

FORTUNES OF RAVENLOFT

The events of this adventure are part of dark twists of fate that a fortuneteller can discern with the cards of a tarokka deck. Before you run this adventure, you must draw cards from a deck to determine the following elements of the adventure:

- Strahd's location inside Castle Ravenloft
- The placement of three important treasures that can be used against Strahd—the *Tome of Strahd*, the *Holy Symbol of Ravenkind*, and the *Sunsword*
- The identity of a powerful ally in the fight against Strahd

This card reading can make the adventure different each time you play it.

At some point during the adventure, the characters are likely to meet Madam Eva, the old Vistani seer (see chapter 2, area G), who can perform the same card reading for them. Characters can also have Ezmerelda d'Avenir perform a card reading for them, provided she has her deck of tarokka cards. Ezmerelda's cards are hidden in her wagon (chapter 11, area V1).

Appendix E shows all the cards of the tarokka deck and summarizes their symbolic meanings.

USING REGULAR PLAYING CARDS

If you like, you can use a regular deck of playing cards in place of the tarokka deck. To do so, separate the numbered cards from the face cards and jokers, and treat them as two separate decks: the common deck (the numbered cards) and the high deck (the face cards and jokers).

Common Deck. Each suit in a regular deck of playing cards corresponds to a suit in the tarokka deck. The ace cards represent the “1” cards in the tarokka deck, and the “10” cards represent the “master” cards in the tarokka deck.

Hearts = Glyphs
Spades = Swords
Diamonds = Coins
Clubs = Stars

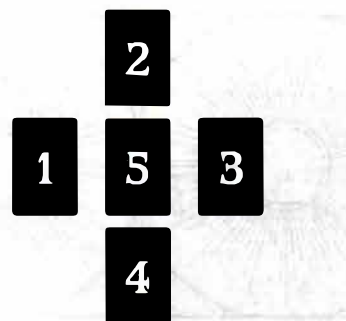
High Deck. Each jack, queen, king, and joker corresponds to a card in the tarokka high deck.

Playing Card	Tarokka Card
King of hearts	Ghost
Queen of hearts	Innocent
Jack of hearts	Marionette
King of spades	Darklord
Queen of spades	Mists
Jack of spades	Executioner
King of diamonds	Broken One
Queen of diamonds	Tempter
Jack of diamonds	Beast
King of clubs	Donjon
Queen of clubs	Raven
Jack of clubs	Seer
Joker 1	Artifact
Joker 2	Horseman

CARD READING

When you perform a card reading before running the adventure, write down the results for reference later. If the characters have their fortunes read in the adventures, do the card reading again, out loud for the players' benefit. Substitute the new results for the old ones.

When you're ready to begin the card reading, remove the fourteen cards with the crown icon (the high deck) and shuffle them. Then shuffle the remaining cards (the common deck), keeping the two decks separate. Draw the top three cards from the common deck and lay them face down in the 1, 2, and 3 positions. Then draw the top two cards from the high deck and lay them face down in the 4 and 5 positions, as shown below:



Once all five cards are drawn and placed face down, follow the instructions below for each card in order.

1. THE TOME OF STRAHD

Flip over card 1, and read:

This card tells of history. Knowledge of the ancient will help you better understand your enemy.

This card determines the location of the *Tome of Strahd* (described in appendix C). Read the boxed text for the appropriate card, as given in the “Treasure Locations” section that follows.

2. THE HOLY SYMBOL OF RAVENKIND

Flip over card 2, and read:

This card tells of a powerful force for good and protection, a holy symbol of great hope.

This card determines the location of the *Holy Symbol of Ravenkind* (described in appendix C). Read the boxed text for the appropriate card, as given in the “Treasure Locations” section that follows.

3. THE SUNSWORD

Flip over card 3, and read:

This is a card of power and strength. It tells of a weapon of vengeance: a sword of sunlight.

This card determines the location of the *Sunsword* (described in appendix C). Read the boxed text for the appropriate card, as given in the “Treasure Locations” section that follows.

4. STRAHD’S ENEMY

Flip over card 4, and read:

This card sheds light on one who will help you greatly in the battle against darkness.

This card determines where the characters can find a powerful ally. Read the boxed text for the appropriate card, as given in the “Strahd’s Enemy” section later in the chapter.

5. STRAHD

Flip over card 5, and read:

Your enemy is a creature of darkness, whose powers are beyond mortality. This card will lead you to him!

The revealed card determines where Strahd can always be found. Read the boxed text for the appropriate card, as given in the “Strahd’s Location in Castle Ravenloft” section later in the chapter.

TREASURE LOCATIONS

The cards of the common deck determine the locations of the *Tome of Strahd* (card 1), the *Holy Symbol of Ravenkind* (card 2), and the *Sunsword* (card 3).

SWORDS (SPADES)

1 OF SWORDS — AVENGER

The treasure lies in a dragon’s house, in hands once clean and now corrupted.

The treasure is in the possession of Vladimir Horgaard in Argynvostholt (chapter 7, area Q36).

2 OF SWORDS — PALADIN

I see a sleeping prince, a servant of light and the brother of darkness. The treasure lies with him.

The treasure lies in Sergei’s tomb (chapter 4, area K85).

3 OF SWORDS — SOLDIER

Go to the mountains. Climb the white tower guarded by golden knights.

The treasure lies on the rooftop of the Tsolenka Pass guard tower (chapter 9, area T6).

4 OF SWORDS — MERCENARY

The thing you seek lies with the dead, under mountains of gold coins.

The treasure lies in a crypt in Castle Ravenloft (chapter 4, area K84, crypt 31).

5 OF SWORDS — MYRMIDON

Look for a den of wolves in the hills overlooking a mountain lake. The treasure belongs to Mother Night.

The treasure lies in the shrine of Mother Night in the werewolf den (chapter 15, area Z7).

6 OF SWORDS — BERSERKER

Find the Mad Dog’s crypt. The treasure lies within, beneath blackened bones.

The treasure lies in the crypt of General Kroval “Mad Dog” Grislek (chapter 4, area K84, crypt 38).

7 OF SWORDS — HOODED ONE

I see a faceless god. He awaits you at the end of a long and winding road, deep in the mountains.

The treasure is inside the head of the giant statue in the Amber Temple (chapter 13, area X5a).

8 OF SWORDS — DICTATOR

I see a throne fit for a king.

The treasure lies in Castle Ravenloft’s audience hall (chapter 4, area K25).

9 OF SWORDS — TORTURER

There is a town where all is not well. There you will find a house of corruption, and within, a dark room full of still ghosts.

The treasure is hidden in the attic of the burgomaster’s mansion in Vallaki (chapter 5, area N3s).

MASTER OF SWORDS — WARRIOR

That which you seek lies in the womb of darkness, the devil’s lair: the one place to which he must return.

The treasure lies in Strahd’s tomb (chapter 4, area K86).

STARS (CLUBS)

1 OF STARS — TRANSMUTER

Go to a place of dizzying heights, where the stone itself is alive!

The treasure lies in Castle Ravenloft's north tower peak (chapter 4, area K60).

2 OF STARS — DIVINER

Look to the one who sees all. The treasure is hidden in her camp.

The treasure lies in Madam Eva's encampment (chapter 2, area G). If she is the one performing the card reading, she says, "I think the treasure is under my very nose!"

3 OF STARS — ENCHANTER

I see a kneeling woman—a rose of great beauty plucked too soon. The master of the marsh knows of whom I speak.

The treasure lies under Marina's monument in Berez (chapter 10, area U5). "The master of the marsh" refers to Burgomaster Lazlo Ulrich (area U2), whose ghost can point characters toward the monument.

4 OF STARS — ABJURER

I see a fallen house guarded by a great stone dragon. Look to the highest peak.

The treasure lies in the beacon of Argyrvostholt (chapter 7, area Q53). "Great stone dragon" refers to the statue in area Q1.

5 OF STARS — ELEMENTALIST

The treasure is hidden in a small castle beneath a mountain, guarded by amber giants.

The treasure is inside a model of Castle Ravenloft in the Amber Temple (chapter 13, area X20).

6 OF STARS — EVOKER

Search for the crypt of a wizard ordinaire. His staff is the key.

The treasure is hidden in the crypt of Gralmore Nimble-nobs (chapter 4, area K84, crypt 37).

7 OF STARS — ILLUSIONIST

A man is not what he seems. He comes here in a carnival wagon. Therein lies what you seek.

The treasure lies in Rictavio's carnival wagon (chapter 5, area N5).

8 OF STARS — NECROMANCER

A woman hangs above a roaring fire. Find her, and you will find the treasure.

The treasure lies in Castle Ravenloft's study (chapter 4, area K37).

9 OF STARS — CONJURER

I see a dead village, drowned by a river, ruled by one who has brought great evil into the world.

The treasure is in Baba Lysaga's hut (chapter 10, area U3).

MASTER OF STARS — WIZARD

Look for a wizard's tower on a lake. Let the wizard's name and servant guide you to that which you seek.

The treasure lies on the top floor of Van Richten's Tower (chapter 11, area V7).

COINS (DIAMONDS)

1 OF COINS — SWASHBUCKLER

I see the skeleton of a deadly warrior, lying on a bed of stone flanked by gargoyles.

The treasure lies in the crypt of Endorovich (chapter 4, area K84, crypt 7).

2 OF COINS — PHILANTHROPIST

Look to a place where sickness and madness are bred. Where children once cried, the treasure lies still.

The treasure is in the nursery of the Abbey of Saint Markovia (chapter 8, area S23).

3 OF COINS — TRADER

Look to the wizard of wines! In wood and sand the treasure hides.

The treasure lies in the glassblower's workshop in the Wizard of Wines winery (chapter 12, area W10).

4 OF COINS — MERCHANT

Seek a cask that once contained the finest wine, of which not a drop remains.

The treasure lies in Castle Ravenloft's wine cellar (chapter 4, area K63).

5 OF COINS — GUILD MEMBER

I see a dark room full of bottles. It is the tomb of a guild member.

The treasure lies in the crypt of Artank Swilovich (chapter 4, area K84, crypt 5).

6 OF COINS — BEGGAR

A wounded elf has what you seek. He will part with the treasure to see his dark dreams fulfilled.

The treasure is hidden in Kasimir's hovel (chapter 5, area N9a).

7 OF COINS — THIEF

What you seek lies at the crossroads of life and death, among the buried dead.

The treasure is buried in the graveyard at the River Ivlis crossroads (chapter 2, area F).

8 OF COINS — TAX COLLECTOR

The Vistani have what you seek. A missing child holds the key to the treasure's release.

The treasure is hidden in the Vistani treasure wagon (chapter 5, area N9i). "A missing child" refers to Arabelle (see chapter 2, area L).

9 OF COINS — MISER

Look for a fortress inside a fortress, in a place hidden behind fire.

The treasure lies in Castle Ravenloft's treasury (chapter 4, area K41).

MASTER OF COINS — ROGUE

I see a nest of ravens. There you will find the prize.

The treasure is hidden in the attic of the Blue Water Inn (chapter 5, area N2q).

GLYPHS (HEARTS)

1 OF GLYPHS — MONK

The treasure you seek is hidden behind the sun, in the house of a saint.

The treasure lies in the main hall of the Abbey of Saint Markovia (chapter 8, area S13).

2 OF GLYPHS — MISSIONARY

I see a garden dusted with snow, watched over by a scarecrow with a sackcloth grin. Look not to the garden but to the guardian.

The treasure is hidden inside one of the scarecrows in the garden of the Abbey of Saint Markovia (chapter 8, area S9).

3 OF GLYPHS — HEALER

Look to the west. Find a pool blessed by the light of the white sun.

The treasure lies beneath the gazebo in the Shrine of the White Sun (chapter 8, area S4).

4 OF GLYPHS — SHEPHERD

Find the mother—she who gave birth to evil.

The treasure lies in the tomb of King Barov and Queen Ravenovia (chapter 4, area K88).

5 OF GLYPHS — DRUID

An evil tree grows atop a hill of graves where the ancient dead sleep. The ravens can help you find it. Look for the treasure there.

The treasure lies at the base of the Gulthias tree (chapter 14, area Y4). Any wereraven encountered in the wilderness can lead the characters to the location.

6 OF GLYPHS — ANARCHIST

I see walls of bones, a chandelier of bones, and a table of bones—all that remains of enemies long forgotten.

The treasure lies in Castle Ravenloft's hall of bones (chapter 4, area K67).

7 OF GLYPHS — CHARLATAN

I see a lonely mill on a precipice. The treasure lies within.

The treasure lies in the attic of Old Bonegrinder (chapter 6, area O4).

8 OF GLYPHS — BISHOP

What you seek lies in a pile of treasure, beyond a set of amber doors.

The treasure lies in the sealed treasury of the Amber Temple (chapter 13, area X40).

9 OF GLYPHS — TRAITOR

Look for a wealthy woman. A staunch ally of the devil, she keeps the treasure under lock and key, with the bones of an ancient enemy.

The treasure is hidden in the master bedroom of Wachterhaus (chapter 5, area N40).

MASTER OF GLYPHS — PRIEST

You will find what you seek in the castle, amid the ruins of a place of supplication.

The treasure lies in Castle Ravenloft's chapel (chapter 4, area K15).

STRAHD'S ENEMY

Drawn from the high deck, the fourth card in the card reading determines the location of an NPC who can improve the characters' chances of defeating Strahd. (Some cards offer two possible results, A and B; in such a case, you can pick the one you prefer or that better suits the circumstances of the adventure.)

Strahd senses that this NPC is a danger to him and tries to eliminate the threat as quickly as possible. This NPC, whoever it ends up being, gains the following additional action:

Inspire. While within sight of Strahd, this character grants inspiration to one player character he or she can see.

Each of the NPCs described in this section has a role to play in the adventure, even if that individual isn't indicated in the card reading. For the one so designated, however, the information in this section regarding the NPC's behavior takes precedence over whatever is said elsewhere in these pages; that NPC is extraordinary.

ARTIFACT (JOKER 1)

Look for an entertaining man with a monkey. This man is more than he seems.

This card refers to Rictavio (see appendix D), who can be found at the Blue Water Inn in Vallaki (chapter 5, area N2). Normally reluctant to accompany the characters, Rictavio changes his tune if the characters tell him

about the card reading. He sheds his disguise and introduces himself as Dr. Rudolph van Richten.

The characters might think that Gadof Blinsky, the toymaker of Vallaki (area N7), is the figure they seek, because he has a pet monkey. If they speak to him about this possibility, Blinsky jokes that he and the monkey are "old friends," but if the characters ask him to come with them to fight Strahd, he politely declines. If the characters tell him about the tarokka reading, Blinsky admits that he acquired the monkey from a half-elf carnival ringmaster named Rictavio.

BEAST (JACK OF DIAMONDS)

A werewolf holds a secret hatred for your enemy. Use her hatred to your advantage.

This card refers to the werewolf Zuleika Toranescu (see chapter 15, area Z7). She will accompany the characters if they promise to avenge her mate, Emil, by killing the leader of her pack, Kiril Stoyanovich.

A. BROKEN ONE (KING OF DIAMONDS)

Your greatest ally will be a wizard. His mind is broken, but his spells are strong.

This card refers to the Mad Mage of Mount Baratok (see chapter 2, area M).

B. BROKEN ONE (KING OF DIAMONDS)

I see a man of faith whose sanity hangs by a thread. He has lost someone close to him.

This card refers to Donavich, the priest in the village of Barovia (see chapter 3, area E5). He will not accompany the characters until his son, Doru, is dead and buried.

DARKLORD (KING OF SPADES)

Ah, the worst of all truths: You must face the evil of this land alone!

There is no NPC who can inspire the characters.

A. DONJON (KING OF CLUBS)

Search for a troubled young man surrounded by wealth and madness. His home is his prison.

This card refers to Victor Vallakovich (see chapter 5, area N3t). Realizing that the characters are the key to his salvation, he enthusiastically leaves home and accompanies them to Castle Ravenloft.

B. DONJON (KING OF CLUBS)

Find a girl driven to insanity, locked in the heart of her dead father's house. Curing her madness is key to your success.

This card refers to Stella Wachter (see chapter 5, area N4n). She grants the party no benefit unless her madness is cured. With her wits restored, Stella is happy to join the party and leave her rotten family behind.

SEER (JACK OF CLUBS)

Look for a dusk elf living among the Vistani. He has suffered a great loss and is haunted by dark dreams. Help him, and he will help you in return.

This card refers to Kasimir Velikov (see chapter 5, area N9a). The dusk elf accompanies the characters to Castle Ravenloft only after they lead him to the Amber Temple and help him find the means to resurrect his dead sister, Patrina Velikovna.

A. GHOST (KING OF HEARTS)

I see a fallen paladin of a fallen order of knights. He lingers like a ghost in a dead dragon's lair.

This card refers to the revenant Sir Godfrey Gwilym (see chapter 7, area Q37). Although initially unwilling to accompany the characters, he will do so if the characters convince him that the honor of the Order of the Silver Dragon can be restored with his help. Doing this requires a successful DC 15 Charisma (Persuasion) check.

B. GHOST (KING OF HEARTS)

Stir the spirit of the clumsy knight whose crypt lies deep within the castle.

This card refers to Sir Klutz the phantom warrior (see chapter 4, area K84, crypt 33). If Sir Klutz is Strahd's enemy, then the phantom warrior disappears not after seven days, but only after he or Strahd is reduced to 0 hit points.

EXECUTIONER (JACK OF SPADES)

Seek out the brother of the devil's bride. They call him "the lesser," but he has a powerful soul.

This card refers to Ismark Kolyanovich (see chapter 3, area E2). Ismark won't accompany the characters to Castle Ravenloft until he knows that his sister, Ireena Kolyana, is safe.

A. HORSEMAN (JOKER 2)

I see a dead man of noble birth, guarded by his widow. Return life to the dead man's corpse, and he will be your staunch ally.

This card refers to Nikolai Wachter the elder, who is dead (see chapter 5, area N4o). If the characters cast a *raise dead* spell or a *resurrection* spell on his preserved corpse, Nikolai (LN male human **noble**) agrees to help the characters once he feels well enough, despite his wife's protests. Although his family has long supported Strahd, Nikolai came to realize toward the end of his life that Strahd must be destroyed to save Barovia.

If the characters don't have the means to raise Nikolai from the dead, Rictavio (see appendix D) gives them a *spell scroll* of *raise dead* if he learns of their need. If they're staying at the Blue Water Inn, he leaves the scroll in one of their rooms.

B. HORSEMAN (JOKER 2)

A man of death named Arrigal will forsake his dark lord to serve your cause. Beware! He has a rotten soul.

This card refers to the Vistani assassin Arrigal (see chapter 5, area N9c). If the characters mention this card reading to him, he accepts his fate and accompanies them. If the characters succeed in defeating Strahd, Arrigal betrays and attacks them, believing that he is destined to become Barovia's new lord.

A. INNOCENT (QUEEN OF HEARTS)

I see a young man with a kind heart. A mother's boy! He is strong in body but weak of mind. Seek him out in the village of Barovia.

This card refers to Parriwimple (see chapter 3, area E1). Although he's a simpleton, he won't travel to Castle Ravenloft without good cause. Characters can manipulate him into going by preying on his good heart. For instance, he might go there to help rescue missing Barovians, or to save the life of Ireena Kolyana, who is very beautiful. The characters must somehow deal with Bildrath, Parriwimple's employer, who won't let the foolish boy go to the castle for any reason.

B. INNOCENT (QUEEN OF HEARTS)

Evil's bride is the one you seek!

This card refers to Ireena Kolyana (see chapter 3, area E4). Her brother, Ismark, opposes the idea of Ireena's being taken to Castle Ravenloft, but she insists on going there once the characters tell her about the card reading. Ireena won't accompany the characters, however, until Kolyan Indirovich's body is laid to rest in the cemetery.

A. MARIONETTE (JACK OF HEARTS)

What horror is this? I see a man made by a man. Ageless and alone, it haunts the towers of the castle.

This card refers to Pidwick II (see chapter 4, area K59, as well as appendix D).

B. MARIONETTE (JACK OF HEARTS)

Look for a man of music, a man with two heads. He lives in a place of great hunger and sorrow.

This card refers to Clovin Belview (see chapter 8, area S17), the two-headed mongrelfolk. Clovin serves the Abbot out of fear and a perverse sense of loyalty. His job is to deliver food to the other mongrelfolk, whom he abhors. If the Abbot still lives, Clovin doesn't want to earn his master's ire by attempting to leave, and he refuses to accompany the characters. But if the Abbot dies, Clovin doesn't have any reason to remain in the abbey, so he's willing to come along if he is bribed with wine. Clovin provides no benefit to the party without his viol.

MISTS (QUEEN OF SPADES)

A Vistana wanders this land alone, searching for her mentor. She does not stay in one place for long. Seek her out at Saint Markovia's abbey, near the mists.

This card refers to Ezmerelda d'Avenir (see appendix D). She can be found in the Abbey of Saint Markovia (see chapter 8, area S19), as well as several other locations throughout Barovia.

RAVEN (QUEEN OF CLUBS)

Find the leader of the feathered ones who live among the vines. Though old, he has one more fight left in him.

This card refers to Davian Martikov (see chapter 12, "The Wizard of Wines"). The old wereraven, realizing that he has a chance to end Strahd's tyranny, leaves his vineyard and winery in the capable hands of his sons, Adrian and Elvir. But before he travels to Castle Ravenloft to face Strahd, Davian insists on reconciling with his third son, Urwin Martikov (see chapter 5, area N2).

A. TEMPTER (QUEEN OF DIAMONDS)

I see a child—a Vistana. You must hurry, for her fate hangs in the balance. Find her at the lake!

This card refers to Arabelle (see chapter 2, area L). She gladly joins the party. But if she returns to her camp (chapter 5, area N9), her father, Luvash, refuses to let her leave.

B. TEMPTER (QUEEN OF DIAMONDS)

I hear a wedding bell, or perhaps a death knell. It calls thee to a mountainside abbey, wherein you will find a woman who is more than the sum of her parts.

This card refers to Vasilka the flesh golem (see chapter 8, area S13).

STRAHD'S LOCATION IN THE CASTLE

Drawn from the high deck, the fifth card in the card reading determines the location of the final showdown with Strahd—the place in Castle Ravenloft where the characters are sure to find him. The first time the characters arrive at the foretold location, Strahd is there, provided he hasn't been forced back into his coffin.

ARTIFACT (JOKER 1)

He lurks in the darkness where the morning light once shone—a sacred place.

Strahd faces the characters in the chapel (area K15).

BEAST (JACK OF DIAMONDS)

The beast sits on his dark throne.

Strahd faces the characters in the audience hall (area K25).

BROKEN ONE (KING OF DIAMONDS)

He haunts the tomb of the man he envied above all.

Strahd faces the characters in Sergei's tomb (area K85).

DARKLORD (KING OF SPADES)

He lurks in the depths of darkness, in the one place to which he must return.

Strahd faces the characters in his tomb (area K86).

DONJON (KING OF CLUBS)

He lurks in a hall of bones, in the dark pits of his castle.

Strahd faces the characters in the hall of bones (area K67).

SEER (JACK OF CLUBS)

He waits for you in a place of wisdom, warmth, and despair. Great secrets are there.

Strahd faces the characters in the study (area K37).

GHOST (KING OF HEARTS)

Look to the father's tomb.

Strahd faces the characters in the tomb of King Barov and Queen Ravenovia (area K88).

EXECUTIONER (JACK OF SPADES)

I see a dark figure on a balcony, looking down upon this tortured land with a twisted smile.

Strahd faces the characters at the overlook (area K6).

HORSEMAN (JOKER 2)

He lurks in the one place to which he must return—a place of death.

Strahd faces the characters in his tomb (area K86).

INNOCENT (QUEEN OF HEARTS)

He dwells with the one whose blood sealed his doom, a brother of light snuffed out too soon.

Strahd faces the characters in Sergei's tomb (area K85).

MARIONETTE (JACK OF HEARTS)

Look to great heights. Find the beating heart of the castle. He waits nearby.

Strahd faces the characters in the north tower peak (area K60).

MISTS (QUEEN OF SPADES)

The cards can't see where the evil lurks. The mists obscure all!

The card offers no clue about where the final showdown with Strahd will occur. It can happen anywhere you like in Castle Ravenloft. Alternatively, Madam Eva tells the characters to return to her after at least three days, and she will consult the cards again for them, but only to discern the location of their enemy.

RAVEN (QUEEN OF CLUBS)

Look to the mother's tomb.

Strahd faces the characters in the tomb of King Barov and Queen Ravenovia (area K88).

TEMPTER (QUEEN OF DIAMONDS)

I see a secret place—a vault of temptation hidden behind a woman of great beauty. The evil waits atop his tower of treasure.

Strahd confronts the characters in the treasury (area K41). "A woman of great beauty" refers to the portrait of Tatyana hanging in the castle's study (area K37), which contains a secret door that leads to the treasury.

ADVENTURE HOOKS

In the event that begins the adventure, the fates of Strahd and the adventurers are entwined as the characters are invited or forced into his domain. Different ways to get the adventurers to Barovia are described in the sections that follow. Use whichever one you favor.

In "Plea for Help," a colorfully dressed stranger approaches the characters while they are staying at a tavern. The stranger delivers a letter from his master, inviting them to the village of Barovia with an urgent request for their assistance. If the characters take the bait, the fog engulfs them as they cross into Strahd's domain.

In "Mysterious Visitors," the characters are asked to scare off a band of rowdy travelers who are camped outside the town of Daggerford, on the Sword Coast in the Forgotten Realms campaign setting. The travelers welcome the characters to their camp and invite them to sit by their fire while their elder recounts a tragic tale of a cursed yet noble prince. The characters, lulled into a trance by the fire, awaken to find themselves on a foggy road, delivered to Barovia by their Vistani hosts.

In "Werewolves in the Mist," the characters are drawn together by a series of werewolf attacks. The hunt for this pack of lycanthropes leads the characters into a forest, where they are swept into the land of Barovia. This hook assumes the use of the five factions featured in the Adventurers League.

In "Creeping Fog," the characters are traveling a lonely road through the woods when the fog engulfs them, spiriting them away to the land of Barovia.

PLEA FOR HELP

The characters start their adventure in an old tavern, the details of which are for you to decide.

To a party of seasoned adventurers such as yourselves, what you see is but another dull tavern in another dull town in some nameless province. It is but another span of time between the challenges of true adventuring.

Outside the tavern, a fog lies over the town this evening. The damp, cobbled pavement glistens as the lights of street lanterns dance across the slick stones. The fog chills the bones and shivers the soul of anyone outside.

Yet inside these tavern walls the food is hearty, and the ale is warm and frothy. A fire blazes in the hearth, and the tavern is alive with the tumbling voices of country folk.