

Faction Notes

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Zusammenfassung

Sources for this writeup include the official Curse of Strahd Game-master's Manual and Curse of Strahd: Reloaded.

This template is built from the Lazy Dungeon Master Adventure Prep Template by Mike Shea of Sly Flourish.

1 Ismark Kolyana

- Ismark is currently skeptical that the party aren't vagabonds or evil-doers, having found out what they did to his village's church and Father Donavich. They can earn his trust by successfully escorting his sister Ireena to Vallaki and returning with proof that the task was completed satisfactorily.

2 Keepers of the Feather

- The Keepers of the Feather believe that the party is evil, likely servants of Strahd, due to Muriel's report of the party ransacking the church in Barovia and terrorizing Father Donavich.

3 Strahd von Zarovich

- Strahd is aware that the party destroyed Death House permanently since they buried Walter's corpse and thus released his soul and the curse on the house.
- Strahd is aware that one of the party somehow met an Evil Vestige. Strahd doesn't know this, but the Vestige was Norganas, Finger of Oblivion; Norganas was able to communicate due to Death House amplifying his power.