

Campaign Notes

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Session 1

Session 1

[Anakir](#), [Elora](#), [Shalooti](#), [Pelanil](#), [Bardolf](#)

- We started in a bar just west of Phandalin
 - There we met Taako and Barry playing Taako's made up game Taakala
 - [Anakir](#) lost 2 sp to [Elora](#) and also mysteriously lost another 13 sp
 - [Pelanil](#) did a lot of glaring at folks, and then after finding out that Barry was lich, picked a fight which Taako tried to diffuse
- The Characters received a letter via the messenger [Arrigal](#) that was addressed to each of them individually and signed the [Kolyan Indirovich](#), Burgomaster of Barovia
- The group stayed the night at the tavern, then at first light made their way west per [Arrigal](#)'s directions
- As the fog closed in, [Pelanil](#) was struck by a vision of a woman beckoning him
- As the fog cleared, the party was surprised to find themselves in a forest
- Continuing on the road, [Carlos](#) the mule in tow, the group caught the stench of death
 - they followed the smell off the road where they found where they found a mauled body
 - on the body, they found another note in another script, also signed by [Kolyan Indirovich](#)
 - This one is much more foreboding than the first, claiming that the Burgomaster's daughter [Ireena Kolyana](#) has been bitten by a vampire
- Right after finding the note, the party is attacked by wolves, seemingly led by a red-eyed direwolf in the distance
 - The party was able to quickly charm, kill, and put to sleep the wolves as the direwolf looked on and make it back to the road
 - [Bardolf](#) ties the carcass of one of the wolves behind Carlos, and the party takes off right as they hear the sleeping wolves wake up
- After a full day of travelling, night set in as the adventurers arrived in a sleeping town

- Two children (whose names we don't know) begged for help from the party
 - saying their parents are missing, their baby brother Walter is stuck in the 3rd floor nursery, and there is a monster in the basement of their house
- The party obliges to help as the mists close in

Session 2

Session 2

[Anakir](#), [Elora](#), [Shalooti](#), [Pelanil](#), [Bardolf](#)

- The party shortly question the kids outside of the House
 - We learn that their names are [Rose](#) and [Thorn](#)
- As we enter the house, the party sees that the place is immaculate but shrouded in darkness
 - Floors well oiled and the furniture freshly dusted
 - Doors seem to be opening and closing on their own
 - The stuffed wolves seem to be watching them
 - The ornate carvings in the wood paneling is not always as it seems
- Shortly after entering, the party splits up
 - [Anakir](#) and [Pelanil](#) run upstairs, chasing the sound of a harpsicord
 - The rest of the group stays on the first floor as [Bardolf](#) searches for loot
 - [Bardolf](#), taken by the quality of the dining room drapes, accidentally tears them to shreds as he tries to cut them down. He pockets the silverware instead
 - [Shalooti](#) explores a room full of stuffed wolves, and finds herself a deck of playing cards, but runs, scared, out of the room before she can unlock the other cabinet containing the crossbows
- As [Pelanil](#) and [Anakir](#) reach the second floor, the sound of the harpsicord is soon replaced by that of a wailing child
 - [Anakir](#) attacks a completely ordinary suit of armor, unable to take its spear
 - They stop halfway to the third floor as they hear footsteps and a woman shushing the baby
 - [Anakir](#) sends a message to [Elora](#) telling her that they know where the baby is, but her response is cut off by maniacal laughing
 - Instead of his second message, [Elora](#) hears heavy breathing
 - and upon trying to contact the woman upstairs, [Anakir](#) senses his message has been redirected miles away where a man answers and says he looks forward to meeting him

- The party regroups on the second floor where they find their way to the library
 - Inside, [Elora](#) finds an iron key among other things at the desk
 - While pursuing the books, [Shalooti](#), finds a secret lever that opens a door to a secret room
- Inside the secret room, the party finds books that reference the occult
 - they also see a human skeleton, near a chest, with a poison dart in their side, holding a note
 - in the chest, they find the deed to the house, a deed to a windmill, and a will signed by [Elizabeth Durst](#) and [Gustav Durst](#) bequeathing the house and windmill to their two children [Thornboldt](#) and [Rosevalda](#)
 - The letter held by the skeleton is so terrifying that it sends [Shalooti](#) into a panic and she flees the room
 - As [Anakir](#) tries reading it, he becomes instantly paralyzed, but comes to as the group discusses how to save him
- From the note, we learn:
 - The people that lived in this house were part of a cult that attempted to worship [Strahd](#)
 - [Strahd](#) mocked them for this
 - They tortured and killed people in their dungeon and "on their hidden alter"
 - [Gustav Durst](#) had a stillborn child with another woman
 - The handwriting on this letter is the same as the letter that was brought to the party at the tavern by [Arrigal](#)
- Upon leaving the secret room, the house now seems disgusting
- After learning this information, the party climbs to the third floor, intent on finding this baby once and for all
 - but they're met at the top of the stairs by an animate suit of armor who proved to be a tough foe
 - The party nearly finished it off as they grouped up to push it over the railing, but the armor stumbled back up the stairs for one more strike on [Pelanil](#) before being dealt its final blow by [Elora](#)
- [Anakir](#) rushes into the room with the crying baby to find no woman, but only a bundle lying in the crib
 - After mixing random elements, hoping for a [Potion of Healing](#) but only getting salt water, [Anakir](#) unwraps the bundle to find no baby
- A woman stirs on the bed in the other room
 - She screams and attacks [Anakir](#), knocking him unconscious
- As the party prepares for yet another battle, [Shalooti](#) conjures up the image of a small baby boy and presents it to the specter...

