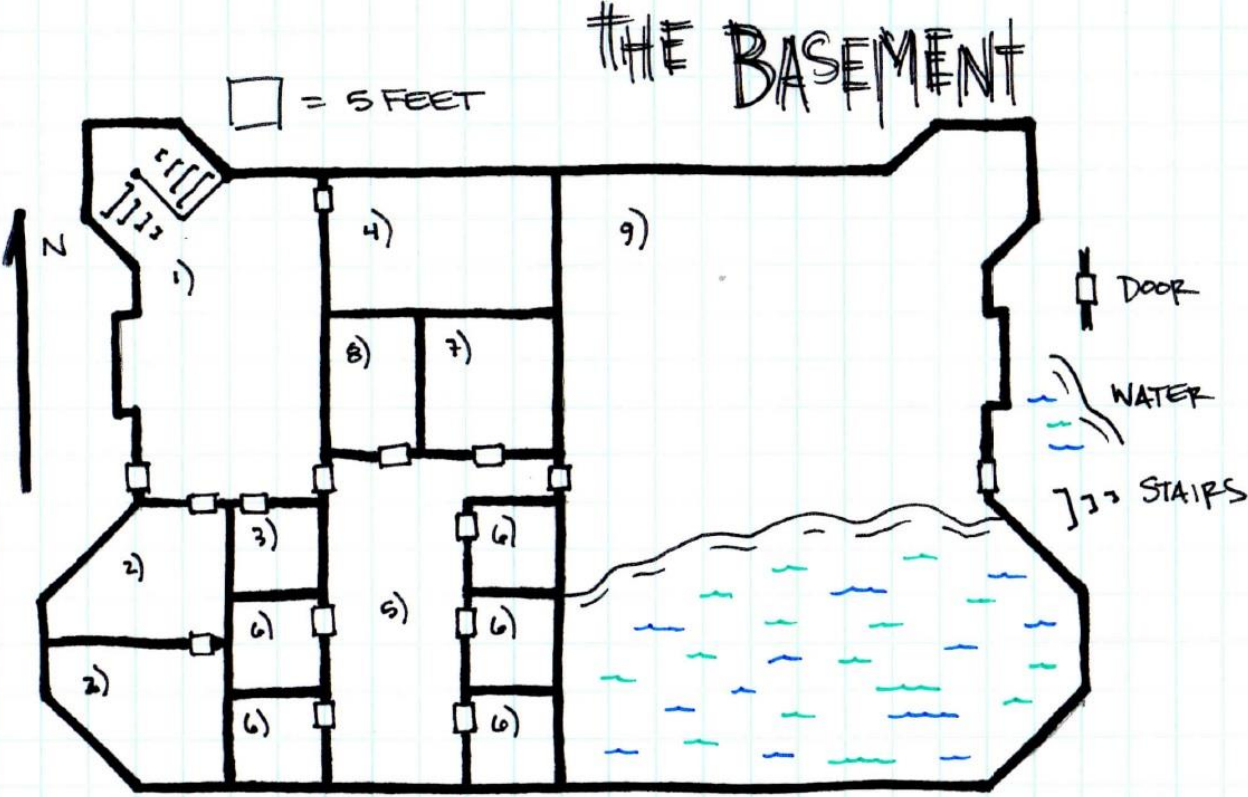
Appendix. Falinescu Manor (First Floor) Map

□ = 5 FEET

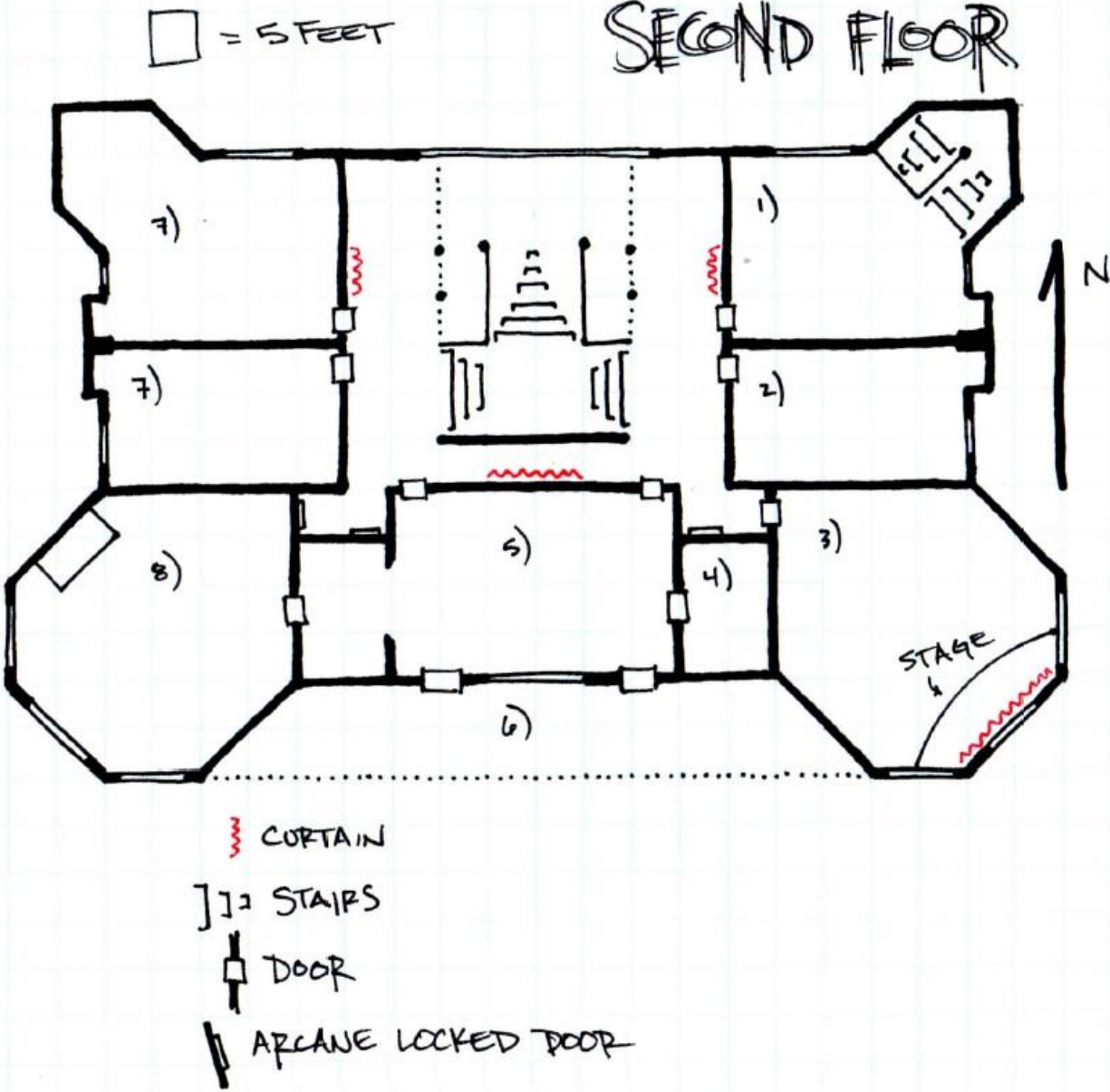
FIRST FLOOR



Appendix. Falinescu Manor (Basement) Map



Appendix. Falinescu Manor (Second Floor) Map



Player Appendix. Player Handout (Journal Entries)

Isabella will not have died because of my failings. I must find a way to bring her back to me.

Lucian's grief is getting in the way. He drinks incessantly. He cannot see the big picture. I'm not sure what to do about him but he will not stop me.

Another failed attempt! I think there is a greater force at work here. Something is subverting my efforts. Lucian objects to my methods. I will kill him tonight.

The golem studies have yielded nothing, save a method of resolve for Lucian. There are days I miss him, but he was blind. Now at least he is useful.

Some success today, but the results are morbid. They are not suitable for my darling, though they are useful for fetching more specimens.

Today I have finally found the answer, or rather, she has found me and she knows far more than I do and has promised to help me. She says she can bring Isabella back, but it will require a host. She asks only that I bring her a particular box. I'm not sure why she needs it and I don't care, as long as she is true. I have no choice.

This box eludes me! Alina and Laszlo will help, though he can be careless.

Sorina will be perfect. She is exactly the correct age.

Alina has killed Laszlo, deservedly so no doubt. I can't find her though. In her stead, I have empowered Laszlo to help me find the box.

Laszlo has found it, I'm sure. He will pay dearly for delaying my efforts.

I fear Laszlo will betray me to the village. I may have to advance my plans.

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.

