

CLOVIN BELVIEW

Marionette (Jack of Hearts)

Clovin Belview is the personal attendant of the Abbot at the Abbey of Saint Markovia in Krezk. He is a mongrelfolk, a strain of humanoids with strange mutations and animal body parts. The Abbot tasked him with keeping the other mongrelfolk in line, who are more animalistic and crude even than him—a job which he despises.

CLOVIN'S MOTIVATION

Clovin wants to leave the service of the Abbot, and is keen to grasp at any chance that would allow him to leave the Abbey. At the same time, he would never strike out alone—he needs company, and he wishes to continue to have a patron. He does not care much about Strahd one way or another, but he will go with anyone who gets him out of the Abbey.

EARNING CLOVIN'S TRUST

Clovin will not leave without the approval of his master, the Abbot. He is too afraid of the Abbot to even ask, however, so the characters have to petition for him. The Abbot is unlikely to approve the request, unless they can provide something of significant value in return, but Clovin has no problem accompanying the party if the Abbot should meet an untimely end.

WEALS AND WOES

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

- Clovin is a jovial and good-natured travel companion. His loyalties don't run deep, but while they aren't challenged by circumstances, he's good fun to have around. He has a keen sense of his inferiority and wishes to please, if only to make his life easier.
- As a mongrelfolk with the two-headed variant, Clovin has advantage on Wisdom (Perception) checks, which can prove very useful in keeping the party out of danger.
- When Clovin throws his lot in with someone, he sticks with them—for better or worse. He may be of evil alignment, but it's part of his strange and tortured personality to not abandon anyone once he has attached himself to them. Just as he didn't act against the Abbot, even while despising him, he will never act against the characters and will always follow their commands. Clovin might even take initiative and try to anticipate the party's wishes if they treat him even a sliver more kindly than the Abbot.
- Clovin is good with his viol. He might be able to ingratiate the party with anyone who has any appreciation for music and is willing to tolerate his deformities—the Vistani might show great appreciation for his talents.

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

- Clovin is a poor fighter, as a mongrelfolk. He neither deals much damage nor can he take much. Moreover, he is easy to hit at an AC of 11, and even his speed is much lower than that of most other humanoid creatures at a mere 20 feet. He is going to be more of a liability than an asset in most combat situations—and gods forbid the party has to run from something while he is with them!
- Most Barovians will react with disgust towards the mongrelfolk and won't even let them into their cities or homes without significant convincing. Clovin resents this, and might do something spiteful whenever he gets the chance.
- Clovin is a functional drunk, meaning he needs a regular sip of wine or something comparable to remain sane and effective. He is not picky, and the cheapest stuff will do, but he needs a regular supply of one bottle per day. If that supply runs out, he'll show withdrawal symptoms and become irritable. He even loses his ability to play the viol and, with that, his ability to support the party with the usual ally trait Inspire. This means he can turn from marginally supportive to near-useless quickly.

“A good drink in Clovin, and he's gonna be right as rain!”

ROLEPLAYING CLOVIN BELVIEW

Clovin cares, first and foremost, about Clovin. He is a low-level hedonist and shirks hard labor wherever he can. He is easily pleased, however—a bottle of the cheapest wine and some hours a day to idly practice on his viol, and he's happy as happy can be. Clovin has a surprising sense for beauty, and not only when it comes to music. He plays the viol beautifully and with a unique verve that is impossible to copy. Beyond that, he appreciates the beauty in nature, poetry, and any other art form just as much.

Like most mongrelfolk, Clovin's mind is somewhat disturbed. He keeps the madness in check with alcohol, but it's never far away. Even when he maintains a constant level of inebriation, he retains some odd behaviors. For example, he only speaks of himself in the third person and incongruously speaks with great assurance and authority even while pleading for something or cowering in fear.

Clovin is the born minion. He does not like to work hard, but at the same time he feels lost and grows desperate without a patron to guide him and give some structure to his days. He is loyal to a fault once he has thrown his lot in with someone, and is almost compulsive in how he cannot bring himself to act against whoever he considers his mistress or master.

PERSONALITY

Clovin must make sure people respect him, or he can't do the Abbot's bidding. Clovin knows he's not the strongest or smartest; he knows his station in life.

Ideal. Clovin loves the viol, and he plays it well! Maybe, one day, he'll find an audience to appreciate his music.

Bond. Clovin doesn't care much about anyone or anything, except poor little Clovin—it's not against anyone, but when nobody looks out for Clovin then Clovin must do himself.

Flaw. Clovin needs a good sip of wine every now and then, or he'll go mad!