

# IREENA KOLYANA

*Innocent (Queen of Hearts)*

Ireena Kolyana is the adopted daughter of the burgomaster of the village of Barovia and Strahd's current obsession. Her childhood and origins are a mystery. She does not remember where she came from herself, and Strahd believes her to be the true reincarnation of Tatyana, over whom he sacrificed his humanity.

## IREENA'S MOTIVATION

Ireena hates being at Strahd's mercy, always dreading his next move. She does not want to stay the victim—she wants to take the fight to him!

## EARNING IREENA'S TRUST

Ireena dearly loved her adoptive father, Kolyan Indirovich. As much as she burns for her chance to confront Strahd, she won't allow the devil to corral her and shirk her duties as daughter. Anyone who helps her bury Kolyan Indirovich earns her trust.

## WEALS AND WOES

There are several possible advantages to having Ireena in the party:

- Strahd would never allow Ireena's death—except at his own hands, of course. This may seem little consolation, except that Strahd's servants all know this, and they would never risk harming Ireena and invoking Strahd's ire. This can cushion the party in many encounters throughout Barovia while traveling with Ireena.

- Ireena is a noble, which commands respect among most civilized Barovians. While she hardly revels in etiquette, she knows how to carry herself and how to impress when needed. Peasants are likely to follow her command (Persuasion +5) and she knows her way around the aristocracy (Deception +5, Insight +4). The social arena is where she can really shine, moreso than the battlefield.
- While she finds the very idea revolting, Ireena knows that Strahd's obsession with her is something that can be used against him. She can use her skills in Deception to mislead and distract him when necessary.
- Ireena is one of the few companions with the potential for significant growth, both in terms of mechanics and character, by using the "Something Blue—Revisited" event in the Krezk chapter of this guide. This reflects her constant struggle to improve herself and her coming to terms with the experiences from Tatyana's past reincarnations. Supporting Ireena on this path of maturation and growth can be hugely rewarding to the party.

Just as Ireena's presence can aid the party, she might be trouble in some situations:

- As strong-willed and prepared to fight for her freedom as she is, Ireena is not a very durable fighter (at least not until Krezk). She uses the stat block of a noble, with the only slight boost being her hit points increased to 14. Her Parry ability does not add much protection.
- Strahd is obsessed with Ireena, and convinced that she will become his bride. Sooner or later, he will come for her. This can precipitate a confrontation with Strahd before the party is prepared for it.
- Ireena would rather die than submit to Strahd. The reality of her existence is even worse than that, however: the Dark Powers will never allow Strahd to have her. They kept Tatyana from him, and they will continue to keep every re-incarnation of her just out of reach. Ireena is doomed, and whenever it looks like Strahd could get her under his control, she will perish—whether at her own hand or by her fate being arranged by the Dark Powers. This makes Ireena one of the most likely allies to lose before her time.



***Not like this! Not tonight, devil—not ever!***

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# ROLEPLAYING IREENA

Ireena does not remember where she comes from or how she ended up in Barovia. Despite the love and safety Kolyan Indirovich and Ismark have shown her, she has always felt out of place, strangely disconnected from the world and people around her. At the same time, there is a pull on her soul, and a sense of an inevitable fate that she's inexorably moving towards. Although she cannot tell what it will be, a sense of inevitable doom and finality accompanies this sensation for, which has made her grow anxious and somber.

Ireena has a drive for self-improvement, and an urge to learn and better herself. This is her response to the feeling of a predetermined destiny that has accompanied her all her life. It does not make that dreadful sense of fate go away, but it allows her to assert herself. Freedom and control are paramount to her. She will never hand a decision about her life off to someone else.

Now that Strahd has taken an interest in her, she rages against the possibility that he might be her destiny. Although her encounters with him are only dimly remembered, she is repulsed by the very idea. She would rather die than become Strahd's bride. Her dark premonitions have left her anxious and prepared for the other shoe to drop all her life, and now she is not afraid to face Strahd in the least—if this is how it ends for her, so be it! In a very real way, finally being able to name the devil as a concrete threat has emboldened and encouraged her.

Befriending Ireena can be a strange experience. She fiercely, almost defiantly, embraces life and cherishes every moment. You can see her hunger for life burning in her eyes every waking moment. At the same time, she is bound to drift off into bouts of a bottomless and inexplicable melancholia, seemingly out of nowhere, overcome by the sense of fate and doom that has followed her for as long as she can remember.

## PERSONALITY

I know many people look up to me because of my station, but I don't feel special. This melancholia covers my life like a shroud, and I feel alone and lost even among those I love and trust.

**Ideal.** My soul is clean and I'll keep it that way—I'd die before I let evil touch me.

**Bond.** I feel this longing after something that I lost, I do not know what. Something... or someone?

**Flaw.** Deep down, I don't believe there is a future for me.