



THE SEER

The time has come to venture beyond the village of Oraşnou and explore the realm of Barovia. However, in your travels, you happen across an unusual tribe of people--distrusted denizens of the Demiplane of Dread. Do the Vistani truly possess the ability to see the future, or is it simple parlor tricks and deceit? Part Five of Misty Fortunes and Absent Hearts.

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



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Introduction

Welcome to *The Seer*, a D&D Expeditions™ adventure, part of the official D&D Adventurers League™ organized play system and the Misty Fortunes and Absent Hearts storyline season.

This adventure is designed for **three to seven 1st-4th level characters**, and it is optimized for **five 4th-level characters**. Characters outside this level range cannot participate in this adventure.

This adventure is set in the snowy forests outside the village of Oraşnou in Barovia.

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 4th-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" later in this guide).
- Vampires can be cured by a *wish* spell cast by a fellow player character (*wish* is not available as a spellcasting service). Alternatively, a vampire character can be slain and returned to life with *raise dead*, at the normal cost of 1,250 gp. If a character chooses to end a vampiric curse in this manner, the Dark Powers (see Page 8, *Adventurers League Dungeon Master's Guide*) **do not** offer a free *raise dead*, though Jeny Greenteeth might be willing to make a deal (see "Spellcasting Services" earlier in this guide).

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

The Demiplane of Dread

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

The Land is Bleak

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

Winter in Barovia

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

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

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

The Denizens of Oraşnou

Most Oraşnou residents are mundane laborers, farmers, fletchers and other folk who fall under common professions. They typically have gaunt features, as crops often fail to take root, and creatures of the night frequently kill and devour their livestock.

Most are sullen, and often filled with fear, be it from the lands themselves, what lies within them, Lord Strahd, or their own tyrant of a Burgomaster; Ivan Randovich and his cronies.

Be sure to play to the mindsets of these people who live threadbare existences, constantly on the precipice of horror during your roleplaying encounters.

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

Alterations to Magic

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

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

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

Cosmetic Spell Modifications

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

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

Bigby's Hand. The conjured hand is skeletal.

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

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

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

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

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

Mage Hand. The summoned hand is skeletal.

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

Phantom Steed. The steed resembles a skeletal horse.

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

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

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

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

Count Strahd Von Zarovich

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

Not Without Humor

The bleak and oppressive landscape must give way now and then to some moments of respite, not only does this break up the taxing mindset that Ravenloft can evoke, but it also provides good chances for horror to sneak back up on players just as they least expect it.

Adventure Background

The mysterious Vistani travel throughout the dangerous lands of Barovia in close-knit, insular family groups. When Vistani families meet in their wanderings, affections can run strong. Such was the case for Donani of the Bogarav family and Lela of the Moslavaric family. The families planned to marry the two lovers when their journeys next brought them back together. Donani was not the only young man interested in Lela; an outcast (or *mortu*) named Hanzi also fell in love with the young woman. The Moslavarics attempted to keep the outcast at bay, but Hanzi was persistent. Even the Bogaravs have heard of Hanzi's affections, and they worry that the insistent *mortu* might deflect Lela's affections for Donani before the wedding.

A few days ago, Lela was lured away from her family's camp in the evening. Although the Moslavarics worried that she was trysting with Hanzi, the truth is far more sinister: a vampire seduced Lela and transformed her into an undead thrall. Lela concealed her true nature from her family, making alterations in her *vardo* to preserve the illusion of humanity. This illusion is slipping, and Lela must kill one of her own people to refresh it; she has selected the love-struck Hanzi as her victim, as the *mortu* is unlikely to be missed by anyone.

The Vistani

The Vistani are an insular, itinerant people freely able to pass through the mysterious mists of Barovia. Vistani are humans with dark, luxurious hair, fair skin, and graceful builds.

Vistani travel in close family groups of only a few dozen people in distinctive wooden, round-topped wagons called *vardos*. They rarely interact with *giorgios* (the Vistani term for any non-Vistani) except to peddle their wares or obtain supplies. They do not possess the same notions of propriety or property ownership as others in Barovia, and are just as likely to get what they need from *giorgios* by honest purchase, trickery, or outright theft.

Vistani families interact with one another when their paths cross, particularly to exchange information or to establish marriages. Each Vistani family belongs to one of three extended tribal groups called *tasques*: The Boem (who are primarily entertainers and more inclined to interact with *giorgios*), the Kaldresh (primarily crafters and animal-trainers), and the Manusa (specialists in arcane powers). The most extreme punishment among the Vistani is exile from the family, which is deemed the equivalent of a death-sentence. Such outcasts are called *mortu*, and are shunned by all Vistani.

Vistani life revolves around rich tradition. Tradition dictates where the families roam, how they make their camp, and with whom they may interact. Vistani leadership is

prescribed by tradition: each family is directed by a senior male called the captain and an elder female called the *raunie*. The family's captain oversees mundane matters such as camping, travel, and trade. The *raunie* guides the family's spiritual life.

The Vistani possess powers that set them apart from the common folk of Barovia, but these powers are not well-understood. Every *raunie*--and often other women in a family--possess the power to deliver powerful curses such as the "evil eye" and to tell fortunes with cards, dice, or tea leaves. This gift is commonly called "the Sight." Vistani rarely tell a *giorgio*'s fortune, but their predictions are uncannily accurate.

Adventure Overview

The Seer is divided into three parts:

Part 1: The Bogaravs. Outside the village of Oraşnou, the adventurers meet a family of Vistani called the Bogaravs. The normally reclusive Bogaravs welcome the adventurers, as they have a problem they hope the adventurers can solve. The Bogaravs explain what they have heard about the mortu Hanzi wooing Lela, Donani's betrothed. Donani asks the adventurers to deliver a gift to Lela and to deter Hanzi's attentions.

Part 2: The Moslavarics. At the camp of the dour and insular Moslavarics, the adventurers learn that Hanzi has kidnapped Lela and taken her into the woods. Canny adventurers may pick up on clues that Lela was more than an innocent girl.

Part 3: The Standing Stones. The adventurers follow the tracks of Hanzi and Lela into the deep forest and contend with creatures placed to discourage pursuit. In an ancient circle of standing stones, the adventurers confront Lela as she is about to sacrifice Hanzi to renew her human disguise.

Adventure Hooks

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

Otherwise, the adventurers may be curious about the Vistani ritual they experienced in *DDAL4-4 The Marionette*. The Vistani are known to travel in the woods around Oraşnou, so the party may be seeking them out to learn more about what they envisioned during the Sybil's ritual.

If the characters did not participate in *DDAL04-04 The Marionette*, the characters have been told about a tribe of Vistani in the area surrounding Oraşnou. The villagers—short on supplies—have encouraged the characters to seek them out the nomadic people and get whatever supplies they can purchase.

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: The Bogaravs

This adventure begins with the party in the snowy forests outside Oraşnou. The day is overcast and gloomy, with snow ranging from a few inches to a foot deep (the snow is not deep enough to count as difficult terrain). The temperature is approximately 25 degrees Fahrenheit, which is not cold enough to qualify as Extreme Cold (see page 110 of the *Dungeon Master's Guide*).

Snow Falling Upon the Cedars

Snow blankets the deep forest. Although you have been exploring the forest for most of a day, you have yet to come across another person or sign of civilization. A few wide spaces between the trees hint at rough trails, but the snow makes it difficult to discern whether they are man-made footpaths or game trails.

A successful DC 14 Wisdom (Survival) check indicates that the freshest tracks are those of bears. In fact, four **brown bears** charge from the undergrowth to attack. Characters with a passive Wisdom (Perception) of 12 or higher are not surprised by the bears' attack; additionally, if anyone in the party learned that the freshest tracks are bear tracks, none of the characters are surprised.

These bears are surly and hungry; they were driven away by the Bogaravs the previous day, and a few bears display sword wounds about a day old.

Adjusting the Encounter

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

- **Very weak party:** Remove two **bears**, and the remaining bears have only 21 hit points.
- **Weak party:** Remove one **bear**, and the remaining bears have only 21 hit points.
- **Strong or very strong party:** Add two **brown bears**

Mysterious Drumming

After three rounds of combat, a persistent distant drumming echoes through the forest. This drumming originates from the Bogarav encampment, where the family is beginning their evening rituals. The bears associate the drumming with the folk that drove them away the previous day and immediately flee into the surrounding forest.

Treasure

If the characters take the time to skin the bears, they are able to fetch a total of 50 gp for their hides.

In the Bogarav Camp

The drumming originates from a Vistani encampment nearly a mile away. As the adventurers approach, they hear woodwinds and stringed instruments join in with the drumming.

Seven gaudily-painted wagons with rounded wooden roofs fill a large clearing in the forest. The wagons form a large circle around a blazing campfire. Two dozen humans surround this fire, playing musical instruments and dancing. They are all dark-haired and light-skinned, and range from young children to the elderly. Their mismatched clothing is well-worn, indicating a rough life on the open road.

This family of Vistani, called the Bogaravs, belongs to the Boem *tasque*. The Boems are primarily entertainers and tend to be more welcoming of outsiders than other Vistani. The captain of the Bogarav family is an old weathered man named Elias. The family's *raunie* is Elias's sister Sergenna, but Sergenna defers to her brother in nearly all matters. Treat the other twenty-one Bogaravs as scouts.

If the party approaches the camp or announces their presence, Elias decides to solicit their aid to solve Donani's problem.

A rangy, weathered man approaches with his hands held out to his sides. His clothing is just as mismatched as the others' and he wears a sky blue headscarf. The others in the camp move deferentially to let him pass, indicating that he holds some sort of authority in their group.

"Welcome and well-met to you. With an open heart, I invite you to share my family's fire. It is rare for us to ever welcome giorgios into our camp, but our need is great. First, please respect and enjoy our traditional activities. Then, there will be time for discussion.

Although Elias has much to ask of the party, he first attempts to put them at ease with a warm welcome and participation in the traditional dance called the *prastonata* and the storytelling called the *doroq*. The Vistani share a spicy, nourishing stew.

Roleplaying Captain Elias

Elias is a weathered Vistani man who looks much younger than his 55 years. He is rarely seen without wearing his bright blue head-scarf, a gift from his grandmother when he was only a child. Elias is a smooth talker, a skilled musician, and a natural leader. Elias understands how Vistani traditions can be used to enrapture and deceive *giorgios*. He is well-traveled and knows that there are worlds other than Barovia, but he has a tendency to assume that all *giorgios* from those worlds are naïve rubes.

Quote: "*The Vistani have many ancient traditions. All of them touch on truths. Come, let us show them to you.*"

Roleplaying Donani

Donani is a friendly young Vistani man of 17 years. He is handsome but self-conscious about his own abilities and his future. Donani's love for Lela is deep and genuine, but his heart burns with a cold jealousy to think that a *mortu* could turn her affections. His anxiety about Lela is apparent in his open, honest face.

Quote: "*My heart aches to think that my lovely Lela could be in danger.*"

The Prastonata

The *prastonata* is the traditional Vistani dance, performed each evening near sundown. As the music around the campfire picks up in tempo, one of the Bogarav girls (Annika, Donani's sister) sways to the music and dances over to the character with the highest Charisma.

"Ah, the *prastonata*!" calls the crowd around the campfire. Captain Elias leans in to you "It is a traditional dance, fast and seductive. Our Annika dances it well. Look, she invites you to dance it with her, to match her step for step as she sways!"

If the character Annika selected does not wish to dance with her, she is happy to accept another dance partner from among the party instead. She cannot lead more than one other dancer, so the characters must select only one among their number to dance with her.

A character dancing with Annika must attempt three Dexterity (Acrobatic) checks as her pace increases: DC 11, DC 13, and DC 15. Failing one of these checks means the character makes some obvious missteps, but may continue the dance. Failure by 5 or more results in some overtly clumsy maneuver that ends the *prastonata*—tripping over a log, catching a clothing hem on fire, or similar. If the character succeeds at all three checks, the entire camp praises the character's skill, and Annika grants the dancer a passionate kiss.

XP Award

If any character participates in the *prastonata*, regardless of his or her performance, award each character 25 XP.

The Doroq

Captain Elias motions for quiet. "Tonight, I will give the *doroq*, the nightly tale or lesson. Although a *doroq* can sometimes be very long, I sense that we are all weary and I do not wish to bore our guests." The man winks in your direction and drops his voice to a low, solemn tone.

"We Vistani are people of family, of tradition. We do not turn our hands, heads, or hearts against each other; to do so is to forsake what it is to be Vistani. Those that break the faith of their people can no longer participate in this life. They are exiled from the family, and called *mortu*, or the 'living dead.'

"No Vistani will harbor a *mortu*. They are marked as an exile. This is not a mark that can be seen with the eye, but a mark that every Vistani feels when looking upon a *mortu*. The crime itself is not visible; perhaps he killed an uncle in anger, or perhaps he thought to get drunk rather than mind his young nephews and a boy came to harm. We know not why a *mortu* was exiled when we look upon him, only that he is no longer of the Vistani.

"For some Vistani, compassion upsets the heavy weight of tradition. A family provides comfort and shelter to a *mortu*. It seems a kindness to one who appears—but is not—Vistani. But is not the nature of a man in his past actions? The *mortu* will drink again, or murder again, and suffering will surely follow. We hold our traditions because they keep us safe—safe from wild beasts, safe from violent *giorgios*, and safe from the wickedness of *mortu*.

"This is as it is. A restful night's sleep to all."

XP Award

If the characters are attentive and polite during the telling of the *doroq*, award each character 25 XP.

Donani's Plea

While the camp prepares to sleep—some Vistani retiring into the barrel-topped *vardos* but many spreading blankets and bedrolls near the fire—Captain Elias and Donani speak further with the party.

Captain Elias explains that Donani is engaged to a girl from another Vistani family, the Moslavarics. The Bogaravs and the Moslavarics cross paths no

more than once or twice each year, but such meetings were enough for Donani to fall in love with Lela, a Moslavaric girl. Donani explains that he and Lela were to wed within the next few days, as the Moslavarics are now camped only a few miles away. But Donani heard rumors that a *mortu*—a handsome young man named Hanzi—has been following the Moslavaric family. Although the Moslavarics refuse to shelter or aid the *mortu*, he is persistent in attempting to woo Lela. Donani has heard that Lela's affections may be turning to Hanzi, despite her promises of love to Donani, her upcoming wedding, and the stern admonishments of her own family. Donani worries that Hanzi could be dangerous—if he cannot win Lela's affections, he might hurt or kidnap her.

Donani is forbidden from approaching the Moslavaric encampment so close to his wedding. He asks the characters to go on his behalf, to profess his love for Lela and to present her with a gift. Donani would also like the characters to put a stop to Hanzi's inappropriate bid for Lela's affections, and to drive him away if they can. In exchange, Donani will provide the characters with the extent of his worldly wealth—35 gp.

Donani's gift for Lela is a magical *wind fan*. This fan is made of thin parchment and emits a pleasant floral scent and warm wind.

If the characters ask about a reward, Captain Elias seems genuinely puzzled; he insists that the *prastonata* and the *doroq* are rarely revealed to *giorgios*, and the simple task is fair recompense for such a rare experience.

When the characters travel to the Moslavaric camp (likely in the morning), proceed to Part 2.

Part 2: The Moslavarics

The Moslavarics are camped several hours from the Bogarav camp, but Captain Elias's directions are sufficient for the party to find it.

The thick pine forest is broken by a large, stony clearing in the lee of a large hill. Five barrel-topped wagons stand in a close ring. Unlike the gaudy and cheerful Bogarav wagons, these wagons are dull brown in color and festooned with utilitarian tools of all types: smithing implements, farrier's tools, and bellows. The campfire within the ring of wagons is small, and a score of sullen humans work at fixing wheels, shining shields, or other mundane crafts. They eye you suspiciously, hands near their weapons, alert for danger.

The Moslavarics belong to the Kaldresh *tasque* and are dour crafters and tinkers. The Moslavaric captain is a scarred, lean old man named Keldro (treat as a **bandit captain**). The family's *raunie* is Keldro's wife, the matronly Tayrizha (treat as a **priest**). Treat the other seventeen Moslavarics as **bandits**.

Keldro does not approach the party; he instead sends his son Advan (who is as scarred and lean as his father) to speak on the Moslavarics' behalf. Although Advan does not specifically claim to be the family's captain, he does not discourage the characters if they seem to believe he is.

Roleplaying Advan

Advan is a scarred, lean man with wiry and well-toned muscles. He is nearly 40 but looks older due to a hard life as a traveling blacksmith and armor-maker. Advan is blunt in his manner, particularly to *giorgios*.

Quote: "I will answer your questions not out of friendliness, but so that you might sooner depart my camp."

Roleplaying Tayrizha

Tayrizha is a tough woman in her late fifties whose dour, pinched appearance belies a kind heart and matronly concern for everyone in her family. Her counsel is always wise and her fortunes are rarely wrong. Tayrizha sees her skill with the Sight not as a mere tool, but as a gift she shares with her family or worthy *giorgios*.

Quote: "The Sight should not be selfishly used; it is a gift to be shared with others."

The Moslavarics confirm what the characters heard from Donani. Lela is a beautiful young woman; she is nearly as gifted as her *raunie* with the Sight. The Moslavarics liked Donani and looked forward to the wedding. Unfortunately, the *mortu* Hanzi had trailed the Moslavarics for more than a month, pining for

Lela and continually professing his devotion to her. The Moslavarics had attempted to keep Hanzi away--even by throwing stones and threatening him with weapons--but Hanzi kept returning to profess his inappropriate love for Lela.

Four nights ago, Lela stayed out in the woods past nightfall. The Moslavarics suspect she was trysting with Hanzi, but she insisted that she was not. Still, she started to act distant, keeping to herself in her *vardo* all day and interacting with her family only rarely. Something was wrong with the girl, although the Moslavarics did not know what it was.

This morning, the door to Lela's *vardo* hung open and Lela was gone. Similarly, Hanzi has not been lurking at the outskirts of the camp. Two sets of footprints lead away from the camp into the snowy forest. It seems obvious to all the Moslavarics that Hanzi forced Lela to leave with him. A few eager youths followed the tracks, but learned that the pair had several hours's head start and travelled quickly. Catching up seemed unlikely without a long journey through the dangerous wilderness, which the Vistani consider a sure death.

Most of the Moslavarics already consider Lela a lost cause, and have resigned themselves to never seeing her again. The exception is the *raunie* Tayrizha, who thinks that determined pursuers might still catch up to Hanzi and bring her dear Lela home. If the characters do not intend to follow the tracks, Tayrizha pleads with them to do so.

Lela's Vardo

If the adventurers want to investigate Lela's *vardo* before following the footprints, the Moslavarics allow it. Other than to confirm Lela's absence earlier that day, none of the Moslavarics have been in the wagon. Although most Vistani *vardos* are shared, Lela's gift of the Sight earned her a *vardo* of her own.

Lela's *vardo* is crowded with hanging herbs, beaded curtains, a table and a small bunk. Its few windows have thick scarves tacked over them, making the interior dark and gloomy. Lela spent the last few days here as a vampire spawn, secretly making the wagon's interior more fitting to her new unlife and venturing out only on cloudy days or in the evening. Investigative characters might identify the following clues in the wagon's interior.

- A successful DC 10 Wisdom (Perception) check notes that the scarves have been tacked up over the windows so that no light penetrates the *vardo*'s interior.

- Any character investigating the bed finds that its blankets cover not a pallet or mattress, but a thick bed of fresh earth.
- A successful DC 13 Intelligence (Nature) check detects the odor of garlic and other strong-smelling herbs but can find none within the *vardo*.
- A successful DC 15 Intelligence (Investigation) check uncovers a recent love notes from Hanzi, folded back to reveal the phrase, "*I would give anything for you, Lela, even my life!*"
- A successful DC 17 Wisdom (Perception) check identifies the faint smell of decay pervading the *vardo*.

These clues indicate that Lela is not all she seems, and might not have been an innocent victim, but they are not proof--the Moslavarics dismiss these clues.

XP Award

If the characters find any clues in Lela's *vardo*, award each character 50 XP.

Part 3: The Standing Stones

When the adventurers examine the woods around the Moslavaric camp, they discover tracks in the snow leading deep into the forest. The tracks ultimately lead to a circle of standing stones where Lela is ritually sacrificing Hanzi.

General Features

Snow lies thick in the pine forest, allowing the adventurers to follow the tracks of Lela and Hanzi with little difficulty.

Terrain. The terrain is flat and stony, and covered in deep pine forest. The land is covered in snow that varies from a few inches to a few feet deep. The clearest areas are under the snow-laden pine boughs, which are also the darkest. Although the terrain is wild and dense, the party cannot get lost so long as they follow the tracks in the snow.

Light. Dim light predominates in the forest. At night, the moon is nearly full and illuminates the countryside with a pale, sickly glow. Even if the adventurers wait until daytime to pursue the tracks in the snow, the day is overcast and snow-shrouded tree boughs block much of the light. It is dark near the trunks of the largest pine trees.

Sound. Sound is muffled in the snowy forest.

Smell. The pine smell of the trees is strong, but the faint unpleasant odor of dead flesh hangs around the tracks of Lela and Hanzi in the snow.

Tracks. As the snow is all but gone beneath the trees, and several wolf tracks cross the snow behind the trees, it is not immediately obvious which direction Lela and Hanzi went. Recovering the humanoid tracks requires an hour of searching, although a successful DC 14 Wisdom (Survival) check reduces this time to only 10 minutes.

Adventure Pacing

If you have less than 45 minutes remaining to complete this adventure, omit the Shambling Dead encounter below.

Shambling Dead

After the adventurers have been traveling for an hour, read the following:

Several large pine trees grow closely together here, their snow-laden boughs creating deep pools of shadow. The trail in the snow leads beneath these trees.

Lela sent a **wight** and two **ghouls** to trace her back trail and eliminate any pursuers. Thirty minutes after the encounter with the lurking wolves, the undead catch up to the adventurers.

If the characters are still searching for tracks near the pine trees, the undead creatures attack the adventurers normally. If they have already discovered the tracks, or if they have posted a guard to keep an eye on the surrounding terrain while searching for tracks, then the adventurers spot the approaching undead and have an opportunity to surprise the undead.

Adjusting the Encounter

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

- **Very weak party:** Replace the **wight** with a **ghoul** and replace the **ghouls** with **zombies**.
- **Weak party:** Replace the **wight** with a **ghost**
- **Strong party:** Replace the **ghouls** with **ghosts** and add a **zombie**.
- **Very strong party:** Add a second **wight** and replace the **ghouls** with **ghosts**.

Treasure

The wight's clothing is tattered and valueless, but it still wears an ornate bronze torc worth 70 gp. A character that searches the area finds a jeweled bracelet worth 25 gp. Lela dropped the bracelet here in her flight.

At the Standing Stones

After two hours of following the tracks, the adventurers catch up with Lela and her victim. Read the following:

The dense trees give way to a large, rocky clearing nearly a hundred feet in diameter. At the center of this clearing, seven massive, weather-worn stones jut from the ground like blunt, misshapen teeth. At the center of these standing stones is a small hill bearing a flat, table-like rock. A man is stretched across this table, bound with ropes and struggling weakly. A Vistani woman stands above him, her pallid skin hanging loosely on her frame. She holds aloft a stone bowl in a clawed hand.

Lela is performing an hours-long ritual sacrifice to restore her human disguise, but her undead nature is currently plain. A **ghost** lurks amid the standing stones, ready to do Lela's bidding. Hanzi is a **commoner** that is restrained and too weakened to

provide the characters with any assistance. A large symbol like a stylized eye is daubed on his bare chest with a foul-smelling paste.

As soon as the adventurers spy Lela in her undead form, the *wind fan* in their possession transforms into a mockery of its lovely form. Instead of emitting a warm wind and floral scent, its wind is cold and it emits a carrion stench. The adventurer currently bearing the *wind fan* notices this transformation.

If Lela or her ghoul minion spot the adventurers, they immediately attack in order to protect Lela's secret. If Lela is badly injured and near Hanzi, she attacks Hanzi with her bite to regain hit points. Lela and the ghoul fight until destroyed.

The Dark Powers protect Lela; any saving throws made by the vampire spawn or her minions against *turn undead* are made with advantage.

Adjusting the Encounter

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

- **Very weak party:** Reduce **Lela's** hit points to 30. Her *evil eye* only inflicts 9 (2d8) psychic damage. Replace the **ghast** with a **zombie**.
- **Weak party:** Replace the **ghast** with a **ghoul**.
- **Strong party:** Add one a **ghoul**.
- **Very strong party:** Add a **ghast**.

Treasure

Lela wears several items of gold and silver jewelry worth 220 gp. Most of these items were gifts from Hanzi. If alive, Hanzi encourages the party to keep the treasure for saving his life.

XP Award

If Hanzi survives, award each character 50 XP.

Conclusion

With Lela defeated, the characters can reveal the truth to the Vistani. Donani is grieved over his beloved's fate, but Captain Elias assures the characters that time heals the hearts of the young.

The Moslavaric family bears the news with stoic acceptance. Although Lela's corruption wasn't directly attributable to Hanzi's attentions, they see the situation as proof that tragedy follows when *mortu* consort with Vistani. However, as the characters revealed Lela's nature and prevented her from causing more death among the Moslavaric family, Tayrizha is quite grateful and extend an invitation to stay and learn from them (see Downtime Activities, below).

Treasure

Donani and Elias encourage the party to keep the transformed *wind fan* as a reward (but also because they worry it is tainted). In addition, Donani gives the characters their promised reward—even if Lela was never fated to be his. Donani secretly hopes that the characters will not accept the gold and puts on quite a show in an attempt to persuade them to allow him to keep it.

Rewards

Make sure the players note their rewards on their adventure log sheets. Give your name and DCI number (if applicable) so players can record who ran the session. If you are playing all of the missions as a single adventure, or playing multiple missions in one session, you can wait and give the rewards for all missions played at the end of 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 listed are per character. Give all characters in the party non-combat experience awards unless otherwise noted.

Combat Awards

Name of Foe	XP per Foe
Brown bear	200
Owlbear	700
Dire wolf	200
Winter wolf	700
Wight	700
Zombie	50
Ghoul	200
Lela	1100

Non-Combat Awards

Task or Accomplishment	XP per Character
Attempt to dance the <i>prastonata</i>	25
Listen to the <i>doroq</i>	25
Gain any clues from Lela's <i>vardo</i>	50
Rescue Hanzi	50

The minimum total award for each character participating in this adventure is **635 experience points**. The maximum total award for each character participating in this adventure is **850 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 up according to a system set forth in the sidebar.

Treasure Awards

Item Name	GP Value
Bear hides	50
Donani's reward	35
Discarded bracelet	25
Bronze torc	70
Lela's jewelry	220

Wind Fan

Wondrous Item, uncommon

This fan is made of thin, brittle parchment glued over sharpened iron tines. When used, the wind issuing from this fan is bone-chillingly cold and carries the sickly-sweet stench of rotting flesh. The fan can be used as a weapon; it is treated as a non-magical short sword (dealing slashing damage) when it is open, or as a non-magical club when it is closed. A description of this item can be found in the *Dungeon Master's Guide*.

Permanent Magic Item Distribution

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

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

Renown

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

Downtime

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

Downtime Activities

Characters who wish to spend more time with the Vistani have special downtime activities available for this adventure only. Each character can perform only one of these downtime activities, and then only once. Record this as a story award on the character's logsheet.

Cunning Insight. The Vistani are quite good at reading people. If you spend 10 downtime days learning from the Vistani, you may invoke it at any point in the future, granting advantage to all attack rolls made during your turn. Remove this story award from your logsheet once it's been used.

Trackless Travel. Some Vistani know secrets to conceal their passage through the wilderness. If you spend 10 downtime days learning these secrets, you can apply them during future travel. For one day you choose in the future, each creature you choose within 30 feet of you (including you) can't be tracked except by magical means and leaves behind no tracks nor other traces of its passage. Remove this story award from your logsheet once it's been used.

Story Awards

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

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

DM Rewards

For running this adventure, you receive **225 XP**, and **112 gp**.

Appendix: Monster/NPC Statistics

Brown Bear

Large beast, unaligned

Armor Class 11 (natural armor)

Hit Points 34 (4d10 + 12)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	2 (-4)	13 (+1)	7 (-2)

Skills Perception +3

Senses passive Perception 13

Languages --

Challenge 1 (200 XP)

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

Actions

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

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

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

Dire Wolf

Large beast, unaligned

Armor Class 14 (natural armor)

Hit Points 37 (5d10 + 10)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	15 (+2)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages --

Challenge 1 (200 XP)

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

Pack Tactics. The wolf has advantage on an attack roll against a creature if at least one of the wolf's allies is

within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

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

Actions

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

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

Ghoul

Medium undead, chaotic evil

Armor Class 12

Hit Points 22 (5d8)

Speed 30 ft.

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

Damage Immunities poison

Condition Immunities charmed, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 1 (200 XP)

Actions

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

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

Lela (Vampire Spawn)

Medium undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 60 (11d6 + 22)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	14 (+2)	11 (+0)	10 (+0)	12 (+1)

Saving Throws Dex +6, Wis +3

Skills Perception +3, Stealth +6

Damage Resistances necrotic

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 4 (1,100 XP)

Regeneration. Lela regains 5 hit points at the start of her turn if she has at least 1 hit point and isn't in direct sunlight or running water. If Lela takes radiant damage or damage from holy water, this trait doesn't function at the start of her next turn.

Spider Climb. Lela can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Vampire Weaknesses. Lela has the following flaws:

- **Forbiddance.** Lela can't enter a residence with an invitation from one of the occupants.

- **Harmed by Running Water.** Lela takes 20 acid damage when she ends her turn in running water.
- **Stake to the Heart.** Lela is destroyed if a piercing weapon made of wood is driven into her heart while she is incapacitated in her resting place.
- **Sunlight Hypersensitivity.** Lela takes 20 radiant damage when she starts her turn in direct sunlight. While in direct sunlight, she has disadvantage on attack rolls and ability checks.

Actions

Multiattack. Lela makes two melee attacks, only one of which can be a bite attack.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. Hit: 8 (2d4 + 3) slashing damage. Instead of dealing damage, Lela can grapple her target (escape DC 13).

Bite. *Melee Weapon Attack:* +6 to hit, range 5 ft., one willing creature, or a creature that is grappled by Lela, incapacitated, or restrained. Hit: 6 (1d6 + 3) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and Lela regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Evil Eye. Lela magically forces a creature she can see within 30 feet of her to make a DC 13 Charisma saving throw. The creature takes 18 (4d8) psychic damage on a failed save, or half as much damage on a successful one.

Reactions

Insightful Defense. When an attacker Lela can see hits her with an attack, Lela can halve the damage against her.

Owlbear

Large monstrosity, unaligned

Armor Class 13 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	17 (+3)	3 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages --

Challenge 3 (700 XP)

Keen Sight and Smell. The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

Actions

Multiattack. The owlbear makes two attacks: one with its beak and one with its claws.

Beak. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Snow Camouflage. The wolf has advantage on Dexterity (Stealth) check made to hide in snowy terrain.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

Cold Breath (Recharge 5-6). The wolf exhales a blast of freezing wind in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

Wight

Medium undead, neutral evil

Armor Class 14 (studded leather)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

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

Skills Perception +3, Stealth +4

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

Damage Immunities poison

Condition Immunities exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 13

Languages Common

Challenge 3 (700 XP)

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

Actions

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

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

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

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

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

Winter Wolf

Large monstrosity, neutral evil

Armor Class 13 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	7 (-2)	12 (+1)	8 (-1)

Skills Perception +5, Stealth +3

Damage Immunities cold

Senses passive Perception 15

Languages Common, Giant, Winter Wolf

Challenge 3 (700 XP)

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

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

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 Common, 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.

Appendix: NPC Summary

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

Bogaravs (BO-gahr-ahvs). Friendly Vistani family of musicians. Elias and Donani are Bogaravs.

Moslavarics (mo-SLAV-ah-reeks). Dour Vistani family of crafters. Lela, Advan, and Tayrizha are Moslavarics.

Elias (uh-LIE-uss). Captain of the Bogaravs.

Donani (doe-NAH-nee). A young man of the Bogaravs, engaged to Lela.

Lela (LEE-luh). A young woman of the Moslavarics, engaged to Donani. Unbeknownst to her family, she has become a vampire spawn.

Advan (ODD-vonn). Son of the captain of the Moslavarics, Advan protects his father by pretending to be captain.

Tayrizha (tay-REEZH-uh). Raunie of the Moslavarics.

Hanzi (HAHN-zee). A *mortu*, or Vistani outcast, who has fallen in love with Lela.

Results Code: March - April 2016

If you are DMing this adventure during the months of March – May 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.

