



Real Housewives of

Ravenloft

Eternal drama in the greatest castle of all



JP CHAPLEAU



REAL HOUSEWIVES OF RAVENLOFT

The Master of Ravenloft is having guests for dinner - and you are invited. He has a proposal for you, one that could be highly beneficial for all involved. Even if this puts you in the center of the drama of the Real Housewives of Ravenloft?

This 4-12 hours adventure of travel is best played with a group of 4-6 characters of level 3-11.

Thanks to TrustyPeaches for his [post on reddit](#) that served as inspiration and source material for this product.

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James RPG Art

ADVENTURE BACKGROUND

I was going to go with the less comedic title. However, my players began to refer to this entire chapter of the game as “*The Real Housewives of Ravenloft*” because of the in-fighting, the name-calling and cattiness very much felt like one of those shows.

For those who do not know what the “*Real Housewives*” is, it is a series of shows that follow “real” housewives (most are older ladies who spend their time shopping, traveling, or attending dinner parties). They are from all over the USA: from the west coast to the east coast, the north to the south. Wherever they are, they all feed on and generate a lot of drama.

WHAT THIS IS

This expansion provides you with a framework to bring to life a day in Ravenloft. Someone described this as “*playing Cluedo but with drama and gossip. Oh! And Vampires!*”

- A confrontation against one of the consorts given unique stats and abilities.
- Present Strahd as the master of Ravenloft who is NOT omnipotent.
- Allow the PCs to explore Ravenloft without Strahd attacking them.
- Allow the PCs to speak and learn about Strahd and his backstory directly from himself.
- Force the PCs in a situation where they have to decide if it is worth joining forces temporarily with Strahd. Does the end justify the means?
- Place the PCs in an odd position where they must act with civility to their enemy in his home.
- Inject some personality in some of the named but otherwise unused NPCs in *Curse of Strahd*.
- Engage factions in a way that is more than straight combat encounters.
- Engage factions the PCs may otherwise have no reason to deal with.

WHAT THIS IS NOT

This does not create a scripted investigation and much of it will depend on your PCs, their abilities and their motivation.

- This is not a scripted investigation with a single answer or solution.
- This is not the time of the final confrontation between Strahd and the PCs – at least not in its intent.
- Any easy choice to make whether to help the Devil Strahd.
- A re-interpretation of the whole story or a complete departure from the main plot.

ORGANIZATION

This expansion is organized into five parts: the setup, the dinner, the investigation, the confrontation, and the conclusion.

READING THE ENTRIES

There is no way to provide a full list of questions the PCs ask and the answers given by the suspects. Instead, extended entries for each suspect is given.

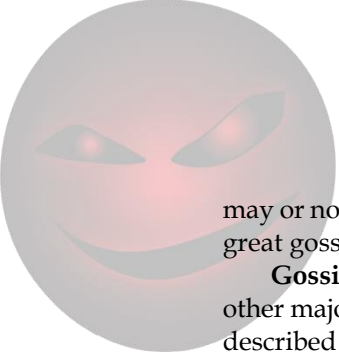
Full Name gives the NPCs’ full name. *Location* gives where the NPC is usually found. *Origin* gives details about the type of person the NPC is, their ethnic background. *Apparent Age* gives how old the NPC appears to be. *Actual Age* gives the number of years the NPC has been a vampire (thus Escher has an apparent age of mid-20s and an actual age of 100, meaning he was born ~125 years ago). *Strahd’s Opinion* gives what does Strahd think of the NPC. *Role* gives the NPCs’ main role among Strahd’s harem and ways the NPC is sometimes used.

Appearance details what the NPC looks like and the value of items they are wearing.

Demeanor details how the NPC acts in most circumstances. This section presents a lot of their inner thoughts and personality. For example, Anastraya is loud and outgoing while Volenta is quiet and introverted.

History contains highlights of the character’s backstory and background. Thus the bride’s life up to the point Strahd took them in undeath.

Activities describe some activities the others may report and find odd. While such activities



may or not have a sinister purpose, they make for great gossip.

Gossip gives the NPCs' thoughts on the other major NPCs. Relations and impressions are described here.

Motive gives the NPCs' main motivation for unwittingly betraying Strahd.

Stat Block Entry gives the combat statistics for the NPC. These stats update the characters, making them a little tougher than regular vampire spawn as they are expected to take on the party by themselves. Whether to use them with these enhancements later is up to you.

Allies give one allied creature that can be used to beef up the encounter. Add one such creature for a party of level 6 or 7. Add two for a party of level 8 or 9. Add three for a party of level 10 or more.

TRAITOROUS CONSORT

Over time, Strahd took many brides and paramours, embraced them to join him in undeath, but none can replace his love for Tatyana. When he tires of one, he walls them in the crypt and forgets about them.

Therefore, each consort seeks to hold and retain Strahd's interest, knowing they can neither leave nor avoid the will of Strahd. They do so by engaging in more than "mere" depravity. They each possess a skill useful to Strahd (see their reviewed stat blocks).

None of the consorts can go directly against Strahd. All believe they are helping him achieve his many goals and objectives. Strahd is well aware and while he could force them to reveal what they know, he has a better idea.

STRAHD'S MOTIVATION

The Lord of Ravenloft is intrigued by the PCs. Depending on when the PCs come to meet him, he may be more interested in one of the following:

- Learn more about the PCs, their capabilities and tactics.
- Which could replace him as Lord of Barovia?
- Discover what item(s), if any, they have that could be dangerous to him.

- How they handle his brides.

Throughout the time the PCs are in Ravenloft, Strahd keeps close tabs on them through his (many) agents and by scrying. This is one of the few times where Strahd does not take an active role in the story. Instead, he sits back and learns about the PCs.

STAYING THE DAY

If the PCs ask to stay in Ravenloft to get additional time to resolve the investigation, they are offered quarters in the guest room (K50). During their rest, the witches try to subdue the PCs with sleep spells but instead of taking them to their room, they go through the PCs' things looking for things that are dangerous to Strahd and relocate them.

Such "dangerous items" are the treasures of Ravenloft: the *Sunsword*, the *Holy Symbol of Ravenkind*, the *Tome of Strahd*, and the *Icon of Ravenloft*. To find out where they hide the items, draw a new treasure of Ravenloft card.

Arabelle, Ezmeralda, or Madame Eva can tell them where they are hidden went.

BUILDING A CRIME

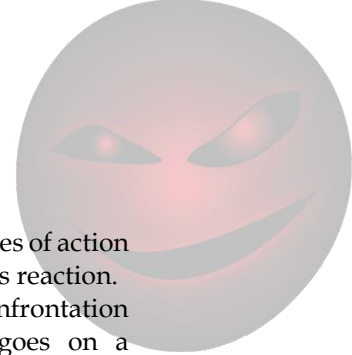
Before you send the PCs gallivanting around the Castle Ravenloft, you need to know who betrays Strahd, their accomplice, and their method of communication.

This forms the basis of the "crime" committed. Before going further, look over all the information and come up with a few scenarios for the culprit to get involved and how the others may see this.

The "crime" committed is one of zeal, therefore none of the suspects believe or realize they betrayed Strahd's secrets. Still, betrayal happened in Ravenloft and Strahd wants to uncover the guilty party and the reason they did so.

Provide more information than required by the inquiry in the form of gossip, mud-slinging, and finger-pointing.

Each of the four consorts has things to say about the others. As they each believe themselves innocent and loyal, they are quick to point fingers at others and away from them. Each consort has someone they believe is guilty.



The NPCs are not happy to be interrogated by the PCs and comply only because Strahd commanded them.

WHO

Determines which of the consorts is to blame. Their entry contains the reason for the betrayal. Each of them appears with their own sheet and entry at the end of the adventure.

1d4	Consort
1	Anastraya
2	Escher
3	Ludmilla
4	Volenta

ACCOMPLICE

This section described the counterpart to the betrayal. You can select an entry to send your PCs to a location or group they have no reason to visit or you can roll on the following table.

The method of betrayal may be described by in the entry or you may determine it randomly in the “How” section below.

The relation between the culprit and the accomplice is one that has been going on for a while, to the point where the consort does not consider such contact to be anything out of the ordinary.

Avoid selecting a dead accomplice or one that could not arrange further contact with the culprit. Catching the consort in the act goes a long way in concluding the investigation. For example, if the PCs destroyed Morgantha’s Coven, then they should be removed from the choice.

1d8	Who With
1	Abbot
2	Dark Powers
3	Kiril Stoyanovich
4	Lady Wachter
5	Lysaga
6	Mad Mage
7	Morgantha’s Coven
8	Keepers of the Feather
9	Van Richten
10	Vistani

ABBOT

The Abbot got in touch with some of Strahd’s consorts to make Vasilka better and more to

Strahd’s liking. He recommends courses of action to his contact and waits to see Strahd’s reaction.

His involvement results in a confrontation between him and Strahd. Strahd goes on a rampage, killing many of the mongrelfolk and the people of Krezk. To end this, the Abbot agrees to help finish Vasilka quicker, leading to a rash of murders across Barovia as the mongrelfolk try to find the missing parts requested by the Abbot.

The Abbot uses the envoys, the magic mirror, or the voice on the wind. His envoys are mongrelfolk hiding their true nature under long and thick cloaks. His magic mirror is in the belfry (S17).

DARK POWERS

The Dark Powers either tempt the consort with one of their goals but in return, force the consort to damn themselves further.

Their involvement in this plot is impossible to prove and nothing happens. With the possible exception of Strahd or Rahadin traveling to the Amber Temple to find answers. Answers they do not receive.

The Dark Powers use only the Voice on the Wind method.

KIRIL STOYANOVICH

Kiril seeks to find who could be a treat to his status as ruler of the werewolf pack. Through this contact, he seeks advancement among the servants of Strahd.


If caught, Strahd offers a bounty for the head of Kiril. He may offer it immediately or later in the campaign the PCs may find wanted posters with the face of Kiril and a suitable reward for such a “dangerous individual”.

Kiril uses either the Animal Messenger (wolves) or the Envoys (werewolves in human form) method.

LADY WACHTER

Lady Wachter wishes to better understand Lord Strahd and how to serve him best. She uses what she learns to guide her “book club” and advance Strahd’s cause in Vallaki.

If caught, Strahd is impressed with her organization skills and how she managed to work this under his very nose. He takes her as his



consort, turning her into a vampire spawn and brings her to Ravenloft.

Lady Wachter can use the Magic Mirror or the envoys. She uses cultists as envoys. The mirror in her bedroom (N40) becomes magical.

LYSAGA

Baba Lysaga seeks to keep tabs on her beloved son. Although she does get some information from the Barovian witches, she wants to know more about Strahd: what he does, how he eats, who bothers him, his allies and his friends. The consort she works with believes they are dealing with Strahd's mother.

Lysaga cannot be caught, even if her involvement can be hinted at and links to Berez made. If compelled to reveal the accomplice, the consort is unable to do so, even if Strahd himself commands them. The consort speaks out the word "Mother" before his/her head explodes killing the consort on the spot. Strahd assumes his mother (Ravenovia) is somehow mingled in all of this.

Following the confrontation, Lysaga uses *scrying* magic on the PCs to keep tabs on them.

Lysaga can use any method of contacting the culprit. Her animal messenger is a cat familiar. Her envoys are Barovian witches. She uses the cauldron in her hut as the magic mirror.

MAD MAGE

The Mad Mage established contact for no specific reason. He is drawn by a subconscious need to learn more about Strahd and his entourage.



If discovered, Strahd does nothing. He knows the power Mordenkainen has, their last encounter fresh in his mind. He satisfies himself with ending all discussions between the two parties. This contact does allow him the opportunity of later using this connection to his advantage.

The Mad Mage uses the Voice in the wind, using an enhanced version of the message cantrip to speak to the culprit.

MORGANTHA'S COVEN

The coven uses the connection as a way to make sure Strahd is not interested in them.

If discovered, Strahd arranges for the PCs to visit and destroy them. During the battle, he makes his presence known, using his abilities on the side of the PCs.

The coven uses either the animal messenger or the magic mirror. They use toads as their messengers and use the barrel of demon ichor in room O1 as their magic mirror.

KEEPERS OF THE FEATHER

The Order of the Feather are enemies of Strahd. Not quite powerful enough to take him on, gathering information about him is paramount. Though they know a lot, having someone on the inside can provide them with valuable information.

To that end, Stefania Martikow, eldest daughter of Davian Martikow at the Wizard of Wines established connections with the consort, pretending to be one of Strahd's many agents.

Stefania meets with the culprit either using the animal messenger or envoys to communicate and always the same method. She appears in either animal or human form, depending on the method of contact.

VAN RICHTEN

Van Richten knows vampires and can call to their vanity. He loves the irony of getting information out of Strahd's own consorts. Anything he gleans will help his personal attack on Strahd.

If his true identity is not discovered, Strahd orders some of his minions to destroy the insolent. This reveals van Richten's true identity, prompting a manhunt for the vampire hunter.



If his true identity is revealed to Strahd or his consorts, Strahd abandons everything else and has ordered his minions to find van Richten. Strahd ignores the betrayal until after his mortal enemy is dead.

Van Richten uses the voice in the wind method (from the Arasek Stockyard, area N5).

VISTANI

The culprit has been speaking with a band of Vistani. They try to guess what would make Strahd happy and give them an edge over other groups and non-Vistani.

If discovered, Strahd has them all killed. Only those with the gift of sight avoid this fate because they leave as Strahd unleashes his fury. If the PCs go there later, they find the place deserted.

The Vistani use the envoy or magic mirror method. Their envoys are Vistani visitors.

1d3 Origin

- 1 Tser Pool
- 2 Outside Vallaki
- 3 Another group

METHOD

This section details how the culprit and the associate communicate with each other. To simplify the investigation, they always meet at the same location within Ravenloft.

1d4 Method

- 1 Animal Messenger
- 2 Envoys
- 3 Magic Mirror
- 4 Voice on the wind

ANIMAL MESSENGER

Meeting Place: Carriage House (K4)

The accomplice uses either mundane or enhanced animals. These animals make their way to the carriage house where the culprit visits them. They communicate through short notes delivered by the animal and never directly.

The note should provide some hint as to who the accomplice is, not some undecipherable code.

The animals used by each accomplice is described in their entry. The animals are not under and special compulsion and could reveal the location of their *A speak with animal*-type of

ability can get information from the messenger about where it came from.

ENVOYS

Meeting Place: Gate Towers (K1)

The accomplice uses human (or human-looking) messengers to share information. The envoys have a legitimate reason to be here: most deliver food, drink, or other supplies. Some double as spies for Strahd and would report some of their findings.

The envoys are not the masterminds and can be charmed, manipulated, or somehow compelled into revealing who they work for.

Their identity depends on the accomplice.

MAGIC MIRROR

Meeting Place: Closet (K44)

The accomplice communicates with the culprit through a magic mirror located in the closet. The magic mirror is hidden among the capes. When active, the accomplice's features appear on the surface and his voice comes through.

The location of the other mirror depends on the accomplice.

VOICE ON THE WIND

Meeting Place: Tower Roof (K57)

The accomplice communicates magically with the culprit, effectively by speaking over great distances. Anyone standing within five feet of the parapet can hear the voice of the accomplice. Both sides can speak and hear the other through the voice effect.

The sound of the accomplice's voice should provide some clues to its identity.

THE AGATHA CHRISTIE

Feeling ambitious or want to go completely crazy with betrayal? How about each of the consorts is guilty of betrayal, each with a different accomplice, each using a different method.

The question becomes: where do the PCs point the finger? How do they inform Strahd? Who do they discover/ reveal first?

Sit back, let the investigation begin.



DINNER AT RAVENLOFT

The adventure begins with the PCs receiving an invitation to Castle Ravenloft. A revised invitation appears as handout 1: Invitation.

This invitation should happen once the PCs gathered one of the items needed to take fight Strahd. This could be after the Feast of St. Andral or after the PCs complete an important chapter. Ideally, you want the PCs not quite ready to take on Strahd but believe they may have a chance to defend themselves.

Once they receive the invitation, until they head to Castle Ravenloft, the weather becomes miserable: cold, wind, rain, and mud. Anytime they head towards Ravenloft, the weather improves almost immediately. The population of Barovia comments about the weather that “the Lord of Ravenloft must want something.”

If your PCs are like mine, they should rightfully be terrified of getting anywhere near the castle. Strahd may have to kidnap an ally of the PCs to bring them to Ravenloft. He is likely to use the Vistani or someone else as a go-between. “He only wants to talk and guarantees your safety while you are his guests,” such a messenger assures.

Have the black carriage waiting for them nearby so that when they accept the offer, they can have a comfortable trip. Whenever they enter



the coach, they reach Ravenloft an hour after nightfall.

MEETING STRAHD

Rahadin meets the PCs at the door. He has a haughty and emotionless expression on his face as he invites the PCs into the castle and shows them to the dining room through rooms K7, K8, K9, and finally K10.

Replace the boxed text for K10 with the following:

Three enormous crystal chandeliers brilliantly illuminate this magnificent chamber. Pillars of stone stand against dull white marble walls, supporting the ceiling.

In the center of the room, a long, heavy table is covered with a fine white satin cloth. The table is laden with expensive place settings: porcelain plates, glass drinking vessels, gold utensils, and silk napkins are placed with pin-perfect precision. At each place is a crystal goblet filled with an amber liquid with a delicate, tantalizing fragrance.

Table tents with each of your names indicate your places, with unnamed places between each of you.

At the center of the far west wall, between floor-to-ceiling mirrors, stands a massive organ. Its pipes blare out a thunderous melody that speaks in its tone of greatness and despair. Seated at the organ, facing away from you, a single caped figure pounds the keys in raptured ecstasy.

The figure suddenly stops, and as a deep silence falls over the dining hall, it slowly turns toward you. "Good evening, I have been expecting you. Welcome to Ravenloft, we have much to discuss. Please leave your weapons sheathed, you will not need them. Of course, if you wish, Rahadin will take them and return them to you when you leave," he says with a smile.

Strahd stands and walks to the fireplace where he gazes into the dancing flames.

PCs always ask “What is Strahd playing?” I recommend two songs, both with a powerful organ introduction and could be taken with a definite vampire twist: “[In A Gadda da Vida](#)” by Iron Butterfly and “[Watcher of the Skies](#)” by Genesis (both YouTube links).



Strahd is present in person and is not an illusion. Since he has something he wishes the PCs to do something for him (see Strahd's motivation), he acts as a proper lord.

He asks every PCs the following questions:

- Where are they from?
- Who they worship? And the basics of their faith.
- What do they like about Barovia?
- What do they hate about Barovia?
- What do they think they should be done to help the people of Barovia?

In turn, the PCs are able to ask Strahd questions about his history. He skips the juiciest parts of his tale, speaking of how he was betrayed by those he loved the most and his own solitude. He is cordial but evasive and vague.

DINNER

Read aloud once the conversation dies down.

Knocking turns everyone's face to the double doors you came through a short time before. "Come in!" he calls out. Turning to you, he adds. "Finally! Dinner can now begin."

Rahadin opens the door to reveal three women and a man. As they see you, they expose their fangs and get ready to charge but a look from the Lord of Barovia freezes them in place.

"As long as my guests behave like civilized people, they are under my protection. No one is to touch them in any way."

The vampires immediately alter their demeanors to that of socialites. They smile and laugh in good cheer as they greet Strahd.

The clicking of heels echoes into the hall followed by the appearance of a teenage girl. She adjusts the corset of her satin dress in a most unladylike fashion then checks her hair with a hand.

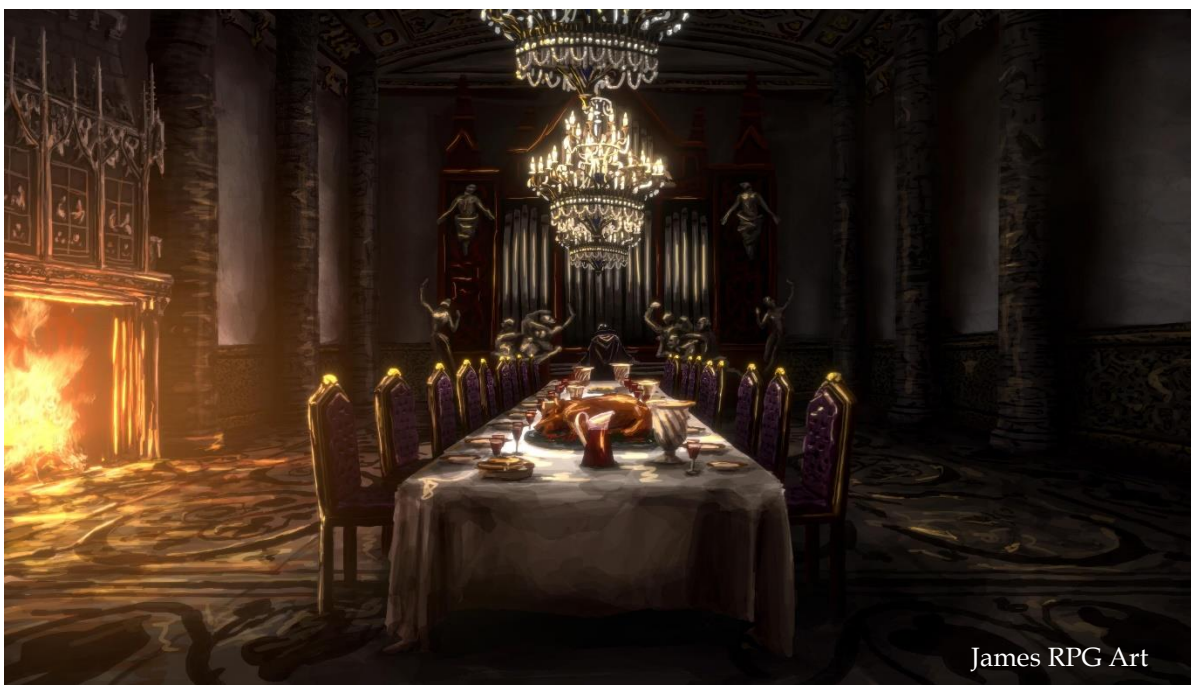
"Fashionably late aren't we, dear? Come, come meet our guests." Strahd says in a caring paternal tone.

The girl blushes and curtsies. "My lord, it's not every day I get invited to an official banquet. Thank you so much, you are so good to me."

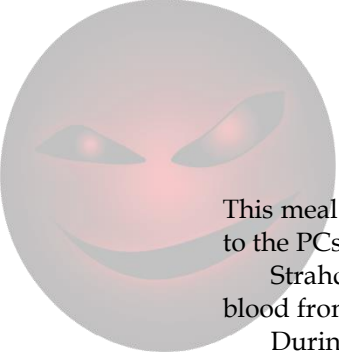
Walking to the head of the table Strahd motions for everyone to sit. "Please, eat. Drink. Take all you want. Let us get to know each other."

Viol music echo through the room in relaxing tunes as a maid enters holding platters she places in the center of the table. The meal consists of lamb cutlets, quails, and potatoes. The maid serves you cool, clear water.

Food is delicious and neither poisoned nor tainted in any way. Everything uses quality ingredients not found anywhere else in Barovia.



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This meal should be one that is most memorable to the PCs. Helga does all the service by herself.

Strahd and his consorts do not eat but drink blood from golden vessels.

During the meal, Strahd opens a bottle of Champagne du le Stomp and serves it to the PCs. He boasts that this is one of the last bottles in Barovia and even though he does not drink any himself, he can describe the flavor with great accuracy.

The consorts speak to any PC sitting nearby as though this was a simple afternoon luncheon in Waterdeep. Here is a list of topics they are interested in discussing. The following are given as conversation starters rather than an exhaustive list. Consorts speak as little about themselves as they can get away with or will do so as a way to drive the conversation.

Strahd sits back and lets his consorts guide the conversation. He answers questions directed at him but his consorts hop in and take over. Strahd wants the PCs to get to know the suspects for the next part of his plan for this dinner.

ANASTRAYA

Anastraya is interested in the following.

- Any social events the PCs ever attended or organized.
- Any great lord or lady they met
- Any grandiose place they visited

ESCHER

Escher is interested in the following.

- Any famous musical performance they attended
- Any famous performer they saw.
- Any famous performance they did.

GERTRUDA

Gertruda eats with gusto, showing her lack of refinement: she slurps her drink, eats with her mouth open, and makes a lot of noise enjoying her food. When reminded of her manners, she behaves for a few moments before resuming her peasant ways.

- Any of the good deeds done by Lord Strahd.
- Any famous weddings they attended.
- Any distant lands they visited.

LUDMILLA

Ludmilla is interested in the following.

- Any libraries they visited.
- Any great scholar, or writer they met.
- Any place of magical power they visited.

VOLENTA

Volenta is interested in the following.

- Any famous grave, or graveyard they visited.
- Any famous necromancer or death priest they met.
- Any artist, particularly sculptors, they met or whose work they admired.

AFTER DINNER

The meal over, Strahd stands and his consorts all excuse themselves and retire, leaving them with the Lord of Barovia.

Read Aloud.

Grabbing his cup, Strahd walks to the fireplace. Rahadin enters the dining room again whispers something to his master who smiles and nods.

"And now business. You met my consorts. I hope they made a favorable impression on you..."

"I met with Madam Eva a few nights back. The old crone told me one of my beloved consorts betrays me. I know little more but I want the traitor uncovered and brought to justice. That is where you come in. Find the traitor, why they turned against me, and get them to confess or find irrefutable evidence."

"Leave the sentencing to me, I will deal with culprit myself, so there should be no need for you to even draw a weapon..."

"In return, I will be extremely well-disposed towards you: name your reward."

"Is this something you can do for me?"

Strahd tells the PCs they will be given limited access to the Castle and full access to his consorts. He reminds the PCs of the following.

- He has a dim opinion of thieves.
- If they need to find somewhere, they only need to call Rahadin's name and he will show them. (Rahadin is not happy about this)
- They are guests in his home and as such will not be bothered by his people. Anyone who breaks this truce is no longer under his protection. (This works both ways.)



- He knows it is not Gertruda or Rahadin, meaning the guilty party is Escher or one of his brides.
- As long as they do not start trouble within Ravenloft, his people will leave them alone. They can kill whoever breaks the truce.

In discussing their reward, Strahd does not offer information about any item that might be harmful to him. Decide what is acceptable for your campaign.

Strahd offers the following as he negotiates for the PCs' assistance.

- Skull of Argynvost
- Permission to leave Barovia (only for one PC)
- Information
- Magic items
- Return an NPC he has in his custody

Strahd has every intention of holding up his side of any bargain made – what he wants is information on the PCs. The loss of an asset is a temporary setback at best – sacrificing a pawn to take down the king.

AGREEMENT

Once they have an agreement, Strahd tells them he will be busy working on “other projects” stating that Rahadin can always find him. He then shows the door to the PCs. In the Guest Hall (K9), Rahadin asks them where they wish to go and who they wish to meet.

REFUSING

If the PCs refuse to help Strahd, he looks disappointed before saying

Strahd looks down for a moment then back to the dancing fire. “I am disappointed. I cannot blame you but I thought we might come to a gentlemen’s agreement. Very well.”

“Rahadin, fetch the carriage. Our guests are leaving. Until we meet again.” The dusk elf bows and motions for you to follow him.

Strahd’s carriage is outside waiting to take the PCs back where he picked them. They arrive at their destination shortly before dawn – wherever that is in Barovia.

INVESTIGATING

This is where the scene becomes very freeform and the PCs take over. Give the PCs the Dramatis Personae to remember and refer to the main NPCs.

As the PCs travel through Ravenloft, describe the rooms and give them a sense of where they have been and of the size of the place. This expansion should prepare them for their future assault on the castle.

For the duration of this truce between Strahd and the PCs, the following changes are made to encounters.

ESCORTS

Whenever the PCs travel with one of the NPC to escort them, such as Rahadin or Cyrus, they avoid all secret passages and traps. They do their best to avoid mentioning or drawing attention to such passages.

CLOSED-OFF AREAS

There are quite a few areas Strahd does not want the PCs to visit. Doors to these sections are arcane locked and any open access is bricked up and inaccessible. Closed-off areas are:

- Heart of Sorrow: K20
- Crypts and tombs: K84, K85, K86, K87, K88
- Any area containing a treasure of Ravenloft. If an NPC would be in such a location, move the NPC to the Dining Hall (K10).


Anytime the PCs enter one of these rooms, Rahadin appears and tells them the area is off-limit. If the PCs force their way, Rahadin fights them after one last

LOOTING & VANDALISM

Strahd is not very keen on having the PCs walk around and take everything in sight. These things he considers his. Should the PCs systematically loot the castle, upon wishing them farewell, Strahd demands the return of any item of his. This does not include items taken from someone in Ravenloft.

RANDOM ENCOUNTERS

Roll for random encounters as normal. However, any intelligent creature working for



Strahd stop and stand aside, watching the PCs, but take no hostile action unless the PCs initiate combat.

STRAHD

Strahd is in his tomb until the PCs solved his problem. He keeps tabs on the PCs through magical and mundane means. He prefers to stay away and observe. Staying away is likely to prevent the NPCs from clamming up.

Strahd arrives either at the end of the confrontation with the culprit or whenever the PCs decide to leave Ravenloft.

CONFRONTATION

When the PCs get an idea of who the culprit is, and the only tangible proof of treachery will require the PCs to confront or listen in on communications between the culprit and the accomplice.

None of the consorts admit or confess to doing anything wrong. They react poorly to being accused of turning against Strahd.

This confrontation turns violent quickly as the consort breaks the truce and attacks the PCs. Use the updated stat block for the bride to provide a more suitable challenge to the party than a simple vampire spawn.

DEFEAT

When the consort is taken down to 5 hit points or less, Strahd appears on the scene and

commands everyone to stop. If this would kill the consort, instead take the consort down to 1 hit point.

The consort admits to Strahd what they did and blames the PCs for breaking the truce. Once the PCs and Strahd have learned the accomplice's name, proceed to the conclusion.

CONCLUSION

Once the confrontation is over, Strahd commands the consort to wait for him while he thanks his guest. He thanks the PCs and promises to have their reward delivered to them.

The reward is either in the black carriage waiting for them or Vistani will deliver the reward to them. If the PCs asked to leave Barovia, he allows ONE PC to leave, letting them choose which one.

The black carriage drops the PCS wherever they were before coming to Ravenloft. Regardless of when the PCs leave the castle, they are dropped off an hour before dawn.

The guilty consort is either dead (if Lysaga is the accomplice) or gets locked into one of the empty crypts in K84. Waiting for eternity or the PCs to free them.

Strahd takes the action against the accomplice as soon as possible to send a message to his enemies, allies, and to the PCs.



James RPG Art



ANASTRAYA

Full Name: Anastraya Karelova

Location: Audience Hall (K25)

Origin: Barovian

Apparent Age: Early 20s

Actual Age: 40 years old

Strahd's Opinion: Vivacious and extroverted but too exotic and loud. She should be quieter, like Volenta, or more boring, like Ludmilla.

Role: Strahd's party planner

APPEARANCE

Anastraya wears a red wedding gown, a black and crimson veil sewn with precious jewels (750gp), and a platinum necklace with a black opal pendant (1,500gp).

DEMEANOR

Anastraya is the most outgoing, loud, and self-obsessed of the brides. She has no problem flaunting her sexuality, in an attempt to make others uncomfortable.

Other than herself, she only cares about her private parties and the welfare of her guests.

She tends to lie by exaggerating everything, even when speaking with Strahd. Everything is the best or the greatest or the worse ever. If caught in a lie, she continues and dismisses it as if nothing happened or she blames her accuser of misunderstanding what she said.

HISTORY

Related to the Vallakovich of Vallaki, Anastraya was once the most beautiful woman in Barovia. She had no more love than to be the center of the party feeling elation only when all eyes are on her. She was known for throwing great parties that drew the brightest and richest from the land.

She claimed that she would make herself Queen of Barovia if she got to meet Strahd. Not knowing his true nature, she openly declared herself eligible to marry him, spurning all other suitors.

At one such party, she met a dark woman named Ludmilla who invited her to dine with Lord Strahd in Ravenloft. Anastraya immediately agreed and left for Ravenloft. Ludmilla gave her a tour of the castle, hoping to

scare her but her hopes were dashed when Anastraya became enamored with the tyrannical display of brute power in the castle.

Upon meeting Strahd, she congratulated him. He was drawn to her vivacious and straightforward nature and made her his bride.

Since then she has been the castle's party planner and head socialite, appearing on Strahd's arm whenever he needs to be accompanied in public.

ACTIVITIES

Anastraya holds private parties where the trapped souls of Barovia are forced to attend. There, she dances and gossips with them as though they were living. She does let out many details of her private life with Strahd to them.

She loves to welcome the March of the Dead (see *Curse of Strahd*) as they enter the castle (K8) but before they reach the chapel.

GOSSIP

Escher: He is like every old poet: charming to have around in small doses but filled with old repetitive verses. At least, he is social enough to both appear and not overstay his welcome.

Ludmilla: That old Vistani spinster is an old unwanted wife hoping her man will come back to her. Strahd is never coming back to her because she is as exciting as a pool of dried blood. Strahd should be rid of her.

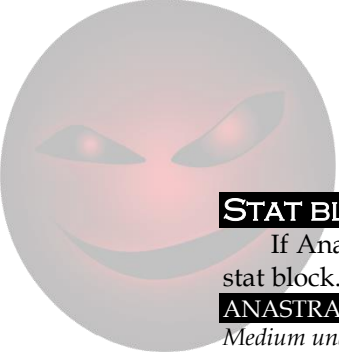
Volenta: Volenta enjoys creeping up on people a little too much but she keeps quiet and stays by herself most of the time. I can understand how Strahd enjoys her.

Strahd: There is only one man for me and Strahd is that man. He should pay more attention to her because I am the only one who brightens his life.

Gertruda: She is a foolish girl, lively but incredibly naïve. Strahd will get bored of her in no time.

MOTIVE

Anastraya is too self-absorbed to realize she could betray Strahd. She shares details about what is happening in Ravenloft, things she considers "common knowledge" and that "everyone knows."



STAT BLOCK ENTRY

If Anastraya is the culprit, use the following stat block.

ANASTRAYA

Medium undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 82 (11d8+33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	11 (+0)	10 (+0)	15 (+2)

Saving Throws Dex +6, Wis +3

Skills Deception +5, Insight +3, Perception +3, Stealth +6

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60ft., passive Perception 13

Languages Common

Challenge 6 (2,300 XP)

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage when it ends its turn in running water.



Stake to the Heart. The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

ACTIONS

Multiattack. The vampire makes two 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, the vampire can grapple the target (escape DC 13).

Bite. *Melee Weapon Attack* +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 6 (1d6+3) slashing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire 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.

LEGENDARY ACTIONS

Anastraya can take 2 legendary actions, choosing from the options below. Only one legendary option can be used at a time and only at the end of another creature's turn. Anastraya regains spent legendary actions at the start of its turn.

- **Never Alone.** Anastraya forces a spirit to coalesce into a specter under her control.
- **Spirit Protector.** A specter ally can make an attack against one enemy of Anastraya's choice.

ALLIES

To beef up the encounter with Anastraya, add the following creatures.

WRAITH

See *Monster Manual*.



ESCHER

Full Name: Escher von Preshlow

Location: Lounge (K49)

Origin: Outsider

Apparent Age: Mid 20s

Actual Age: 100 years old

Strahd's Opinion: Though once he was energetic and interesting but has been complaining a lot lately.

Role: Court poet and head diplomat

APPEARANCE

A smallish man with golden-blond hair, He is the most impeccably dressed of Strahd's consorts. Aware that his image is important to his status, he spends longer than the others grooming himself.

DEMEANOR

Escher is never seen without a smile as if he knew a joke he did not share with anyone. He speaks with great wit and is the master of the backhand compliment, leaving his interlocutor wondering if he is being insulted or compliment.

HISTORY

Escher was an adventurer and a traveling poet. Hailing from a large city beyond Barovia (left intentionally vague, Greyhawk in the World of Greyhawk, Waterdeep in the Forgotten Realms, or Khemaphis in the [Akhmet Campaign Setting](#) are all good choices). He longs to return to the city of his youth as the small-time of Barovia is wearing thin.

He recites verses from long-dead poets working on them and "improving" them. His more recent works though filled with sarcastic wit are redundant and unimaginative.

He realizes that Strahd is growing less interested in him and may plan on locking him away in the catacombs, something that fills Escher with absolute dread. So great is his terror that he would be willing to do anything. ANYTHING to avoid this fate.

ACTIVITIES

Escher often walks on or under the overlook (K6) where he recites his own verses while staring in the distance. He goes there to be alone and away from the others.

GOSSIP

Anastraya: She is the one point of light in this dreary place, the only one with at least an understanding of verses. Her parties may be dreary but they form a distracted audience. When she and Ludmilla meet, enjoy the blaze.

Ludmilla: She acts like everyone's mother, always telling everyone what to do. Yawn what a bore. At least she does not bother me. She and Anastraya do not like each other, their meetings are delightful.

Volenta: The little bitch always is creepy and she skulks around all the time. As an uneducated cur, she cannot keep a conversation beyond "hello". There is no doubt she could betray Strahd. Worse of all, the little twit could do it without realizing it.

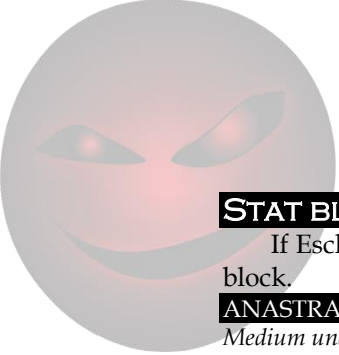
Strahd: He is a great man and the two of us enjoyed a lot of good times together away from the ladies. Now I think he may tire of me, so I stay out of his way and dream of places far from here.

Gertruda: She is delightfully idiotic and as bright as a pebble. I would have devoured her has Strahd himself not forbid it.

MOTIVE

Escher would love nothing more than to leave Barovia and see the largest cities of the multiverse and now that he has all the time in the world, he could see them all. He is not shy about sharing these motives.

He would be trying to find inspiration and as such would recite poems and songs that contain information about Strahd and his household.



STAT BLOCK ENTRY

If Escher is the culprit, use the following stat block.

ANASTRAYA

Medium undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 82 (11d8+33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	16 (+3)	11 (+0)	10 (+0)	18 (+4)

Saving Throws Dex +6, Wis +3

Skills Intimidate +7, Perception +3, Performance +10, Persuasion+10, Stealth +6

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60ft., passive Perception 13

Languages Common

Challenge 6 (2,300 XP)

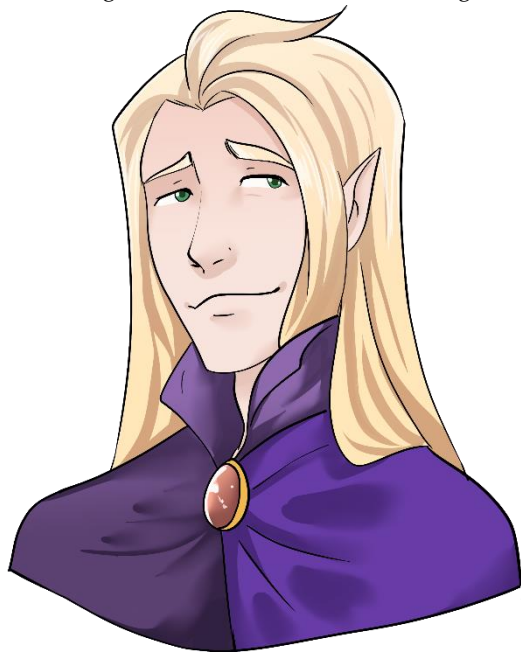
Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.

Harmed by Running Water. The vampire takes 20 acid damage when it ends its turn in running water.



Stake to the Heart. The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

SPELLS

Spellcasting. Escher is a 5th-level spellcaster. His spellcasting is Charisma (spell save DC 14, Spell Attack +7). He has the following bard spells prepared.

Cantrip (at will) *blade ward, dancing lights, vicious mockery*

1st level (O O O O) *bane, charm person, dissonant whispers, healing word, thunderwave*

2nd level (O O O) *calm emotions, enthrall, invisibility,*

3rd level (O O) *fear*

ACTIONS

Multiattack. The vampire makes two 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, the vampire can grapple the target (escape DC 13).

Bite. *Melee Weapon Attack* +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 6 (1d6+3) slashing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire 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.

LEGENDARY ACTIONS

Escher can take 2 legendary actions, choosing from the options below. Only one legendary option can be used at a time and only at the end of another creature's turn. Escher regains spent legendary actions at the start of its turn.

- **Cruel Words.** Escher cast a cantrip.
- **Unobtrusive.** Escher turns *invisible* (as the spell) until he moves or takes another action.

ALLIES

To beef up the encounter with Escher, add the following creatures.

VAMPIRE SPAWN

See *Monster Manual*.



LUDMILLA

Full Name: Ludmilla Vilisevic
Location: Study (K37)
Origin: Vistani
Apparent Age: Early 30s
Actual Age: 200 years old
Strahd's Opinion: Beautiful but boring.
Role: Strahd's historian and researcher

APPEARANCE

Ludmilla wears a white wedding gown, a gold tiara (750gp) and ten gold bracelets (100gp each).

DEMEANOR

Ludmilla is distant and aloof. She is quick to point fingers away from her, turning on anyone other than her. She remains calm and measured unless in the presence of Anastraya. Anastraya pushes her buttons and the two often have shouting matches when Strahd is not around.

She helps the PCs but seeks to end the interview as quickly as possible. When in the study, she casts a *silent image* to cover Tatyana's portrait with one of herself dancing before Strahd.

Ludmilla spends her time reading in the library. She knows much about Barovia and its history. She works with other Vistani to locate beautiful women for Strahd.

She spends a lot of time playing with her old Tarokka deck, in vain hope of ever regaining her gift.

HISTORY

Ludmilla was a Vistani seer who saw her mother grow old and blind. She feared growing old above all else. When she first saw Strahd, she read her Tarokka and saw she was destined to become his bride.

She met him on the road and told him about the fate she was. Strahd brought her to Ravenloft where he took her as his apprentice. She shuns by her intelligence and perspicacity. In a fit of passion, he made her his bride. Upon turning into a vampire spawn, she lost her Gift of sight.

She now serves as the house mother, keeping the other consorts in line. She knows Strahd has no more feelings for her so she focuses on being useful to him: providing him with distractions

and not constantly demanding his attention. She recognizes that she no longer loves him but is moved by a strong sense of loyalty.

ACTIVITIES

Ludmilla often goes to the King's Hall (K27) where she paces along the walls, reading a book.

GOSSIP

Anastraya: She is the loudest and most self-centered person I ever met. Everything must always be about her. I regret finding her in Vallaki and brought her to Strahd. She holds nightly parties with the spirits here in the Castle. If there is a traitor in Ravenloft, look to her first, she is my only suspect.

Escher: Like me, he is the only one in Ravenloft who has a purpose and who fulfills it. I would be surprised if he did anything wrong.

Volenta: She is quiet and reserved, in her own creepy way. She is not educated enough to do more than torture animals or kill in gruesome ways.

Strahd: Strahd is no longer as enamored with me as he once was. However, I keep myself useful to him by finding him fresh consorts. I am invaluable to him.

Gertruda: Strahd will no doubt use her to replace Anastraya after she steps out of line. A foolish girl who believes any lies.

MOTIVE

Ludmilla seeks to regain her Gift to advise Strahd. She keeps an eye for someone who may replace her as the head organizer and she maintains her position against all potential rivals.

She shares information about Strahd's preferences and current interest in order to find him suitable consorts.

STAT BLOCK ENTRY

If Ludmilla is the culprit, use the following stat block.

LUDMILLA

Medium undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 82 (11d8+33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	16 (+3)	19 (+3)	10 (+0)	10 (+0)

Saving Throws Dex +6, Wis +3

Skills Arcana +7, History +7, Perception +3, Stealth +6

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60ft., passive Perception 13

Languages Common, Draconic, Vistani

Challenge 6 (2,300 XP)

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.



Harmed by Running Water. The vampire takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

SPELLS

Spellcasting. Ludmilla is a 5th-level spellcaster. Her spellcasting is Intelligence (spell save DC 15, Spell Attack +7). She has the following wizard spells prepared.

Cantrip (at will) *acid splash, mage hand, minor illusion, shocking grasp*

1st level (OOOO) *burning hands, charm person, magic missile, shield, unseen servant*

2nd level (O O O) *detect thoughts, hold person, invisibility, misty step*

3rd level (O O) *counterspell*

ACTIONS

Multiattack. The vampire makes two 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, the vampire can grapple the target (escape DC 13).

Bite. *Melee Weapon Attack* +6 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 6 (1d6+3) slashing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire 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.

LEGENDARY ACTIONS

Ludmilla can take 2 legendary actions, choosing from the options below. Only one legendary option can be used at a time and only at the end of another creature's turn. Ludmilla regains spent legendary actions at the start of its turn.

- **Advantage of Experience.** Ludmilla can make a new saving throw to end a condition.
- **Quick Caster.** Ludmilla can cast a cantrip.

ALLIES

To beef up the encounter with Ludmilla, add the following creatures.

FIRE ELEMENTAL

See *Monster Manual*.



VOLENTA

Full Name: Volenta Popofsky

Location: Hall of Bones (K67)

Origin: Barovian

Apparent Age: Late teens

Actual Age: 60 years old

Strahd's Opinion: Strahd admires her bloodlust and her absolute devotion to him.

Role: Strahd's assassin

APPEARANCE

Volenta wears a faded gold wedding gown that has been repaired many times over the years. She is most recognizable by her platinum skull face mask (750gp) and ten platinum rings set with gemstones (250gp each).

DEMEANOR

Volenta likes to make people uncomfortable, she does this by asking questions about their feeding habits and about any depraved act they committed. She listens with girlish glee if they relate any gruesome, grotesque, or violent tale – true or not.

She likes to play with her victims much like a cat plays with a cornered mouse.

She carves dolls out of bones with her claws then dresses them in outfits made from rags. She often carries them around.

HISTORY

Volenta was a baker's daughter with a mean streak. She admired Strahd for the tales of his cruelty and ruthlessness. Such things made her happy instead of horrified. His murderous past impressed her a called upon her natural sadism.

She fled Vallaki pursued by a mob and came to Ravenloft where she threw herself at Strahd's feet and begged for his mercy. She told him she would do anything if he granted her asylum. Strahd was intrigued and excited about the proposition and her his bride.

She has kept her pledge to this day and she is usually the one Strahd sends to send grisly messages.

ACTIVITIES

Volenta spends a lot of time with Cyrus in the Hall of Bones. She sometimes stalks others around the Castle, which creeps out everyone.

GOSSIP

Anastraya: She does not know her place, not everything revolves around her.

Escher: He is the court poet. He complains about wanting to leave all the time. He must be the guilty one.

Ludmilla: She is an inspiration as she performs her tasks with dedication and runs the household. She does tend to use big words to sound important, words I do not always understand. She wishes to spend more time with Strahd.

Strahd: He is the man of my life, the one who made me into much more than I was supposed to be. Strahd and I share a love that will never end. He may have other wives but they mean nothing to him.

Gertruda: I am under strict orders to leave her alone, that she is for Strahd. I wonder what squeals she would do if struck with a dagger.

Tatyana/Ireena: A woman brought back to life that would captivate Strahd's interest! He seeks life and cruelty and blood.

MOTIVE

Volenta genuinely cares for Strahd and she genuinely believes she is sharing unimportant and minute personal details about herself. She does not think that information about Strahd can be inferred through such details.

She shares all the things Strahd does to please her and the great time they have together, the crueler, more violent and bloodier the better.

STAT BLOCK ENTRY

If Volenta is the culprit, use the following stat block.

VOLENTA

Medium undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 93 (11d8+44)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	11 (+0)	10 (+0)	10 (+0)

Saving Throws Dex +7, Wis +3

Skills Perception +3, Stealth +7

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical weapons

Senses darkvision 60ft., passive Perception 13

Languages Common

Challenge 6 (2,300 XP)

Ambusher. Volenta has advantage on attack rolls against any creature she has surprised.

Regeneration. The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

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

Vampire Weaknesses. The vampire has the following flaws:

Forbiddance. The vampire can't enter a residence without an invitation from one of the occupants.



Harmed by Running Water. The vampire takes 20 acid damage when it ends its turn in running water.

Stake to the Heart. The vampire is destroyed if a piercing weapon made of wood is driven into its heart while it is incapacitated in its resting place.

Sunlight Hypersensitivity. The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Vicious. Once per round, when Volenta attacks a target with advantage or if she attacks a creature when she has no incapacitated or helpless enemy within 5 feet of her, she deals an additional 10 (3d6) damage.

ACTIONS

Multiattack. The vampire makes two attacks, only one of which can be a bite attack.

Claws. *Melee Weapon Attack* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (2d4+4) slashing damage. Instead of dealing damage, the vampire can grapple the target (escape DC 13).

Bite. *Melee Weapon Attack* +7 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. *Hit:* 7 (1d6+4) slashing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the vampire 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.

LEGENDARY ACTIONS

Volenta can take 2 legendary actions, choosing from the options below. Only one legendary option can be used at a time and only at the end of another creature's turn. Volenta regains spent legendary actions at the start of its turn.

- **Cursed Dolls.** Volenta breaks one of her bone dolls and everyone within 10 feet must make a DC 14 Charisma saving throw or take 7 (2d6) psychic damage, or half as much on a successful save.
- **Sneaky.** Volenta moves up to her speed without provoking opportunity attacks. She can make a Stealth check as part of this action.

ALLIES

To beef up the encounter with Ludmilla, add the following creatures.

REVENANT

See *Monster Manual*.

HELPERS

The following NPCs are not part of the plot and should be used to help the PCs advance the plot. These NPCs may know something, based on their likes and dislikes. Only Rahadin says nothing. The others are quite willing to talk.

CYRUS

Location: Servant's Hall (K62)

Cyrus is busy cooking the next meal in the Kitchen (K65). He assumes the PCs are guests.

Cyrus is closest to

GOSSIP

Anastraya: She spends her time planning and organizing her little parties. She does not ask for much of me.

Ludmilla: She spends her time in her books. She does leave

Volenta: She is the only one with an eye for art and an appreciation for beauty.

Gertruda: She is neither bright nor demanding, I like her!

Helga: She is eye candy and little more.

GERTRUDA

Location: King's Bedchamber (K42)

The daughter of Mad Mary from the village of Barovia, Gertruda is oblivious to any danger to herself, especially from Strahd. Sheltered by her mother all of her life, Gertruda is innocent and believes only in a rather fairytale view of life. When faced with a decision, Gertruda almost always makes the most simplistic choice. She is naive to the point of being a danger to herself and others.

Fortunately, Strahd has not yet bitten her. He is intent on his current plot and is saving her for later. This will change as the end of this expansion ends with the death of one of Strahd's brides, Gertruda will only be too happy to fill her shoes.

She is overjoyed that people came to the castle as she finds the others very dull.

GERTRUDA

See *Monster Manual*, use commoner.

GOSSIP

Anastraya: She is nice but having a conversation with her is hard. She speaks about herself a lot.

Ludmilla: She is like a mother to me. She makes sure everyone is well cared for.

Volenta: She scares me but she is just playing. She does make beautiful dolls.

Helga: I don't think she works very hard. There is a lot of dust in the castle.

Cyrus: He is a strange man. He cooks the food we all eat.





HELGA

Location: Maid in Hell (K34)

Unlike the other spawn, Helga pretends to be alive. She is not considered one of the consorts.

Helga pretends to be a poor Barovian girl working here to support her family. She asks the PCs not to draw attention to her during their investigation. She is a gossip who can cast suspicion on any one of the consorts.

GOSSIP

Anastraya: She speaks with the spirits during her parties and tells them everything. I fear she may speak too much.

Ludmilla: Strahd does not want her anymore. She is now little more than the purveyor of service. I would be worried if I were her.

Volenta: She loves to lurk in the depths of the castle surrounded by bones and the dead. But the worse is those evil dolls. I think she sews the souls of the dead into them.

Gertruda: She wants to marry Strahd but has no idea what that means! She plans to live happily and bear him many children. What a fool!

Cyrus: The little runt is just disgusting, I think he cooks people down there. I would not touch anything he prepares. Yuck!



RAHADIN

Location: Wherever the PCs call him

Rahadin never provides any information that he is not asked directly. He takes the PCs from one location to the next, remaining as quiet as possible.

During this visit, Rahadin always finds himself in or near any areas the PCs are not allowed to visit.

GOSSIP

Rahadin does not provide the PCs with any gossip or thoughts on anyone or anything. He does not approve of calling upon the PCs to investigate the consorts. If pressed, he makes his thoughts known.



HANDOUT I: INVITATION



My friends,

I know that it is I who have brought you to this land, and know that I alone can release you from it. I bid you dine with me at my castle so that we can meet in civilized surroundings.

I guarantee the safety of your travel and person as we seek to get to know each other better.

I have a personal request that will undoubtedly result in our mutual benefits.

I await your arrival

*Your Host,
Strahd von Zarovich
Count of Barovia
Lord of Ravenloft*





DRAMATIS PERSONAE

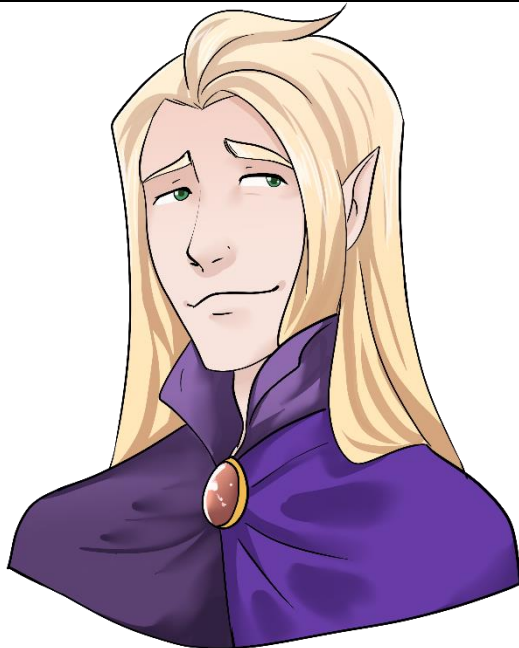
ANASTRAYA



LUDMILLA



ESCHER



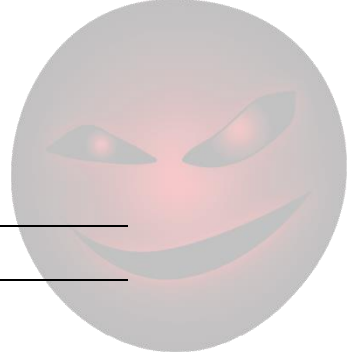
VOLENTA



STRAHD



GERTRUDA



HELGA



RAHADIN



ALSO FROM FOE ON THE DM'S GUILD

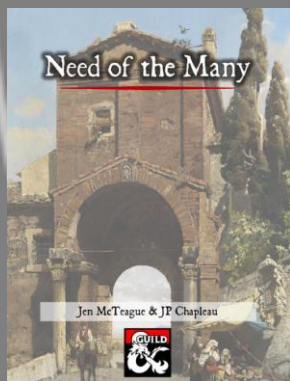


[Dreams of Dust](#) [A Ravenloft Tale of Unrequited Love](#)

By JP Chapleau

Obsessive love turned toxic, love that covers everything, love that sticks to you forever, love that forgets everything else. This is a tale of such a love affair. You are the next ones to be embroiled in this one-sided love affair that could only take place beyond the Mists.

This 9-15 hours adventure set in Ravenloft is best played with a group of 4-6 characters of level 4-6 (optimized for level 5s).



[Need of the Many](#)

By Jen McTeague and JP Chapleau

A local arcanist linked to the Church seeks a minor artifact to protect towns from attacks. It should be abandoned and forgotten by all in the ruins of Midsanborg Castle. However, not all is as it seems at Midsanborg Castle, and choices will have to be made. Does the need of the many...?

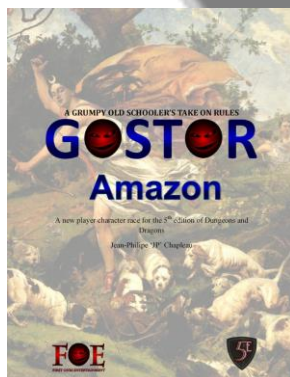
This 4 hour adventure is best played with a group of 4-6 characters of level 5-10 (optimized for level 7).



[Treasures: Ten Magic Items](#)

By JP Chapleau

A collection of ten unique magic items. Each of these items comes not only with its own history and unique powers, but with a series of 1-3 adventure hooks for each. Each is more than treasure – they are an adventure!



[Gostor: Amazon](#)

By JP Chapleau

The Amazons are human, but set apart because they are blessed -and cursed - by the gods.

Players will find a new race and new feats. GMs will find ideas to introduce and use amazons in your own campaign setting, with adventure hooks and notes on how amazons fit into other campaign settings.

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Akhamet

CAMPAIGN SETTING

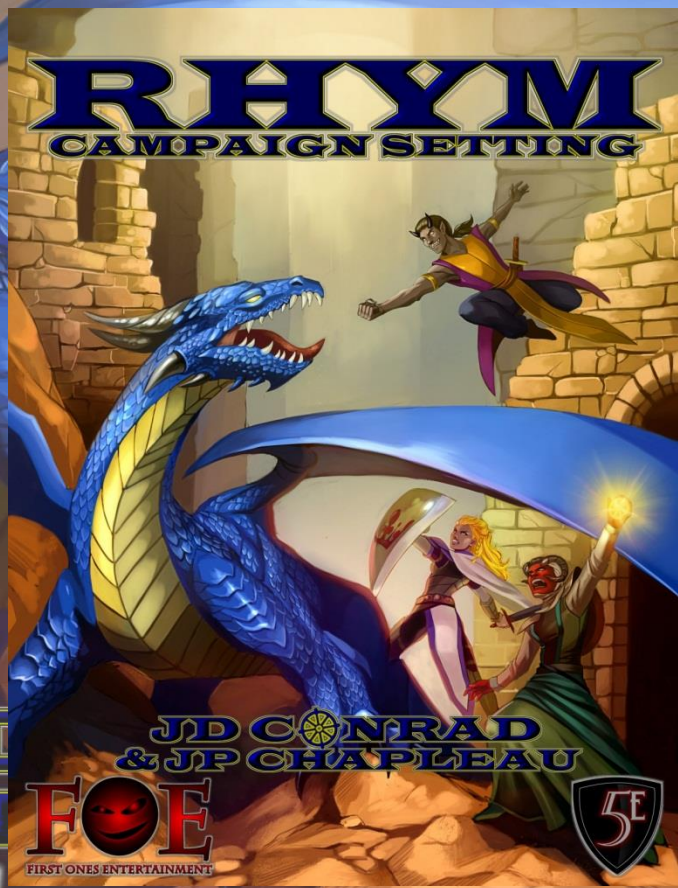
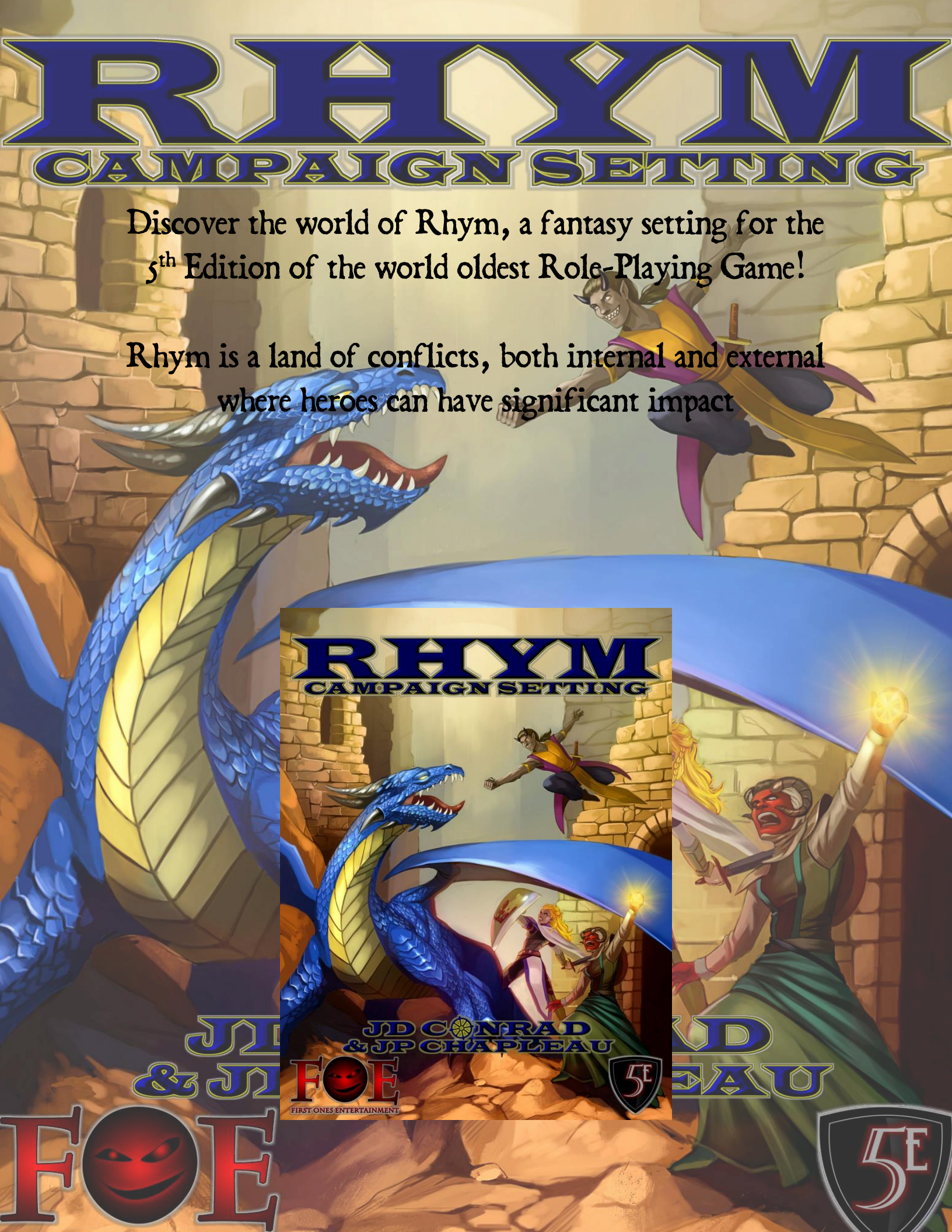


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FOE



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