

ENCOUNTERS IN THE MISTS

A CURSE OF STRAHD SUPPLEMENT

ADDITIONAL RANDOM ENCOUNTERS FOR DUNGEON MASTERS

CURSE OF STRAHD RANDOM ENCOUNTERS

In this homebrew DM's can find 20 separate encounters to add to the **Curse of Strahd** adventure. These are intended to be add ons to the already existing random encounter table found within the book. The idea being to create a mix of atmospheric horror and a little bit of humour or good will. As the book points out, horror just isn't the same if it's a constant feeling.

As there are 20 encounter the DM can roll a d20 to determine the random encounter. I would recommend that DM's read through it first and choose which encounter the players come across. This will allow DM's the keep the tone of their game going in a sensible direction. Too many positive events early could cause the players to have unrealistic expectations of your game. On the reverse a DM may want this and then have the game take a much darker tone. Finally I'd like to point out that any combat or non combat encounters can be changed easily to best suit the DM's wishes. The birds in **Morning Song** could simply fly past the players while **Cabin In The Woods** may still have the shadowy figure still lurking nearby.

Best wishes and happy gaming
Hugh

ENCOUNTER TABLE

Number	Encounter
1	Morning Song
2	The Devil has appeared!
3	Blood To Bone
4	Help Out A Friend?
5	Here Lies
6	What About Second Breakfast?
7	A Lovers Parting Gift
8	Don't Let The Bed Bugs Bite
9	A Way Out
10	An Ill Omen
11	Good Fortune
12	Cabin In The Woods
13	Familiar Face
14	Secret Admirer
15	Well In The Dark
16	Mirror Mirror
17	Wash Away Our Sins
18	Card Tricks
19	The Little Girl Lost
20	A Loyal Companion

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MORNING SONG

The party hear a most unnatural sound in the lands of Barovia. A group of birds chirping. Upon hearing it their spirits lighten and they feel warmer inside, they can almost feel the sun breaching the clouds. If the players go looking for the birds they will find them on a dc 14 perception in the woods. Here the birds are not what they seem and are actually all corpses of long dead birds. Rotten feathers clinging to skeletal shapes that turn upon the party with glowing red eyes. The birds are d6 in number and use the stats for a Raven, Monster Manual, pg. 335. Once they attack the sky darkens as clouds gather. Although it may be day time the DM can now roll on the night time encounters table for the remainder of the day.

THE DEVIL HAS APPEARED!

The party travel across the road as the mists grow heavier. They can barely see five feet in front of them when a shadowy figure looms in the distance. A long black cloak billows in the mist and lightning strikes. If the PCs question who is there or approach the figure will reveal themselves as the devil Strahd Von Zerovich! This is actually Zarek, a poor unfortunate who went mad after seeing his parents cut down by vampire spawn. His mind shattered he did all he could think of to save his life and proclaimed himself the devil Strahd. Strahd, who was hunting with his spawn at the time, found this most amusing and instead of killing him brought him to his castle and had Zarek fitted with clothes.

Now Zarek travels the woods protected by an escort of wolves convinced he is in fact Strahd. Strahd finds his 'jester' most amusing as he often torments the villagers and has ordered no harm may come to him. If Zarek dislikes a pc he can order them killed at which point 3d6 wolves will appear and target the offender. If he grows a liking to them he will invite them back to Castle Ravenloft. Zarek uses commoner stats.

ROLE PLAYING ZAREK

Zarek is a rather goofy individual and will often play up Strahd in silly fashion. Similar to how one might expect in a pantomime. This being said he truly believes himself to be Strahd and thus will never knowingly insult the name of Zerovich or allow others to do so.

BLOOD TO BONE

The party hear the crying of a girl in the woods or off the trail depending on their location. If they choose to investigate they will find a small girl crying in the woods with her head on her knees. She repeats 'Please stop, please stop' Particularly perceptive players(dc20) will notice small pricks forming on the girls skin though no blood sheds. If the pcs attack she vanishes, if they try move her she cries out that she won't go back to the windmill and vanishes. If they question her politely she will ask them to 'stop the witches in the windmill' before lifting her head to the pc questioning her. She has no eyes and falling from her eye sockets is white powder. Then she vanishes. Once gone the girl will leave behind a pool of white powder(ground children's bones). Truly evil players could collect it and sell it to the hags in the windmill for 20 GP. Ignore this event if the players have already killed the hags in the Bonemill

HELP OUT A FRIEND?

A man with his shirt half off and no shoes bursts through the fog and into the players. Smiling "sorry friends I've bitten off more than I can chew". As he says this they players can hear the playful calls of several women in the fog. "Vistani" He remarks before turning to one particular pc(left to DMs discretion). "I've got to get home, maybe you could slow them down for me, want to take my place?" If the pcs answer is anything other than the affirmative he interrupts them "Are you sure, you look like you could use a bit of fun(the Vistani girls cries grow louder) will you take my place?" Once again if they answer in anything other than the affirmative he will remark "please, take my place." If they still refuse or at any point attack he vanishes. 50 feet from here is a long dead tree who's only remarkable feature is a thick branch up which a man is hung. His corpse long rotten wears the same clothes as the one that approached the players. If the player agrees then the corpse is at the base of the tree and the player is now being hung. The character is now choking as per the suffocation rules in the Players Handbook, pg. 183. Their arms are tied behind their back and they can make some sound(though not enough for verbal components of spells).

Although this encounter can be deadly depending on rolls the DM can simply make it so the players hands are not tied behind their back, leaving the encounter to be more of a psychological effect.

HERE LIES

The players find a series of grave markers with Barovian names. If they chose to read the names they will discover one of the players names(chosen randomly) written among the Barovians. Digging up the grave will result in finding a rotting corpse with all the players non magical armour, clothes and weapons.

WHAT ABOUT SECOND BREAKFAST?

This event will occur the next time the players begin to eat in the wilderness. Choose a random player. As that player is eating they find their food has suddenly taken on a foul liquidy form. Whatever they were eating previously has turned to blood in their mouths. Any remaining food is filled with maggots or oozing blood depending on the food in question.

A LOVERS PARTING GIFT

A woman with a long white dress is heading the opposite direction of the players. She has a dagger in her chest and her dress is stained red however she doesn't seem to notice. She will spark up conversation with the players before eventually heading on her way(to a town left up to the dm depending on the players location and direction they were heading). If they mention or draw attention to the dagger the woman seems surprised and remark 'why' before decaying rapidly in front of the players. Collapsing as a corpse in the road.

DON'T LET THE BED BUGS BITE

This only occurs during a long rest where players sleep in the wilderness. Any sleeping player will abruptly awake to find themselves inside of a coffin. Not only that but it is already occupied by a rotting corpse. Anyone watching anyone sleep will see them vanish and a coffin placed where they were. If the player makes any noise inside the coffin the corpse beside them will awaken and attack. It uses stats for a zombie, Monster Manual pg. 316.

A WAY OUT

A woman is gravely injured and will be spotted by the players before she notices them. She is cautious and tries to crawl away. If the players heal her she is incredibly grateful and mentions she was attacked. To show her gratitude she promises to let the players in on a secret. A way out of the fog. She takes the players(if they are hesitant she tries to make good faith by suggesting they keep their weapons aimed at her or their distance) and will bring them to a nearby clearing where two dusk elves are tied up and two more killed. The clearing has a small tent set up like the Vistani and she presents the players with their way out. She believe the Vistani are keeping the secrets of escaping this place because they love tormenting the Barovians. She also believes that if she drinks the blood of a still living Vistani she will be able to escape the mists. She invites the players over and will try slit the throats of the helpless elves. If the players aid her and drink the blood they are haunted by the spirits of the elves. On a long rest there is a 25% chance for it to completely fail as they are haunted by the spirit of the elf the have consumed. If they oppose her she will attack. Saving the elves makes them very grateful and will take the players to the Vistani camp with the missing girl. They reward the players with 100 gold each and will always be welcome at the camp. The woman and elves use the stats for a commoner, Monster Manual pg. 345

AN ILL OMEN

The players hear the sounds of children singing. The DM is encouraged to find the creepiest child singing music they can and play it for the players. If they follow the sounds of the music they will come to a wooden table at a clearing which contains a large feast, freshly prepared. This is the *Heroes' Feast* spell in the players handbook. If the feast is consumed this event will not happen again. This is to somewhat mess with the players heads. The DM should play up the creepy music and how the further they get off track the more ominous the fog becomes. A particularly cruel DM may use this at the start of an adventure and completely mess with the players heads for the rest of the game.

I'm telling you following this trail of blood past that sign that says 'Go back' also written in blood is a good idea. What if it's another Heroes' Feast?

GOOD FORTUNE

A bag of 207 gold pieces. That's it, no strings attached. Let your players imagination of where the bag comes from or who it belongs to give you ideas for future encounters. You could play this up as they pick up the bag "You can feel the eyes of nearby crows on you as your fingers close in on the leather pouch".

CABIN IN THE WOODS

The players hear muffled screams off the trail. Heading 100 feet in the direction of the screaming will reveal a cabin with one door and window. In the window the players will see a woman banging on it and screaming for help. Seeing the players she moves in the direction of the door and the door starts to shake as though someone is trying to open it but it's locked. She will return to the window and a shadowy figure will appear behind her and her screams will grow more desperate. Any player kicking down the door will reveal an empty old cabin. If the players do nothing she will be dragged out of sight. There is a bed with caked blood in rough sheets. A pot sits over a small area for fires. Looking inside will reveal some bones and mouldy water. Hair, same colour as the woman's, will be stuck under the lid of the pot.

FAMILIAR FACE

The mists surround the players obscuring their vision before returning. All around on the trees are hanging corpses, the number of which should correspond with the number of players. These are previous adventurers who tried to defy Strahd. They should be the same classes as your players and similar gear and race.

SECRET ADMIRER

The players discover a Blinsky doll in one of their likenesses. Roll to determine which player. If they haven't met Gadof Blinsky he will be shocked at the player who's doll is in likeness and apologise. If they have he will apologise if they confront him but the stranger offered quite a bit of coin. The Stranger wore a black cloak and Gadof couldn't see their face.

WELL IN THE DARK

Not far from their path the players spot a well, heavily covered in moss. A bucket sits on the side that if the players use will splash in water below. Drawing water from the well will reveal clear and delicious water. Drinking the water refreshes a character and they gain the benefits of a short rest (regained abilities, use of hit dice, etc). If the players used the bucket to get the water they will find several child skulls in the bucket. Going into the well will reveal the ground to be a bed of children's skulls.

MIRROR MIRROR

A small hand mirror sits at the side of the road, resting against a tall tree. It's handle is plain wood. Looking into the mirror will reveal the viewers reflection. If anyone says the word *mirror* twice with no more than three seconds apart will cause the contents to turn to darkness. This is a two way communication device and it's owner keeps the other wrapped up in a bag. Her name is **Kikimora** and she knows the players have the other mirror. She is a Barovian witch (Curse of Strahd, pg. 229) that will attempt to purchase the mirror off the player with false gold. Should the players refuse she will send familiars to steal back the mirror. If the players attack she will cast invisibility and flee. If they manage to kill her she carries the second mirror on her person which they players will know how to use on a dc12 arcana check.

WASH AWAY OUR SINS

It starts to rain heavily. This continues for 1d8 days. Players receive disadvantage on perception checks while in this rain. If the entire party goes inside of a building the rain will stop. After one minute of leaving a building the rain will start again. .

CARD TRICKS

Tarokka deck can be found in the players paths. It appears to be a regular deck except that over the course of 1d4 days the figures on the deck slowly turns to skeletons. The suits slowly change to skulls and a foul odour starts to emanate from the cards. Once this transportation is complete no one will purchase or take these cards from the players. Any Vistani who see the cards will be offended the players have created such a mockery of their culture.

THE LITTLE GIRL LOST

The players notice a red glow coming from the tree line/mists. Investigating will lead them to the body of a young woman in a beautiful white and green dress. Two rubies (these rubies are small and thin, worth about 1000 gold a piece) are resting on her eyes. Burying the girl or burning her corpse with the rubies will cause the players to receive inspiration.

Taking the rubies however will cause the spirit of the girl to haunt whoever stole the rubies. Unless the rubies are returned to the corpse the thieves will be unable to sleep or meditate. Any attempt by the players to do so will cause them to be chased by the girl in their dreams, before waking up shortly after. This does not prevent long rests however without meditation or sleep there are consequences.

GOING WITHOUT SLEEP

After 48 hours without sleep or meditation the player must pass a dc15 con save or suffer 1 level of exhaustion. Every 24 hours thereafter will require a new dc15 check +1.

For example 4 days without sleep will be a dc 17 con sav while 5 days will be a dc18 con save. Failing additional checks will add another level of exhaustion. However the player cannot go above exhaustion level 4. A long rest will not remove these levels of exhaustion.

A LOYAL COMPANION

A small Bloodhound dog (Mastiff, Players Handbook, pg. 307) approaches the players with a whimper. The dog is heavily malnourished and will whimper at the players. If they attack it will leave them alone for good, if they shoo it away it will approach once more at a later date. A second shoo will cause the dog to leave them for good.

If the players offer the dog food or shelter it will remain loyal to the players. It will attack any who threaten them and provide watch while the party rest.

The dog is also cursed by a witch, unless a remove curse or greater restoration is cast on the dog then it will die in 1d4 days due to malnourishment. 1d3 days after the death of the dog its spirit will return to the party and continue to guard them. While in spirit form it cannot attack non spectral creatures though it can scare humanoids on a dc8 fear check. It can only be harmed by spectral creatures or magic in this form. As a bonus action Strahd can dismiss the spirit of the dog in a puff of flame. He will only do this if the dog attempts to attack him.