

## IREENA KOLYANA

<b>Class</b>	Rogue	<b>Gender</b>	Female
<b>Archetype</b>	Swashbuckler	<b>Age</b>	29
<b>Race</b>	Human	<b>Height</b>	1.69
<b>Level</b>	7	<b>Weight</b>	60 kg
<b>Alignment</b>	Lawful Good	<b>Hair</b>	Auburn
<b>Background</b>	Noble	<b>Eyes</b>	Brown



STR	DEX	CON	INT	WIS	CHA
<b>10</b>	<b>18</b>	<b>10</b>	<b>13</b>	<b>12</b>	<b>14</b>
+0	+4	+0	+1	+1	+2
SAVING THROWS					
+1	+8	+1	+5	+2	+3

AC	Initiative	Speed	Hit Dice	Proficiency	Passive Perc.
<b>17/18</b>	<b>+6</b>	<b>30</b>	<b>7d8</b>	<b>+3</b>	<b>14</b>
HIT POINTS			Inspiration	SNEAK ATTACK	
Temporary	Current	Maximum		<b>+4d6</b>	
		<b>38</b>			

### ARGYNVOSTHOLT SPIRIT AURA

+1 AC, +1 to Saving Throws (included above)

### SKILLS

Acrobatics (Dex)	<b>+7</b>	Medicine (Wis)	<b>+1</b>
Animal Handling (Wis)	<b>+1</b>	Nature (Int)	<b>+1</b>
Arcana (Int)	<b>+1</b>	Perception (Wis)	<b>+4</b>
Athletics (Str)	<b>+0</b>	Performance (Cha)	<b>+2</b>
Deception (Cha)	<b>+5</b>	Persuasion (Cha)	<b>+8</b>
History (Int)	<b>+4</b>	Religion (Int)	<b>+1</b>
Insight (Wis)	<b>+1</b>	Sleight of Hand (Dex)	<b>+4</b>
Intimidation (Cha)	<b>+2</b>	Stealth (Dex)	<b>+10</b>
Investigation (Int)	<b>+7</b>	Survival (Wis)	<b>+1</b>
		Thieves' tools (Dex)	<b>+10</b>

### BASIC ACTIONS

#### Dash:

When you take the Dash action, you gain extra movement for the current turn. The increase equals your speed, after applying any modifiers. With a speed of 30 feet, for example, you can move up to 60 feet on your turn if you dash.

Any increase or decrease to your speed changes this additional movement by the same amount.

#### Disengage:

Your movement doesn't provoke opportunity attacks for the rest of the turn.

#### Dodge:

Until the start of your next turn, any attack roll made against you has disadvantage if you can see the attacker, and you make Dexterity saving throws with advantage. You lose this benefit if you are incapacitated or if your speed drops to 0.

#### Hide:

When you take the Hide action, you make a Dexterity (Stealth) check in an attempt to hide. If you succeed: you have advantage on attack rolls against it

#### Help:

When you take the Help action, the creature you aid gains advantage on the next ability check it makes to perform the task you are helping with, provided that it makes the check before the start of your next turn. Alternatively, you can aid a friendly creature in attacking a creature within 5 feet of you. You feint, distract the target, or in some other way team up to make your ally's attack more effective. If your ally attacks the target before your next turn, the first attack roll is made with advantage.

#### Ready:

You can take the Ready action on your turn, which lets you act using your reaction before the start of your next turn. You decide what circumstance will trigger your reaction. Then, you choose the action you will take. When the trigger occurs, you can either take your reaction right after the trigger finishes or ignore the trigger. Remember that you can take only one reaction per round. When you ready a spell, you hold its energy, which you release with your reaction. A spell must have a casting time of 1 action. If your concentration is broken, the spell dissipates without taking effect.

#### Cover:

Half cover: +2 bonus to AC and Dexterity saving throws.  
Three-quarters cover: +5 bonus to AC and Dexterity saving throws

#### Two-weapon fighting:

Costs a bonus action; Don't add your ability modifier to damage (unless negative)

### CLASS FEATURES: ROGUE

#### Expertise:

Double proficiency bonus for any ability check that uses either of the 2 chosen proficiencies: Persuasion, Stealth.

#### Sneak Attack:

Once per turn, you can deal extra damage to one creature you hit with an attack if you have advantage on the attack roll. The attack must use a finesse or a ranged weapon.

You don't need advantage on the attack roll if another enemy of the target is within 5 feet of it, that enemy isn't incapacitated, and you don't have disadvantage on the attack roll.

#### Thieves' Cant:

You learned thieves' cant, a secret mix of dialect, jargon, and code that allows you to hide messages in seemingly normal conversation. Only another creature that knows thieves' cant understands such messages. Takes four times longer to convey

You understand a set of secret signs and symbols used to convey short, simple messages, such as whether an area is dangerous or the territory of a thieves' guild, whether loot is nearby, or whether the people in an area are easy marks or will provide a safe house for thieves on the run.

#### Cunning Action:

Can take a bonus action on each of your turns in combat. Use only to take the Dash, Disengage, or Hide action.

#### Uncanny Dodge:

Starting at 5th level, when an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

#### Evasion:

When subjected to effect that allows Dexterity saving throw to take only half damage: if succeed, no damage; if fail, half damage

### ARCHETYPE FEATURES: SWASHBUCKLER

#### Fancy Footwork:

During your turn, if you make a melee attack against a creature, that creature can't make opportunity attacks against you for the rest of your turn.

#### Rakish Audacity:

You can give yourself a bonus to your initiative rolls equal to your Charisma modifier.

You also gain an additional way to use your Sneak Attack; you don't need advantage on the attack roll to use your Sneak Attack against a creature if you are within 5 feet of it, no other creatures are within 5 feet of you, and you don't have disadvantage on the attack roll. All the other rules for Sneak Attack still apply to you.

### FEATS

#### Dual Wielder:

- You gain a +1 bonus to AC while you are wielding a separate melee weapon in each hand.
- You can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light.
- You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one (usually part of movement and your action)

### BACKGROUND: NOBLE

**Skills:** History, Persuasion

**Tool:** One type of gaming set: chess

**Languages:** ??

**Position of Privilege:** Thanks to your noble birth, people are inclined to think the best of you. You are welcome in high society, and people assume you have the right to be wherever you are. The common folk make every effort to accommodate you and avoid your displeasure, and other people of high birth treat you as a member of the same social sphere. You can secure an audience with a local noble if you need to.

### DEATH SAVES

Successes: ○○○○

Failures: ○○○○

### SUN BLADE (MAIN HAND)

Attack	Damage	Type	Range
<b>+9</b>	<b>1d8+6(+1d8)</b>	<b>Radiant</b>	<b>5 feet</b>

### RAPIER (OFF-HAND)

Attack	Damage	Type	Range
<b>+7</b>	<b>1d8+4</b>	<b>Pierce</b>	<b>5 feet</b>

### DAGGER (MAIN HAND / THROWN)

Attack	Damage	Type	Range
<b>+7</b>	<b>1d4+4</b>	<b>Pierce</b>	<b>20/60</b>

### HAND CROSSBOW

Attack	Damage	Type	Range
<b>+7</b>	<b>1d6+4</b>	<b>Pierce</b>	<b>30/120</b>

### EQUIPMENT

GP:

studded leather armor  
2 rapiers (1 silvered)  
short sword  
2 daggers (1 silvered)  
hand crossbow  
crossbow bolts (12x)  
thieves' tools  
belt pouch  
set of fine clothes  
signet ring  
scroll of pedigree  
bottle of wine from Wizards of Wine

### MAGIC ITEMS

sun blade  
potion of invulnerability  
pipes of haunting  
sling, pouch with 10 bullets +1

### RACE TRAITS: HUMAN

**Ability Score increase:** 2 different ability scores increase by 1

**Skills:** You gain proficiency in 1 skill

**Feat:** You gain 1 feat

**Languages:** You can speak, read, and write Common and LANG2

### CLASS PROFICIENCIES: ROGUE

**Armor:** Light armor

**Weapons:** Simple weapons, hand crossbows, longswords, rapiers, shortswords

**Tools:** Thieves' tools

**Saving Throws:** Dexterity, Intelligence

### PARTY

- ✦ **Thorndyke Underwood**, Dwarf Rogue (*Mark*)
- ✦ **Iolas Haemar**, Wood Elf Ranger (*Ferry*)
- ✦ **Urgoth Thickbones**, Orc Fighter (*Jeroen*)
- ✦ **Lowna Kronnsdaughter**, Human Wizard (*Stijn*)
- ✦ **Dunstan Highhammer**, Human Cleric (*Matthijs*)
- ✦ **Ulf Elkhardt**, Human Druid (*Xavier*)

## BACKGROUND STORY

Ireena Kolyana is the daughter of the burgomaster of Barovia, Kolyan Indirovich. She has a brother Ismark and lives in the burgomaster's mansion in the town of Barovia, one of the towns in the land with the same name.

Ireena, a striking young woman with auburn hair, has been bitten twice by Strahd. The villagers are afraid of her and avoid her. The characters are Ireena's best hope for protection, so she is willing to accompany them under certain conditions. Although she appears mild, she has a strong will, and she aids the party as best she can in saving herself. She doesn't remember her early past. She doesn't know how she came to Barovia or where she came from. Moreover, her encounters with Strahd are fuzzy memories, but she can recall clearly the blazing hunger in his eyes.

Wolves and other terrible creatures attacked the house night after night for weeks. The burgomaster's heart couldn't stand the constant assault, and he died three days ago. Strangely, since his death, the house has not come under attack. She says that no one from the village has been brave enough to help Ismark take Kolyan Indirovich to the cemetery for proper burial. Ireena asks the characters if they would be so kind as to help Ismark deliver her father's body safely to Donavich, the local priest. She refuses to be taken anywhere while the burgomaster lies dead on the mansion floor.

## KNOWLEDGE & BELIEFS

About Strahd and vampires, the Barovians believe the following:

- ✦ Strahd von Zarovich is a vampire, and he dwells in Castle Ravenloft. No one is welcome at the castle.
- ✦ The devil Strahd is a curse placed on the land because of a forgotten sin of the Barovians' ancestors.
- ✦ A vampire must rest in its coffin during the day. At night, it can summon wolves and vermin to do its bidding.
- ✦ A vampire can transform into a bat, a wolf, or a cloud of mist. In its humanoid form, it can dominate you with its powerful gaze.
- ✦ A vampire can't enter a residence without an invitation from one of the occupants.
- ✦ Running water burns a vampire like acid, and sunlight causes a vampire to burst into flame

Barovians know the following facts about their homeland:

- ✦ Anyone who attempts to leave the land of Barovia begins to choke on the fog. Those who don't turn back perish.
- ✦ Many strangers have been drawn to Barovia over the years, but they all die or disappear before long.
- ✦ Wolves, dire wolves, and werewolves prowl the Svalich Woods, and hungry bats fill the skies at night.
- ✦ The village of Barovia sits at the east end of the valley. Its burgomaster is named Kolyan Indirovich.
- ✦ The town of Vallaki lies in the heart of the valley. Its burgomaster is named Baron Vargas Vallakovich.
- ✦ The fortified village of Krezk lies at the west end of the valley and is built around an old abbey. The village burgomaster is named Dmitri Krezkov.

Barovians have deep-rooted religious beliefs and superstitions that they pass down from one generation to the next:

- ✦ Two divine forces watch over the Barovian people: the Morninglord and Mother Night.
- ✦ Before the curse of Strahd befell the land, the Morninglord watched over the Barovian people from sunrise until sundown. Now, the sun has not shone unobscured for centuries, and the Morninglord no longer answers their prayers.
- ✦ The presence of Mother Night is felt most strongly between dusk and dawn, although nighttime prayers to her go unanswered. It is widely believed that she has forsaken the Barovian people and sent the devil Strahd to punish them for their ancestors' offenses.
- ✦ Spirits drift along the Old Svalich Road toward Castle Ravenloft in the dead of night. These phantoms are all that remain of Strahd's enemies, and this damnable fate awaits anyone who opposes him.
- ✦ The Vistani serve the devil Strahd. They alone are allowed to leave Barovia.
- ✦ Never harm a raven, lest ill fortune befall you!