

# FLESHING OUT CURSE OF STRAHD: THE VISTANI & TAROKKA

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## CHAPTER 4

A Guide and Expansion by MandyMod





# How to Use This Guide

**F**leshing Out Curse of Strahd is a series of expansions and elaborations to the main *Curse of Strahd* campaign. The full series is a DM tool that attempts to add depth to various NPCs, streamline confusing plot lines, fill in plot holes, and alleviate some of the stress associated with TPK inducing encounters throughout the campaign.

As such, information presented and included throughout the series is designed to overwrite some of the information in the original text. For instance, if *Fleshing Out* refers to Ireena Kolyana as the natural born daughter of the Village of Barovia's burgomaster, this is taken as fact, even if the printed text states otherwise.

However, *Fleshing Out* is in no way meant to completely replace the original *Curse of Strahd* campaign. It instead is a companion guide, used properly by reading and referencing the original text to incorporate the overwrites detailed in this series.

For a more in-depth and casual look at the thinking behind the changes in *Fleshing Out*, please refer to the original posting of the series on Reddit. Find the series under username [u/MandyMod](#) on the [r/CurseofStrahd](#) subreddit.

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# THE JOURNEY TO TSER POOL

**M**adam Eva's Tarokka reading is one of the most important events in the entire module. Not only is the card reading a fun mini game for the players, but it also guides the adventure forward, offering hooks to various locations and giving the player characters a sense of cohesion and purpose. While new Dungeon Masters might balk at the idea of outright railroading their party into visiting Tser Pool, do whatever you can to encourage this pit stop. You and your players will not regret it.

## GETTING TO THE ENCAMPMENT

If you're using the travel times outlined in Chapter 1 of the *Fleshing Out* series, the journey from the Village of Barovia to Vallaki takes 4 full days of travel. However, detouring on the road by Tser Falls can cut a full day off that travel time.

Additionally, the Tser Pool Encampment is strategically placed just short of a single day's journey from the Village of Barovia. If players aren't enticed by the idea of shortening their travel to Vallaki, having a safe and populated place to rest should catch their attention.

Even if Ireena seems disenchanted with the idea of staying with Vistani - a people she incorrectly believes are Strahd spies - she also recognizes the safety of staying with their colorful neighbors. And in Barovia, safety is favored over cultural bias.



"CANDY?"

"Do you already know if I'm going to take it?"

"Wouldn't be much of an oracle if I didn't."

"But if you already know, how can I make a choice?"

"Because you didn't come here to make a choice."

You've already made it. You're here to try to understand why you made it."

- Oracle & Neo,  
The Matrix

## ENCOUNTERS ON THE ROAD

As the party travels to Tser Pool, consider giving them an encounter or two from the following list. These encounters should be appropriately balanced for level 3 adventurers.

### ABANDONED FARMSTEAD

The players come across the remains of an old farm house, which is little more than standing stone walls without a roof or doors. Within the house are 2d4 **Strahd zombies**, which lay collapsed on the floor until the players enter the ruins and trigger initiative.

After defeating the zombies, players can find a salvageable spool of hempen rope in the ruins and a collective 5 sp and 16 cp on the corpses.

### WOLVES

As the party travels, they attract the notice of a pack of wolves, which include 2-3 **dire wolves** and 2d4 + 2 normal **wolves**. The wolves try to attack and focus down the largest and most threatening looking player character, as they assume that character is the alpha of the party. Once a single dire wolf dies, the rest of the pack flees.

### THE CROSSROAD GALLOWES

The River Ivlis Crossroads at point F on the Barovia world map has a minor frightening encounter with a player character appearing on the nearby gallows.

### A WISP AND A SHRINE

The players suddenly spot a small, floating light on the edge of the treeline. This light is a **will-o'-wisp** and it is benign. If the players approach the wisp, it briefly turns invisible and blinks back further in the trees. If the players follow the wisp, it leads them to a small stone menhir, about 3 feet tall. The menhir is an old shrine to the Seeker of the Fanes of Barovia. It bears the carving of a stick-figure woman with wings and a third eye standing over the primitive drawing of a tree.

After the players find the shrine, the wisp disappears. If the players deface the shrine, 3 wisps appear and fight until dead.

## ADVENTURE FLOW

The players embark from the Village of Barovia on a long journey to Vallaki. For their first night on the road, they make a pit stop at the Tser Pool Encampment.

The encampment is home to the Vistani, a colorful people who value family and foresight. After being welcomed into the camp, the players are whisked away into Madam Eva's tent, where the renowned seer reads their fortunes using Tarokka cards.

In this Tarokka reading, the players learn they are not in Barovia by chance, but that they have been brought together by fate itself to try and defeat Strahd once and for all. The cards give them guidance on finding items to help them in this great quest.

After a comfortable evening with the Vistani, the players embark again the next morning.



# QUICK REFERENCE

## NOTABLE NPCs

Name	Description
Arahja	A boistrous Vistani man, mid-thirties. <b>Commoner</b> statblock.
Rina	Quiet, but quick-witted Vistani woman, late-twenties. <b>Commoner</b> statblock.
Madam Eva	Elderly Vistani seer. Secretely the Seeker of the Forest Fane. <b>Lady of the Wood (Weakened)</b> statblock.

## VISTANI TERMS

Term	Meaning
Vistana	A singular Vistani
Raunie	An honored seer
Giorgio	A non-Vistani
Giogoto	A non-Vistani who has been accepted into their tribes as family
Mortu	A Vistana who has been cast out and exiled for having committed a great crime or otherwise dishonoring their people
Threads of Fate	The Vistani's religion involving the passage and remembrance of time
Tarokka	Fortune telling cards, similar to real world Tarot



# VISTANI CULTURE

The vast majority of the Vistani presented in the adventure book are Strahd spies. However, in an effort to present a more generous and respectful version of their culture, the Vistani should instead live in Barovia as a generally misunderstood people.



After the Vistani from centuries past rescued Strahd from death, Strahd promised their people permanent clemency in his lands. As a result, the Vistani have the following protections in Barovia:

- The Vistani are not attacked or targeted by the average Barovian threats, such as wolves and werewolves.
- Strahd doesn't hunt for either blood or consorts among the Vistani. If a Vistana becomes a vampire spawn, it's because they pursued Strahd, and not the other way around.
- Strahd willingly opens and closes the mists for the Vistani to travel between planes.

If a single Vistana becomes actively antagonistic against Strahd, like Ezmerelda, they forfeit the above safeties.

Because the Vistani don't suffer the same dangers as normal Barovians, most Barovians believe their entire culture evil for having gained Strahd's respect. However, the Vistani generally don't care about Strahd at all, considering him an interesting and horrifying campfire story and little else.

## A FRIENDLY FOLK

The Vistani highly value hospitality. They believe in an abstract version of Karma, or that kindness breeds kindness and hate breeds hate. They welcome any and all visitors with open arms and food at the ready.

The Vistani are a generally colorful and celebratory people. They are fans of wine, music, and dance and often indulge in all three. They believe that these revelries are medicine for the human soul and push visitors to join them in their merrymaking. The more crest-fallen the visitor, the more the Vistani will gather around them and push food into their bellies and try to make them laugh.

## THE THREADS OF FATE

The Vistani don't worship any gods, but instead believe in something they call the Threads of Fate. They believe that all actions have reactions and that fate's wound its strings around everyone. These Threads help guide their people and those honored seers that can read the Threads exceptionally well are called Raunie.

## FAMILY GROUPS

The Vistani believe that family comes first and foremost. And to them, family aren't restricted to blood. A Vistani family includes a great number of people, from extended family to friends and distant relatives.

Those unfortunate Vistani that dishonor their families or otherwise forsake their culture are cast out and excommunicated from the Threads of Fate. These Vistani outcasts are called Mortu and are usually marked with a scar under one of their eyes.





## INTERACTING WITH THE VISTANI

The moment a Vistana catches sight of the approaching party, they call out as if greeting a long lost friend. The player characters are ushered into the camp and seated by the campfire where they're given food and wine. Meeting the Vistani should be quite unlike anything the players have encountered thus far.

They've seen the horror of the Death House and the bleak, depressing Village of Barovia. Suddenly, they're thrust into a world of color, music, and laughter. Players should *love* the Vistani.

### ARAHJA & RINA

While the majority of the Vistani at the Tser Pool Encampment will readily greet the party, two Vistani - Arahja and Rina - should take point as the primary speakers.

Arahja is a larger-than-life boisterous man with a booming laugh. Rina, conversely, is quiet and clever, offering the odd well-placed pun or quip when conversation allows. The pair do their best to make the party feel welcome, Arahja asking the player characters about themselves and Rina quietly refilling their bowls of stew when they're not looking.

Arahja and Rina share what little information they know about the land. They lament the party's entrapment in Barovia and warn them against the locals, who they claim are incredibly boring. If the players bring up the three Vistani sisters in the Village of Barovia, mentioning their scars, Arahja and Rina spit on the ground, expressing great distaste for the Mortu.

If the players express an interest in escaping the mists, Arahja says that only the Threads of Fate would know a way out for them. He then tells the party to consult Madam Eva for a way to read the Threads and ushers the player characters to her tent.

### MADAM EVA

When the party approaches Madam Eva's tent, she calls for them to enter before they even announce themselves. She addresses each of the player characters by name without needing an introduction, and uses their full birth name instead of nicknames.

When the party has been ushered inside and is sitting around her table, she proclaims, "It took you all long enough! I have been expecting you. Are you ready to learn your fate?"

### MADAM EVA'S TRUE IDENTITY

Instead of the story in the text involving Madam Eva's relation to Strahd, Eva is the Seeker of the Forest Fane.

The Fanes of Barovia were a trio of archfey goddesses that watched over the Barovian valley before Strahd's arrival. Shortly after his turn to vampirism, Strahd desecrated the shrines of the Fanes and stole their power over the land. Now, Madam Eva appears as an elderly woman, retaining only her great gift of foresight and her immortality. For more information on the Fanes, refer to Chapter 1 of the *Fleshing Out* series.

Eva has managed to hide amongst the Vistani for centuries, evasively explaining her persistent life as a by-product of her great precognition. Not a single Vistani knows of Madam Eva's true identity and most think nothing of her longevity.

Madam Eva has a personal stake it helping the player characters with the following Tarokka reading, as defeating Strahd would restore her godhood. However, the Threads of Fate are fickle. She isn't certain that this party won't fail their quest, and so she won't risk revealing herself to them in this encounter. Instead, her identity is only revealed in the last stretch of the campaign after the Fanes are restored.

### LEAVING TSER POOL

Once the Tarokka reading is complete, Madam Eva shoos the party from her tent, encouraging them to enjoy themselves with the other Vistani. The evening concludes uneventfully, with more wine, food, and stories. The Vistani spare the party a tent with blankets and bedrolls for the night.

### NEXT STOP: OLD BONEGRINDER

At the end of the following day's travel, the players will come across Old Bonegrinder. In order to maintain the mystery of this location and to avoid passively incriminating the Vistani for not warning the party of the windmill's dangers, avoid mentioning Old Bonegrinder altogether. The players will instead come across the windmill naturally in their travels and consider the building a possible rest stop for the following evening.

### LEVEL 4!

Concluding the fateful Tarokka reading is an excellent milestone to award the party level 4. This added level will come in especially handy at Old Bonegrinder if players seem keen on fighting instead of fleeing from the upcoming deadly encounter.



# THE TAROKKA READING

**R**ig the Tarokka reading. The placement of such game-changing items should not be left to chance. While it is most certainly fun to draw randomly for cards, these particular cards will determine the flow of the entire game for potentially months of sessions to come.

Imagine a party of level 3 characters suddenly obtaining the Sunsword from Madam Eva's tent or learning that their only ally is Ismark, a man they've just left behind.

While you can still allow your players to draw from the deck randomly, pre-select the responses you want to give regardless of the cards drawn. This will give your players the thrill and excitement of drawing cards without actually compromising the narrative.

## GENERAL RECOMMENDATIONS

No matter what results you choose for the Tarokka reading, here are some general recommendations:

- **No Backtracking.** Avoid results that force the party to backtrack, such as placing an item in the Village of Barovia. Players should be eager to move forward and backtracking will likely upset or disappoint them.
- **Avoid Castle Ravenloft.** Castle Ravenloft should be an endgame dungeon. While the players might attend dinner at Ravenloft mid-campaign, that dinner should not involve the exploration it would take to recover a fated item from within the castle. Keep Ravenloft enigmatic and use the items to hook lesser known locations like Berez and Argynvostholt instead.
- **Favor Player Quests.** If you've managed to incorporate some of your player characters' backstories into the adventure, do your best to favor options that play to those personal quests.
- **Rewards, Not Treasure Hunts.** Instead of hiding away the prophesied items in specific locations, like Lady Wachter's bone box in Vallaki or a specific room in the Winery, offer the items as rewards for quests. The players might successfully return a magic gemstone to the Winery, earning the Martikov's trust along with the Tome of Strahd, for instance.

## QUICK BUILD

For a quick build of the fated Tarokka reading that corresponds well with the *Fleshing Out* guides, use the following choices:

### TOME OF STRAHD

Place the Tome in Krezk, sealed within a water-tight chest at the bottom of the Pool of the White Sun. This option lets your players avoid destroying the gazebo, potentially upsetting the Krezkites.

*"Look to the west! Find water aglow with the light of the sun, hidden behind the walls of man."*

### THE HOLY SYMBOL OF RAVENKIND

Give the Symbol of Ravenkind to Vladimir Horngaard in Argynvostholt. Only after lighting the beacon of Argynvostholt and purifying the revenants will Vladimir give the party the Symbol as reward.

*"I see the house of a dragon! And a heart, once pure, corrupted by hatred. Bring light to the house and peace to the heart, and you will have your protection from the devil on high."*

### THE SUNSWORD

Have the Ladies Three of the Fanes of Barovia reward the party with the Sunsword after their restoration. This task involves more than one location, so you might be more vague with this reading.

*"I see the shrines of murdered gods! Help the land find its peace and it shall reward you with the power you seek. Start in an amber palace of darkness."*

### THE ALLY

Make Rudolph van Richten the party's fated ally. Van Richten can easily be adapted to player character backstories and he's useful in combat without outshining the players. He's also on the move often, so you can easily make the players chase him to hook other locations as needed.

*"Look for a mighty predator. A hunter of hunters! He stalks this land, in hopes of slaying the mightiest prey of all. Perhaps you and he share an adversary..."*

### STRAHD'S LOCATION

Place Strahd in his brother's tomb. When the players find Strahd, he laments Sergei's murder and makes casual degrading remarks about Ireena and Tatyana alike for forcing his hand. He hopes Tatyana's next reincarnation will love him as he deserves and moves to destroy the party.

*"When it is time to face your fate in the eyes of your deadliest foe, pursue him into the depths of darkness! You shall find the devil in the tomb of the only man he has ever envied."*





## A RIGGED READING

The following are general recommendations for each aspect of the Tarroka reading.

### THE TOME OF STRAHD

The Tome of Strahd is a wonderful role-play object, but otherwise holds little mechanical function for the party. However, it can provide the party valuable insight on Strahd and perhaps advance their understanding of the grand story at play. The Tome of Strahd should therefore be the first of the fateful objects the players find.

Place the Tome of Strahd somewhere populated such as Vallaki, Krezk, or the Winery for the best results.

### THE HOLY SYMBOL OF RAVENKIND

The modified version of the Holy Symbol found in Chapter 1 of this series focuses more on protecting the party from Strahd's divination than fighting the vampire. This item of protection can prove vital later in the campaign as the party plots on ways to disable, weaken, and defeat Strahd.

Consider using the Holy Symbol to hook the lesser traveled locations in *Curse of Strahd* like Berez, Argynvostholt, and the Werewolf Den.

### THE SUNSWORD

The Sunsword is the most powerful and useful magic item in the entire campaign. Not only is it extremely dangerous to Strahd, but it also has minor story significance in its connection to Sergei.

Use the Sunsword as a major reward for the party and save it for the very end of the campaign. If possible, use it as a reward for restoring the Fanes of Barovia, having it appear at one of the Ladies' shrines after their restoration. Alternately, you might place it in the Amber Temple to provide a hook to the elusive location and reward the players for discovering the secret of Strahd's connection to Vampyr.

### THE ALLY

The party's fated ally is going to vary greatly from campaign to campaign.

While the fated ally can most certainly directly assist the party in their final battle against Strahd, this NPC does not have to be mechanically useful in a fight. You do not have to choose an ally for their statblock. Additionally, you don't need to have the ally follow the party around like a sidekick, as the text suggests.

Instead, the ally is a mechanism towards Strahd's defeat. For instance, this person might be useless in battle, but prove integral in getting the players to the Amber Temple so that they can learn how to undo Strahd's connection to Vampyr. Or maybe the ally is an informant, like one of the Martikovs, who can offer the players much needed assistance in protecting them from Strahd's agents of darkness.

Outside of the ally's narrative function and their usefulness in a fight, the ally is a prime opportunity to further weave player character backstories into the campaign.

Every party will have a different ally that is best for them. Feel free to choose or create an ally outside both the lists in this guide as well as the list provided in the text to get the best result for your party.

## STRAHD'S LOCATION

One of the best parts of confronting Strahd in his castle at the end of the adventure is the dungeon crawl that precedes the boss fight. Castle Ravenloft is an iconic location to explore. To give your players the opportunity to fully experience Castle Ravenloft, place Strahd at either a very high or very low elevation, forcing the party to delve through Ravenloft to find their adversary.

## PERSONAL QUEST CARDS

In addition to the core Tarokka reading, you might also consider giving your player characters individual fortune tellings specific to their personal quests.

In these individual readings, each player draws two cards: one from the low deck and one from the high deck. The card from the low deck tells the player character something about their past or their inner turmoil, hinting at that character's personal conflicts. The card from the high deck provides the player character guidance on overcoming that conflict.

For example, a player with a Dark Power connection may need to travel to the Amber Temple to confront their demon. Upon seeing the low deck card, Madam Eva says, "I see you have been touched by darkness! And now, the survival of your very soul hangs in the balance! You are doomed unless you cast off this terrible shadow." After revealing the high deck card, she says, "You must cut off your darkness at its very source! Look for a resin coffin deep in the mountains."

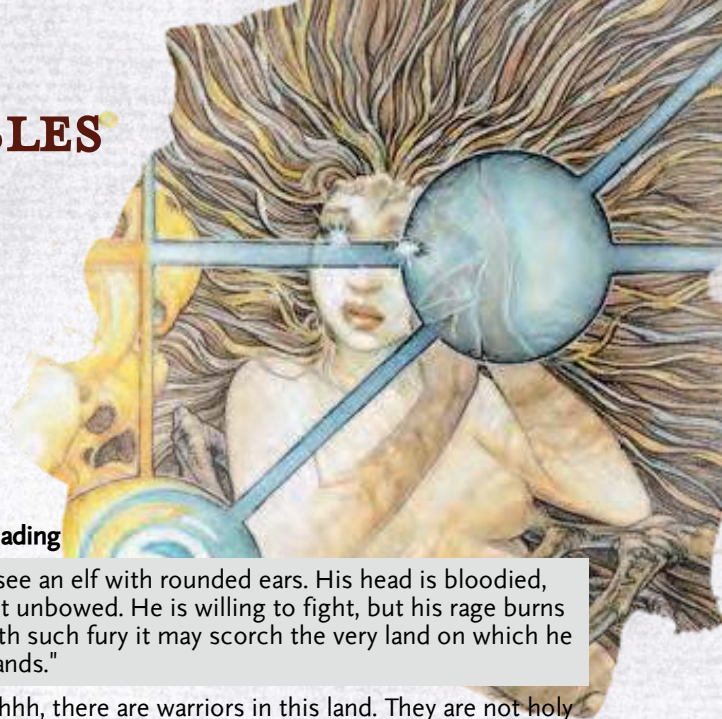
Other player characters may have less specific personal quests. Perhaps the party's rogue has no great demon to confront, but instead struggles with their sense of self worth. Or perhaps the fighter is too quick to anger and must learn restraint. You can provide such characters more vague fortunes or perhaps use them to hook other locations in the campaign.





# ALTERNATE TAROKKA TABLES

If you feel uncomfortable completely rigging the Tarokka reading, or perhaps have trouble improvising card readings to indicate alternate locations, you can instead refer to following tables. Each table matches the recommendations detailed on the previous pages and each reading should appropriately reflect the drawn card.







## TOME OF STRAHD



Card	Location	Reading
1 of Swords — Avenger	Vallaki, Vistani Camp, Kasimir's Hovel	"I see an elf with rounded ears. His head is bloodied, but unbowed. He is willing to fight, but his rage burns with such fury it may scorch the very land on which he stands."
2 of Swords — Paladin	Winery, Under the Care of Adrian Martikov	"Ahhh, there are warriors in this land. They are not holy themselves, but their cause is more than just. Speak to their leader, an elder brother with a raven soul."
3 of Swords — Soldier	Vallaki, Reformation Center, Tower Base/Training Room	"I see a great house of warriors. They train to protect their people, but by the words of a mad king. Train with them and perhaps you shall find a way to understand the devil himself."
4 of Swords — Mercenary	Krezk, Under the Care of Dmitri Krezkov	"Aha! Your services are required. A town far to the west feels the pain of a great thirst. Assist their leader, and he shall reward you with knowledge."
5 of Swords — Myrmidon	Winery, Martikovs' Reward for Dealing with the Events at Yester Hill	"What horror! Warriors of stone and wood have stolen from a good-hearted family. Take back what was stolen, and perhaps the family shall reward you dearly."
6 of Swords — Berserker	Winery, Martikovs' Reward for Dealing with the Events at Yester Hill	"What horror! Warriors of the wood have stolen from a good-hearted family. Take back what was stolen, and perhaps the family shall reward you dearly."
7 of Swords — Hooded One	Krezk, Abbey of St. Markovia, Under the Care of the Abbott	"I see a man of holy cloth. But he is not what he seems. He keeps the knowledge you need for himself. And he will only part with it for a terrible, terrible price."
8 of Swords — Dictator	Vallaki, Burgomaster's Mansion, Library	"There is a town where all is not well. Find the house of the their ruler and gaze beyond his madness. He withholds great knowledge and yet does not know its immense value."
9 of Swords — Torturer	Vallaki, Reformation Center, Reforming Chamber	"There is a town where all is not well. There you will find a house of corruption, and within, a dark room of madness."
Master of Swords — Warrior	Vallaki, Burgomaster's Mansion, Izek's Room	"I see the hand of a demon. A demon who dreams deeply of family lost. Find this demon's rest and you shall find the knowledge you seek."
1 of Stars — Transmuter	Krezk, Abbey of St. Markovia, Under the Care of the Abbott	"I see a man of immense power. He bends not the elements, but flesh and soul. Beware his darkness and find him in a corrupted house of healing."
2 of Stars — Diviner	Vallaki, Vistani Camp, Arrigal's Reward for saving Arabelle	"I see a young girl. Her eyes like mine, seeing what is unseen. Her life is in great danger! Save her and her kin shall reward you."



## TOME OF STRAHD

Card	Location	Reading
 3 of Stars — Enchanter	Vallaki, Wachterhaus, Under the Care of Fiona Wachter	"I see a family of great wealth. Their matron mother has kept knowledge of the devil under lock and key! Earn her favor, and perhaps she shall share her family's insights."
 4 of Stars — Abjurer	Vallaki, Church of St. Andral, Under the Care of Father Lucian	"Poor man! He seeks to hold back all the darkness in his house of the sun. But the sun has gone and he needs your assistance to protect his flock."
 5 of Stars — Elementalist	Winery, Martikovs' Reward for Dealing with the Events at Yester Hill	"What horror! Warriors of stone and wood have stolen from a good-hearted family. Take back what was stolen, and perhaps the family shall reward you dearly."
 6 of Stars — Evoker	Winery, Martikovs' Reward for Dealing with the Events at Yester Hill	"I see a good-hearted family. They are the victims of a great theft! The thieves seek to summon a great horror of branch and bone! Stop the thieves, retrieve what was stolen, and the family shall reward you dearly."
 7 of Stars — Illusionist	Vallaki, Burgomaster's Mansion, Library	"There is a town of false smiles. All is not well! Find the house of the their ruler and gaze beyond his trickery. He withholds great knowledge and yet does not know its immense value."
 8 of Stars — Necromancer	Krezk, Abbey of St. Markovia, Under the Care of the Abbott	"I see a man of immense power. He bends both flesh and soul! Beware his darkness and find him in a corrupted house of healing."
 9 of Stars — Conjurer	Winery, Martikovs' Reward for Dealing with the Events at Yester Hill	"I see a good-hearted family. They are the victims of a great theft! The thieves seek to summon a great horror of branch and bone! Stop the thieves, retrieve what was stolen, and the family shall reward you dearly."
 Master of Stars — Wizard	Van Richten's Tower, Hidden in the wall on the top floor	"I see a tower, standing tall against the wilderness. It has seen many visitors, but most have been scared away."
 1 of Coins — Swashbuckler	Vallaki, Vistani Camp, Arrigal's Reward for saving Arabelle	"I see my kindred! Find the leader of a camp to the west. He has lost someone dear to his heart. Help him, and he will help you in turn."
 2 of Coins — Philanthropist	Krezk, Under the Care of Dmitri Krezkov	"What a horrible fate. I see a father without children, fighting to keep his last boy alive. Find this family behind sturdy walls, far to the west."
 3 of Coins — Trader	Winery, Martikovs' Reward for Dealing with the Events at Yester Hill	"I see the best merchants in all the land! But they are the victims of a great theft! Stop the thieves, retrieve what was stolen, and the merchants shall reward you dearly."
 4 of Coins — Merchant	Winery, Martikovs' Reward for Dealing with the Events at Yester Hill	"I see the best merchants in all the land! But they are the victims of a great theft! Stop the thieves, retrieve what was stolen, and the merchants shall reward you dearly."
 5 of Coins — Guild Member	Winery, Martikovs' Reward for Dealing with the Events at Yester Hill	"I see the best merchants in all the land! But they are the victims of a great theft! Stop the thieves, retrieve what was stolen, and the merchants shall reward you dearly."
 6 of Coins — Beggar	Vallaki, Vistani Camp, Kasimir's Hovel	"I see an elf with rounded ears. His head is bloodied, but unbowed! He needs your help, though he dares not ask for it. Find the knowledge you seek in his hands!"
 7 of Coins — Thief	Winery, Martikovs' Reward for Dealing with the Events at Yester Hill	"I see a good-hearted family. They are the victims of a great theft! The thieves seek to summon a great horror of branch and bone! Stop the thieves, retrieve what was stolen, and the family shall reward you dearly."



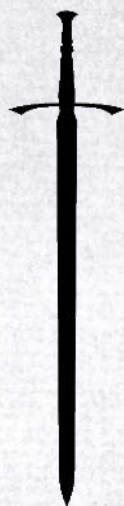
## TOME OF STRAHD



Card	Location	Reading
8 of Coins — Tax Collector	Vallaki, Burgomaster's Mansion, Library	"There is a town where all is not well. Find the house of the their ruler and gaze beyond his madness. He withholds great knowledge and yet does not know its immense value."
9 of Coins — Miser	Vallaki, Burgomaster's Mansion, Library	"There is a town where all is not well. Find the house of the their ruler and gaze beyond his madness. He withholds great knowledge and yet does not know its immense value."
Master of Coins — Rogue	Vallaki, Blue Water Inn, Under the Care of Urwin Martikov	"I see a family of fortune, but more in heart than in purse. But through their business, they see all! They are willing to help you if you prove clever enough to find their flock."
1 of Glyphs — Monk	Krezk, Abbey of St. Markovia, Under the Care of the Abbott	"I see a man of the cloth. Beware his gilded words and deny his deals, for he bends both flesh and soul! He keeps the knowledge you need for his own corruption."
2 of Glyphs — Missionary	Vallaki, Church of St. Andral, Under the Care of Father Lucian	"Poor man! He seeks to hold back all the darkness in his house of the sun. But the sun has gone and he needs your assistance to protect his flock."
3 of Glyphs — Healer	Krezk, In a strongbox on the bottom of the Pool of the White Sun	"Look to the west! Find water aglow with the light of the sun, hidden behind the walls of man."
4 of Glyphs — Shepherd	Vallaki, Church of St. Andral, Under the Care of Father Lucian	"Poor man! He seeks to hold back all the darkness in his house of the sun. But the sun has gone and he needs your assistance to protect his flock."
5 of Glyphs — Druid	Winery, Martikovs' Reward for Dealing with the Events at Yester Hill	"What horror! Warriors of stone and wood have stolen from a good-hearted family. Take back what was stolen, and perhaps the family shall reward you dearly."
6 of Glyphs — Anarchist	Vallaki, Wachterhaus, Under the Care of Fiona Wachter	"I see a family of great wealth. Their matron mother has kept knowledge of the devil under lock and key! Earn her favor, and perhaps she shall share her family's insights."
7 of Glyphs — Charlatan	Under the Care of Van Richten, either in the Blue Water Inn or Van Richten's Tower	"Look for a man of many faces, biding his time to hurt the devil! Don't be fooled, for he knows far more than his clever tales and songs suggest."
8 of Glyphs — Bishop	Krezk, Abbey of St. Markovia, Under the Care of the Abbott	"I see a man of the cloth. Beware his gilded words and deny his deals, for he bends both flesh and soul! He keeps the knowledge you need for his own corruption."
9 of Glyphs — Traitor	Vallaki, Wachterhaus, Under the Care of Fiona Wachter	"I see a family of great wealth. Their matron mother has kept knowledge of the devil under lock and key! Earn her favor, and perhaps she shall share her family's insights."
Master of Glyphs — Priest	Vallaki, Church of St. Andral, Under the Care of Father Lucian	"Poor man! He seeks to hold back all the darkness in his house of the sun. But the sun has gone and he needs your assistance to protect his flock."



# HOLY SYMBOL OF RAVENKIND



Card	Location	Reading
1 of Swords — Avenger	Argynvostholt, Under the Care of Vladimir Horngaard	"I see the house of a dragon! And a heart, once pure, corrupted by hatred. Bring light to the house and peace to the heart, and you will have your protection from the devil on high."
2 of Swords — Paladin	Argynvostholt, Under the Care of Vladimir Horngaard	"I see the house of a dragon! And a heart, once pure, corrupted by hatred. Bring light to the house and peace to the heart, and you will have your protection from the devil on high."
3 of Swords — Soldier	Argynvostholt, Under the Care of Godfrey Gwilym	"There is a house of dead warriors with corrupted hearts. But one among them is pure. Help this good warrior and the one he loves most, and he will help you in turn."
4 of Swords — Mercenary	Werewolf Den, Under the Care of Szoldar Szoldarovich, Looking for the Missing Orphans	"There is a hunter in the woods, hired to rescue innocents from the jaws of the wild! Find out where he's gone in a house of parentless children."
5 of Swords — Myrmidon	Werewolf Den, Under the Care of Zuleika	"What cursed danger! I see a den of fang and claw, and a woman scorned among them. Give her her revenge, and you shall have your protection from the devil!"
6 of Swords — Berserker	Werewolf Den, Under the Care of Zuleika	"What cursed danger! I see a den of fang and claw, and a woman scorned among them. Give her her revenge, and you shall have your protection from the devil!"
7 of Swords — Hooded One	Berez, Baba Lysaga's Hut	"I see a thief! A horrid soul who steals life itself. When you are ready to face such evil, seek out the witch in a fetid bog."
8 of Swords — Dictator	Argynvostholt, Under the Care of Vladimir Horngaard	"There is an ancient order! Their leader's heart has turned cold as the ice of a dragon. Pay no heed to his cruel heart, for you can help to mend it. Do so, and he shall reward you greatly."
9 of Swords — Torturer	Berez, Baba Lysaga's Hut	"By the hand of fate, what evil is this! The protection you need lies with an ancient witch who bathes in the blood of the blessed! Stop her and seize the protection that is rightfully yours."
Master of Swords — Warrior	Argynvostholt, Under the Care of Argynvost's Ghost	"The most noble warrior in this land was no man, but a drake of ice, wind, and sky! Alas, he has fallen. But his soul remains. Sooth his soul and help his kindred and he shall help you in turn."
1 of Stars — Transmuter	Berez, Baba Lysaga's Hut, in the Same Alcove as the Winery Gem	"I see an artifact of change. A stone that gives life where death would flourish. But it has been stolen! Find it in a fetid bog alongside the protection you seek."
2 of Stars — Diviner	Berez, Baba Lysaga's Hut	"What wretch is this! I see a horrible witch, who makes her home in a place of bog and decay. She stands a horrible enemy of fate itself. Face her to gain the protection you seek."
3 of Stars — Enchanter	Berez, Baba Lysaga's Hut	"Beware the magics of the coven! I see their mother, a horrid creature of swamp and blood. Face her to gain the protection you seek."
4 of Stars — Abjurer	Argynvostholt, Under the Care of Argynvost's Ghost	"I see a beacon of light! But it was smothered by the darkness long ago. Relight the beacon - this beacon in a house of dragons - and appease its guardian and he shall reward you with protection from the devil."



## HOLY SYMBOL OF RAVENKIND

	Card	Location	Reading
	5 of Stars — Elementalist	Werewolf Den, Under the Care of Zuleika	"There are wolves howling in the night! They live as one with the elements in a corrupted den of teeth. There is a woman there who seeks revenge. Help her, and she shall help you."
	6 of Stars — Evoker	Berez, Baba Lysaga's Hut	"Beware the magics of the coven! I see their mother, a horrid creature of swamp and blood. Face her to gain the protection you seek."
	7 of Stars — Illusionist	Werewolf Den, Under the Care of Zuleika	"I see a den of fanged beasts! But all is not what it seems. There is unrest among their pack, a woman scorned and tradition lost. Help the woman find her vengeance and she shall reward you!"
	8 of Stars — Necromancer	Argynvostholt, Under the Care of Vladimir Horngaard	"I see a castle of dead men who know no rest. Their leader's heart has been taken by hatred! Bring light to the castle and peace to the heart, and you will have your protection from the devil on high."
	9 of Stars — Conjurer	Berez, Baba Lysaga's Hut	"I see a mother of magic and a mother of pain. Her evil knows no bounds. All she brings into this world is darkness! Find her in a town of the drowned."
	Master of Stars — Wizard	Argynvostholt, Under the Care of Godfrey Gwilym	"There is a house of dead warriors with corrupted hearts. But one among them is pure. Help this good warrior and the one he loves most, and he will help you in turn."
	1 of Coins — Swashbuckler	Werewolf Den, Under the Care of Zuleika	"There is a rotten beast of woods and mountain. He fights without honor and his kin follow his howls. But one of his pack wishes him dead. Find this one to find your protection from the devil."
	2 of Coins — Philanthropist	Argynvostholt, Tower, Reward for Lighting the Beacon	"I see a mighty dragon! He was slain long ago, but his good will remains. Restore his legacy and you shall find the protection you seek."
	3 of Coins — Trader	Berez, Baba Lysaga's Hut	"Beware the witches of the bog! They make deals, but never in your favor. Find their mother and face her evil to earn the protection you seek."
	4 of Coins — Merchant	Berez, Baba Lysaga's Hut	"Beware the witches of the bog! They make deals, but never in your favor. Find their mother and face her evil to earn the protection you seek."
	5 of Coins — Guild Member	Argynvostholt, Under the Care of Godfrey Gwilym	"I see see a guild of dragon warriors battling against the darkness! But oh, have they fallen. But one among them is pure. Help this good warrior and the one he loves most, and he will help you in turn."
	6 of Coins — Beggar	Argynvostholt, Tower, Reward for Lighting the Beacon	"How far a mighty dragon can fall! He is barely a memory, but he begs your help! Find him in his home and help him reignite his light and he will reward you with protection from the devil."
	7 of Coins — Thief	Berez, Baba Lysaga's Hut, in the Same Alcove as the Winery Gem	"I see a stolen gem of immeasurable value. A stone that gives life where death would flourish. Find it in a fetid bog alongside the protection you seek."
	8 of Coins — Tax Collector	Berez, Baba Lysaga's Hut	"Ah, the bill always comes due. There is a horrid witch in the swamp who has stolen life and power alike. Beware her power for it it fierce! But conquer it, and you shall earn your protection from the devil."



## HOLY SYMBOL OF RAVENKIND



Card	Location	Reading
9 of Coins — Miser	Berez, Baba Lysaga's Hut	"Ah, the bill always comes due. There is a horrid witch in the swamp who has stolen life and power alike. Beware her power for it is fierce! But conquer it, and you shall earn your protection from the devil."
Master of Coins — Rogue	Werewolf Den, Under the Care of Zuleika	"There is a rotten beast of woods and mountain. He fights without honor and his kin follow his howls. But one of his pack wishes him dead. Find this one to find your protection from the devil."
1 of Glyphs — Monk	Argynvostholt, Under the Care of Godfrey Gwilym	"There is a house of dead warriors with corrupted hearts. But one among them is pure. Help this good warrior and the one he loves most, and he will help you in turn."
2 of Glyphs — Missionary	Argynvostholt, Under the Care of Godfrey Gwilym	"There is a house of dead warriors with corrupted hearts. But one among them is pure. Help this good warrior and the one he loves most, and he will help you in turn."
3 of Glyphs — Healer	Argynvostholt, Under the Care of Godfrey Gwilym	"There is a house of dead warriors with corrupted hearts. But one among them is pure. Help this good warrior and the one he loves most, and he will help you in turn."
4 of Glyphs — Shepherd	Argynvostholt, Tower, Reward for Lighting the Beacon	"I see a mighty dragon! He was slain long ago, but his good will remains. Restore his legacy and you shall find the protection you seek."
5 of Glyphs — Druid	Werewolf Den, Under the Care of Zuleika	"There are wolves howling in the night! They live as one with the elements in a corrupted den of teeth. There is a woman there who seeks revenge. Help her, and she shall help you."
6 of Glyphs — Anarchist	Werewolf Den, Under the Care of Zuleika	"There are wolves howling in the night! They live as one with the elements in a corrupted den of teeth. There is a woman there who seeks revenge. Help her, and she shall help you."
7 of Glyphs — Charlatan	Argynvostholt, Under the Care of Vladimir Horngaard	"I see the house of a dragon! And a heart, once pure, corrupted by hatred. Bring light to the house and peace to the heart, and you will have your protection from the devil on high."
8 of Glyphs — Bishop	Argynvostholt, Under the Care of Vladimir Horngaard	"I see the house of a dragon! And a heart, once pure, corrupted by hatred. Bring light to the house and peace to the heart, and you will have your protection from the devil on high."
9 of Glyphs — Traitor	Werewolf Den, Under the Care of Zuleika	"There are wolves howling in the night! They live as one with the elements in a corrupted den of teeth. There is a woman there who seeks revenge. Help her, and she shall help you."
Master of Glyphs — Priest	Argynvostholt, Under the Care of Godfrey Gwilym	"There is a house of dead warriors with corrupted hearts. But one among them is pure. Help this good warrior and the one he loves most, and he will help you in turn."



# SUNSWORD



Card	Location	Reading
1 of Swords — Avenger	Reward for Restoring the Fanes	"I see the shrines of murdered gods! They need vengeance! And perhaps you can help them achieve it. To help them, seek out answers in an amber palace of darkness. Only then will you have the power you seek."
2 of Swords — Paladin	Reward for Restoring the Fanes	"I see the shrines of murdered gods! They need vengeance! And perhaps you can help them achieve it. To help them, seek out answers in an amber palace of darkness. Only then will you have the power you seek."
3 of Swords — Soldier	Amber Temple, Library, Under the Care of Exethanter	"I see those that once stood up against the darkness. Warriors of mind and magic! But alas, only one remains. Find this warrior - this warrior without name - in a great amber crypt."
4 of Swords — Mercenary	Reward for Restoring the Fanes	"Corruption lives in Barovia, in the very land on which we stand. Fight for this land, and it shall reward you with great power! Begin your search in an amber palace of darkness!"
5 of Swords — Myrmidon	Reward for Restoring the Fanes	"The wild folk praise not the sun, but murdered gods. They seek to honor these gods. Help them and you shall find the power you need to face the devil on high! Start your search in a great amber crypt."
6 of Swords — Berserker	Reward for Restoring the Fanes	"The wild folk praise not the sun, but murdered gods. They seek to honor these gods. Help them and you shall find the power you need to face the devil on high! Start your search in a great amber crypt."
7 of Swords — Hooded One	Amber Temple, Inside the Hooded Statue, Under the Care of Neferon	"There is a great vault of secrets deep in the mountains! I see the power you seek, but it is held safe in the eyes of a faceless god."
8 of Swords — Dictator	Reward for Restoring the Fanes	"The devil on high has done terrible things! He has murdered the very land on which we stand and claims it has his own. Restore the land, and you shall gain your own great power. Begin your search in an amber palace of darkness!"
9 of Swords — Torturer	Reward for Restoring the Fanes	"The devil on high has done terrible things! He has murdered the very land on which we stand and claims it has his own. Restore the land, and you shall gain your own great power. Begin your search in an amber palace of darkness!"
Master of Swords — Warrior	Reward for Restoring the Fanes	"Corruption lives in Barovia, in the very land on which we stand. Fight for this land, and it shall reward you with great power! Begin your search in an amber palace of darkness!"
1 of Stars — Transmuter	Reward for Restoring the Fanes	"The lands of Barovia have been twisted and corrupted! You must cleanse the land, and earn the favor of the heart of Barovia to earn the power you seek. Begin your search in an amber palace of darkness!"
2 of Stars — Diviner	Amber Temple, Inside the Hooded Statue, Under the Care of Neferon	"There is a great vault of secrets deep in the mountains! I see the power you seek, but it is held safe in the eyes of a faceless god."
3 of Stars — Enchanter	Amber Temple, Inside the Hooded Statue, Under the Care of Neferon	"There is a great vault of secrets deep in the mountains! I see the power you seek, but it is held safe in the eyes of a faceless god."



## SUNSWORD

	Card	Location	Reading
	4 of Stars — Abjurer	Amber Temple, Library, Under the Care of Exethanter	"The power you need to face the devil is kept safe under the careful watch of a nameless man! He has lost so much, but stands true against the darkness after so many fateful years! Find this nameless man in an amber palace of darkness!"
	5 of Stars — Elementalist	Reward for Restoring the Fanes	"The wild folk praise not the sun, but murdered gods. They seek to honor these gods. Help them and you shall find the power you need to face the devil on high! Start your search in a great amber crypt."
	6 of Stars — Evoker	Amber Temple, Library, Under the Care of Exethanter	"The power you need to face the devil is kept safe under the careful watch of a nameless man! He has lost so much, but stands true against the darkness after so many fateful years! Find this nameless man in an amber palace of darkness!"
	7 of Stars — Illusionist	Amber Temple, Inside the Hooded Statue, Under the Care of Neferon	"There is a great vault of secrets deep in the mountains! I see the power you seek, but it is held safe in the eyes of a faceless god."
	8 of Stars — Necromancer	Amber Temple, Library, Under the Care of Exethanter	"By the fates! I see a man who has conquered death, but has succumbed to the endless bludgeonings of time. Alas, he has forgotten his very self! This man - this man without a name - keeps guard over the power you need to face the devil! Find him in a great amber crypt!"
	9 of Stars — Conjurer	Amber Temple, Inside the Hooded Statue, Under the Care of Neferon	"I see a man. Or perhaps, a beast? Perhaps both! He guards the power to defeat the devil in the eyes of a hooded god. Find him in a great amber crypt!"
	Master of Stars — Wizard	Amber Temple, Library, Under the Care of Exethanter	"By the fates! I see a man who has conquered death, but has succumbed to the endless bludgeonings of time. Alas, he has forgotten his very self! This man - this man without a name - keeps guard over the power you need to face the devil! Find him in a great amber crypt!"
	1 of Coins — Swashbuckler	Amber Temple, Inside the Hooded Statue, Under the Care of Neferon	"I see a man. Or perhaps, a beast? Perhaps both! He guards the power to defeat the devil in the eyes of a hooded god. Find him in a great amber crypt!"
	2 of Coins — Philanthropist	Amber Temple, Library, Under the Care of Exethanter	"The power you need to face the devil is kept safe under the careful watch of a nameless man! He has lost so much, but stands true against the darkness after so many fateful years! Find this nameless man in an amber palace of darkness!"
	3 of Coins — Trader	Reward for Restoring the Fanes	"I see the shrines of murdered gods! They need vengeance! And perhaps you can help them achieve it. To help them, seek out answers in an amber palace of darkness. Only then will you have the power you seek."
	4 of Coins — Merchant	Reward for Restoring the Fanes	"I see the shrines of murdered gods! They need vengeance! And perhaps you can help them achieve it. To help them, seek out answers in an amber palace of darkness. Only then will you have the power you seek."
	5 of Coins — Guild Member	Amber Temple, Inside the Hooded Statue, Under the Care of Neferon	"I see a man. Or perhaps, a beast? Perhaps both! He guards the power to defeat the devil in the eyes of a hooded god. Find him in a great amber crypt!"



## SUNSWORD



Card	Location	Reading
6 of Coins — Beggar	Amber Temple, Library, Under the Care of Exethanter	"The power you need to face the devil is kept safe under the careful watch of a nameless man! He has lost so much, but stands true against the darkness after so many fateful years! Find this nameless man in an amber palace of darkness!"
7 of Coins — Thief	Reward for Restoring the Fanes	"I see the shrines of murdered gods, their lives and power stolen! Help them, and they shall reward you with great power. Begin your search in an amber crypt."
8 of Coins — Tax Collector	Reward for Restoring the Fanes	"Ah, the bill always comes due. I see gods of old, murdered and defiled. Help them and they shall help you in turn! Begin your search in an amber crypt."
9 of Coins — Miser	Amber Temple, Library, Under the Care of Exethanter	"Ahhh, there is a vault! It holds wealth and power alike, but all great corruption! Find this amber palace and the nameless man who guards it, and you shall find the power you seek."
Master of Coins — Rogue	Amber Temple, Inside the Hooded Statue, Under the Care of Neferon	"I see a man. Or perhaps, a beast? Perhaps both! He guards the power to defeat the devil in the eyes of a hooded god. Find him in a great amber crypt!"
1 of Glyphs — Monk	Amber Temple, Library, Under the Care of Exethanter	"The power you need to face the devil is kept safe under the careful watch of a nameless man! He has lost so much, but stands true against the darkness after so many fateful years! Find this nameless man in an amber palace of darkness!"
2 of Glyphs — Missionary	Amber Temple, Library, Under the Care of Exethanter	"The power you need to face the devil is kept safe under the careful watch of a nameless man! He has lost so much, but stands true against the darkness after so many fateful years! Find this nameless man in an amber palace of darkness!"
3 of Glyphs — Healer	Reward for Restoring the Fanes	"I see the shrines of murdered gods! The land itself in injured and needs your help! Find such help in an amber palace of darkness."
4 of Glyphs — Shepherd	Amber Temple, Library, Under the Care of Exethanter	"The power you need is kept safe under the careful watch of a nameless man! He has lost his flock, but stands true against the darkness after so many fateful years! Find this man in an amber palace of darkness!"
5 of Glyphs — Druid	Reward for Restoring the Fanes	"I see the shrines of murdered gods! The land itself in injured and needs your help! Find such help in an amber palace of darkness."
6 of Glyphs — Anarchist	Reward for Restoring the Fanes	"I see the shrines of murdered gods, their lives and power stolen! Help them, and they shall reward you with great power. Begin your search in an amber crypt."
7 of Glyphs — Charlatan	Reward for Restoring the Fanes	"I see the shrines of murdered gods, their lives and power stolen! Help them, and they shall reward you with great power. Begin your search in an amber crypt."
8 of Glyphs — Bishop	Amber Temple, Library, Under the Care of Exethanter	"The power you need is kept safe under the careful watch of a nameless man! He has lost his flock, but stands true against the darkness after so many fateful years! Find this man in an amber palace of darkness!"
9 of Glyphs — Traitor	Reward for Restoring the Fanes	"I see the shrines of murdered gods! The land itself in injured and needs your help! Find such help in an amber palace of darkness."
Master of Glyphs — Priest	Amber Temple, Library, Under the Care of Exethanter	"The power you need to face the devil is kept safe under the careful watch of a nameless man! He has lost so much, but stands true against the darkness after so many fateful years! Find this nameless man in an amber palace of darkness!"



## ALLY

As previously stated, the party's ally will vary from campaign to campaign. Outside the NPCs listed in the *Curse of Strahd* module, you also have the option of incorporating a custom NPC, perhaps drawn from a player character's backstory, as the ally instead.

Remember that the party's ally does not need to become a sidekick or DMPC. They may instead impart vital information to the party before departing, like the ghost of Argynvost. Or, they might provide the party a service but otherwise must be defeated, like the Abbott.

To that end, providing a concrete reading for each card is near impossible. Instead, try to mix and match the options on the following tables for the party ally.

## HOW TO USE THESE TABLES

First, use the General Meaning table to find some possible NPCs that can fit the card drawn. If none of the NPCs are to your liking, you may instead use one of the locations that fit the drawn card.

If none of the NPCs or locations are to your liking, you may invent a custom ally using the general meaning of the drawn card as a guideline.

Next, use the NPC Readings table to provide the first half of the ally reading. Lastly, use the Location Readings table to indicate the location of the chosen ally.

**Example A:** Players draw the Broken One card. The Dungeon Master reviews the General Meaning table and chooses Argynvost as the party's ally. The Dungeon Master then uses Argynvost's reading on the NPCs table and Argynvostholt's reading from the Locations table.

**Example B:** Players draw the Broken One card. The Dungeon Master reviews the General Meaning table and chooses Vallaki as the location of the ally. They may then start the reading with Vallaki's option on the Locations table and end with a specific ally of their choosing from Vallaki.

**Example C:** Players draw the Broken One card. The Dungeon Master reviews the General Meaning table and does not like any of the suggested NPCs or locations. Instead, they use the general meaning of the card to create an original ally, perhaps from a PC's backstory.

### GENERAL MEANING

Card	Possible NPCs	Possible Locations	General Meaning
Artifact	Exethanter, Martikovs/Keepers of the Feather, Neferon, Rudolph van Richten	Amber Temple, Shrines to the Fanes, Wizards of Wine Winery	Significant objects, perhaps in reference to Strahd's ascension.
Beast	Arabelle, Ezmerelda d'Avenir, Izek Strazni, Zulieka Toranescu	Berez, Shrines to the Fanes, Werewolf Den	Passion, rage, and uncontrollable emotion. Alternately, a great hunter or their prey.
Broken One	The Abbott, Argynvost, Kasimir, Vladimir Horngaard	Abbey of Saint Markovia, Argynvostholt, Berez, Vallaki	An immense loss or failure. Madness or depression.
Darklord	The Abbott, Fiona Wachter, Exethanter, Vladimir Horngaard,	Amber Temple	Ancient power and ancient evil, perhaps in association with Strahd's curse and power.
Donjon	The Abbott, Argynvost, Rudolph van Richten	Abbey of Saint Markovia, Argynvostholt, Krezk, Van Richten's Tower	Isolation and imprisonment. Seclusion and close-mindedness.
Ghost	Argynvost, Exethanter, Sir Godfrey Gwilym, Kasimir	Amber Temple, Argynvostholt, Berez	Echoes of the past. Guilt or remembrance.
Executioner	Ezmerelda d'Avenir, Izek Strazni, Rudolph van Richten	Argynvostholt, Berez, Vallaki	A hunter or bringer of death.
Horseman	Arrigal, Kasimir, Rudolph van Richten	Vistani Camp	A far traveler. Alternately, a bringer of death.
Innocent	Arabelle, Sir Godfrey Gwilym, Martikovs/Keepers of the Feather	Argynvostholt, Vistani Camp, Wizards of Wine Winery	Someone of profound goodness. Alternately, naivety or ignorance.
Marionette	Arrigal, Izek Strazni, Zulieka Toranescu	Vallaki	A servant or minion, knowing or unknowing.
Mists	Ezmerelda d'Avenir, Fiona Wachter, Rudolph van Richten	Abbey of Saint Markovia, Krezk, Vallaki, Wizards of Wine Winery	An unexpected ally, or someone of mystery. Alternately, someone who travels through the mists.
Raven	Arrigal, Ezmerelda d'Avenir, Martikovs/Keepers of the Feather	Vallaki, Vistani Camp, Wizards of Wine Winery	A distant watcher or someone with great luck.
Seer	Arabelle, Arrigal, Martikovs/Keepers of the Feather, Neferon	Vallaki, Vistani Camp, Wizards of Wine Winery	A person of keen intellect and intelligence. Or, more literally, someone with divination skills.
Tempter	The Abbott, Exethanter, Fiona Wachter, Kasimir	Amber Temple, Vallaki	A person with ulterior motives. Power that comes with great price.



## NPC READING

NPC	Reading
The Abbott	"How far can one fall! I see a man who uses his bewitching light to hide his rotten soul. He has answers and aid, but only at the most heavy of cost."
Arabelle	"I see my kindred. A child with the eyes of fate! But she is danger! Save her, and perhaps her eyes can show you a path to the devil's downfall!"
Argynvost	"I see a good heart gone to the grave. He begs your aid to save what remains of his memory."
Arrigal	"Ah, this one who can help you has a troubled heart. He is a man who loves his family, but knows more than he says."
Exethanter	"What a poor man! He has lost everything in his fight against the darkness, including his life and his very name."
Ezmerelda d'Avenir	"A lone Vistana roams the land. She stays in no one place for long, but catch her, and her fierce will shall aid you greatly!"
Fiona Wachter	"I see a woman of standing, who aims even higher than her station. She is a wise, snake of a woman, who will whisper her secrets if you befriend her. But beware her bite!"
Sir Godfrey Gwilym	"What a sorry soul! I see a man who is dead but cannot die. And he watches, hopelessly, as the one he loves most drowns in their own hatred."
Izek Strazni	"I see a soul of fire and rage! This man watches over many others, though they fear him all the more for it."
Kasimir	"What terrible loss... I see an elf who has lost everything, but clings to hope and vengeance alike."
Martikovs/Keepers of the Feather	"I see a family and a kindness! They keep quiet and hidden, but prove yourselves good and worthy, and they will aid you. See our their feathered flock."
Neferon	"How strange. I see one is both animal and man. He is wise and watchful, but wary of new faces. He remains, forever, a final watcher in the eyes of a faceless god."
Rudolph van Richten	"Look for a mighty predator. A hunter of hunters! He stalks this land, in hopes of slaying the mightiest prey of all. Perhaps you and he share an adversary..."
Vladimir Horngard	"Be wary. Your ally is a fallen man, who remembers nothing of love or hope. His hatred consumes he and all his kind. But save him, and he will aid you greatly."
Zulieka Toranescu	"I see a wild soul! She is a woman in mourning and oh what rage! Stoke her fires and she will reveal all under the bright light of the moon."

## LOCATION READING

Location	Reading	Location	Reading
Abbey of Saint Markovia	"Find them in a house of healing that only begets madness!"	Shrines to the Fanes	"I see the shrines of murdered gods! Find them and find your aid."
Amber Temple	"Find them deep in the mountains, safeguarding their knowledge behind amber walls!"	Vallaki	"Find them in a town where all is not well."
Argynvostholt	"Find them in the fallen house of dragon!"	Van Richten's Tower	"Find them in a tower surrounded by water!"
Berez	"Find them in a bog where sane men dare not tread."	Vistani Camp	"Find your aid among my kindred, near a town where all is not well."
Dusk Elves	"Find your aid among my kindred, among dying elves."	Werewolf Den	"Find them in a den of teeth, far to west!"
Krezk	"Find them in a town far to the west, well hidden behind the walls of man."	Wizards of Wine Winery	"Find the help you need in a raven's nest surrounded by vines!"
		Yester Hill	"Find the help you need in an ancient shrine, watched over by a tree of death."



## STRAHD'S LOCATION

Card	Location	Reading
Artifact	Crypts, King and Queen's Tomb	"When the day comes that you must face the devil, you shall find him waiting in the depths of darkness, alongside his great castle's namesake."
Beast	Crypts, Strahd's Tomb	"One day, you shall be strong enough to face the devil himself! On that day, find him deep beneath his home, lurking in the one place the mists bid he always return."
Broken One	Crypts, Sergei's Tomb	"When it is time to face your fate in the eyes of your deadliest foe, pursue him into the depths of darkness! You shall find the devil in the tomb of the only man he has ever envied."
Darklord	Crypts, Strahd's Tomb	"One day, you shall be strong enough to face the devil himself! On that day, find him deep beneath his home, lurking in the one place the mists bid he always return."
Donjon	Towers, K57 or K60	"Your destiny demands you face the devil! When destiny calls, look to the skies! Your greatest adversary waits for you near the clouds that steal the sun."
Seer	Towers, K57 or K60	"Your destiny demands you face the devil! When destiny calls, look to the skies! Your greatest adversary waits for you near the clouds that steal the sun."
Ghost	Crypts, Sergei's Tomb	"When it is time to face your fate in the eyes of your deadliest foe, pursue him into the depths of darkness! You shall find the devil in the tomb of the only man he has ever envied."
Executioner	Crypts, Strahd's Tomb	"One day, you shall be strong enough to face the devil himself! On that day, find him deep beneath his home, lurking in the one place the mists bid he always return."
Horseman	Crypts, King and Queen's Tomb	"When the day comes that you must face the devil, you shall find him waiting in the depths of darkness, alongside his great castle's namesake."
Innocent	Crypts, Sergei's Tomb	"When it is time to face your fate in the eyes of your deadliest foe, pursue him into the depths of darkness! You shall find the devil in the tomb of the only man he has ever envied."
Marionette	Towers, K57 or K60	"Your destiny demands you face the devil! When destiny calls, look to the skies! Your greatest adversary waits for you near the clouds that steal the sun."
Mist	Crypts, Strahd's Tomb	"One day, you shall be strong enough to face the devil himself! On that day, find him deep beneath his home, lurking in the one place the mists bid he always return."
Raven	Crypts, King and Queen's Tomb	"When the day comes that you must face the devil, you shall find him waiting in the depths of darkness, alongside his great castle's namesake."
Tempter	Towers, K57 or K60	"Your destiny demands you face the devil! When destiny calls, look to the skies! Your greatest adversary waits for you near the clouds that steal the sun."