

Curse of Strahd: Reloaded

A Campaign Guide by /u/DragnaCarta

Chapter 5: The Town of Vallaki

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Preface: How to Read this Chapter

Don’t Panic

At more than one-hundred pages, this five-part guide is easily the longest “chapter” in the *Curse of Strahd: Reloaded* compendium. It’s not hard to see why. Vallaki is a centerpiece of plot hooks, significant NPCs, and intricately interlocking politics (see more on that below). However, don’t be too intimidated by this guide’s extreme length. Here’s a brief explanation of how you can make this campaign guide (and revision) work for you.

Before your PCs arrive in Vallaki, do your best to review the **Residents of Vallaki** and **Vallakian Politics** sections of this guide. You don’t need to memorize them, but a passing familiarity should give you enough confidence to run the town as a whole. Make sure you’re comfortable with the **Welcome to Vallaki** section as well.

Prepare the **Blue Water Inn** as best you can - almost all groups will head there immediately for room and board, especially if they arrive in Vallaki close to sundown. If Rictavio is your PCs’ foretold ally or the keeper of one of their treasures, brush up on his profile in **Other Residents of Vallaki** as well.

If Father Donavich in Barovia advised the PCs to take Ireena Kolyana to the Church of Saint Andral, make sure to review the **Bones of St. Andral** section thoroughly, and prepare voices and personas for the residents of the Church.

If the PCs appear directionless in their efforts to find a home for Ireena, review the **Plot Hooks & Story Threads (Bones of St. Andral)** and **Vallakian Politics** sections enough to be prepared should your players decide to drop her off at the Church or with the Baron (the two prevailing options).

From this point on, prediction becomes almost impossible, and any number of other sections could become relevant - or irrelevant. For more information on potential tracks your party could take, refer to the Quest Web under the **Plot Hooks & Story Threads** section. At your discretion, feel free to throw in any one of the Strahd encounters found in **Special Events (Encounters With the Devil)** as they become appropriate - but make sure not to go overboard. Beyond that, good luck - and remember to have fun!

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Sections of This Chapter

Welcome to Vallaki: No *Curse of Strahd* campaign departs Vallaki's walls unchanged. This section contains a brief introduction to Vallaki as a campaign setpiece, and presents helpful information about the town's system of justice, day-to-day operation, culture, and modern history. Start here!

Vallakian Politics: *Curse of Strahd* is a module about monsters, but Vallaki is a town where mortals are the true terrors. This chapter will present the tenuous political balance within Vallaki's walls, present the two major political factions and their agents, and walk you through the many ways in which the situation can shift and develop.

Residents of Vallaki: Vallaki is more than a political playhouse - it's a living, breathing settlement as well. This section contains additional information and advice on how to run and develop important NPCs like the Keepers of the Feather, Victor Vallakovich, and Rictavio (AKA Rudolph van Richten). Several of these NPCs have their own plots and hooks, including the several NPCs of the *Feast of Saint Andral* questline. Make sure to have a passing knowledge of who these characters are, what they know, and what they want.

Plot Hooks & Story Threads: At any given time, your players are likely to be juggling 2-3 separate plot threads while within Vallaki's walls. This section aims to provide depth and narrative interest to some of the shallower plots from the original *Curse of Strahd* module, and adds new threads that can connect otherwise unrelated stories. If you're getting lost amongst an ocean of too-many plot hooks, take a quick walk through this section.

Special Events: Whether it's an encounter with Strahd von Zarovich, the Festival of the Blazing Sun, or the release of Rictavio's saber-toothed tiger, there's never a quiet day in Vallaki. This short section expands some of the special events presented in the book, and also walks you through additional events and encounters that you can run to make Vallaki a more interesting experience for your PCs.

Areas of Vallaki: The /r/CurseOfStrahd community has added stunning new content to this entire module, and Vallaki is no different. You can use this section to add additional depth to the mundane locations that your PCs will visit during their time in Vallaki, and also learn how to tie in these locations to the advanced plot hooks discussed above. Plus, don't forget the two all-new, original areas of Vallaki: the Vallakovich Reformation Center and St. Andral's Orphanage!

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