

? For Your Consideration - The Siege of the Burgomaster's Manor

As-written, Strahd chooses to hold his siege of Ireena's home to provide her time to bury her father in the cemetery. However, if you would prefer to play up Strahd's antagonism before the burial, or else punish your PCs from spending time in Barovia after they have buried the burgomaster's body, you may run the following siege encounter, as Strahd's forces return in their efforts to open the mansion to Strahd's unholy clutches.

Warning: Do not run this encounter unless you plan to make Strahd an obvious villain from the get-go. Likely consequences of this encounter include:

- Your PCs will not trust Strahd or his servants at any point, including the promise of safe passage written into his dinner invitation
- Strahd's rationale for approaching the party with a cordial, if not friendly guise, is heavily damaged
- Your PCs will be confused or irritated if Strahd does not continue assaulting them with similar villainous attacks at a regular interval while in Barovia.

Keep in mind that the goal of this siege is to provide an opening for Strahd to meet and charm Ireena - not to kidnap her. Strahd's forces have the following goals:

- destroy the wood and nails that are boarding up the mansion's windows, doors, and walls
- seek out and destroy any traps or rooms that may provide Ireena haven from Strahd's next visitation
- incapacitate or remove any non-Ireena characters that may prevent Strahd from gaining access to the mansion

Depending on when the PCs arrive at the manor, if Ismark expects the oncoming siege, your players may have time to prepare for the night's attack. Allow them to set up traps, chokepoints, barricades, and other combat assets as they dig into the trenches. See the following table for some sample preparations your PCs might make from the resources Ismark has available:

Preparation	Effect	Time to Prepare (per person)
Barricade (Large)	Obstructs line of sight and movement; takes 2 rounds to destroy/remove	2 hours
Barricade (Small)	Provides three-quarters cover and difficult terrain	1 hour
Nail Trap	Creatures that cross must make DC 12 DEX save or take 1d4 piercing damage	30 minutes

	and half their speed	
Grease Trap	Creatures that cross must make DC 12 DEX save or fall prone	30 minutes
Tar Trap	Creatures that cross must make DC 12 STR save or become grappled	30 minutes

Strahd's forces arrive in waves, beginning at midnight.¹ See the following table for which creatures arrive and when:

Round	Creatures	Location	Goal
1	4 Wolves	Front Door (N3A)	Break down front door
2	4 Zombies	Kitchen Door (N3G)	Break down kitchen door
3	1 Ogre Zombie ²	Front Door (N3A)	Break through 2nd-floor window (N3I) Break through front door
4	2 Swarms of Bats	2nd-Floor Window (N3I) [If Open]	Harass characters inside the mansion
5	1 Ogre Zombie	Outside-Facing Room Containing 1+ PCs	Tear down any structural walls that PCs are using for cover
6	2 Zombies	Chimney	Ascend to roof and gain access to mansion interior
7	2 Dire Wolves	Front Door (N3A) or Kitchen Door (N3G)	Injure and/or drag away any PCs within the mansion

At the back of the horde, a PC that passes a DC 15 Wisdom (Perception) check can see a large wolf with a pitch-black coat watching intently.³

When the siege is defeated, Ismark offers the PCs all he has as a reward, and tells them that the Baron of Vallaki owes his father a debt. He can call on that debt - if only the party helps escort Ireena to Vallaki.

¹ /u/Stepchildofthesun, [Lessons from Running Curse of Strahd: Barovia Village](#)

² /u/TheGentlemanDM, [Lessons from Running Curse of Strahd: Barovia Village](#)

³ /u/Stepchildofthesun, [Lessons from Running Curse of Strahd: Barovia Village](#)