



D. RIVER IVLIS

When the characters come within sight of this river for the first time, read:

This river flows as clear as a blue winter sky through the valley.

The river is roughly 50 feet wide, with a depth ranging from 5 to 10 feet. Arching stone bridges span the river at two points, one near the village of Barovia (area E) and the other near Tser Falls (area H).

E. VILLAGE OF BAROVIA

Chapter 3 describes the village of Barovia and the gloomy folk who reside there.

F. RIVER IVLIS CROSSROADS

Check for a random encounter whenever the characters reach area F, unless they are accompanied by Vistani.

An old wooden gallows creaks in a chill wind that blows down from the high ground to the west. A frayed length of rope dances from its beam. The well-worn road splits here, and a signpost opposite the gallows points off in three directions: BAROVIA VILLAGE to the east, TSER POOL to the northwest, and RAVENLOFT/VALLAKI to the southwest.

The northwest fork slants down and disappears into the trees, while the southwest fork clings to an upward slope. Across from the gallows, a low wall, crumbling in places, partially encloses a small plot of graves shrouded in fog.

The northwest fork leads down to the river and area G. The road southwest leads to area H. The east road leads to an arching stone bridge and continues on to the village of Barovia (area E). If the characters are traveling with Vistani, the Vistani lead them along the northwest road to the Vistani encampment.

The gallows stand atop a rotting platform 5 feet high, with wooden stairs leading up to it.

Eleven graves are here with blank gravestones. The forgotten people buried here were hanged from the gallows. Characters who dig up the graves find rotted coffins containing moldy bones.

THE HANGED ONE

As the characters leave the area, read:

You hear a creaking noise behind you, coming from the gallows. Where there was nothing before now hangs a lifeless, gray body. The breeze turns the hanged figure slowly, so that it can fix its dead eyes upon you.

One random character sees him- or herself hanging from the gallows. The other characters see an unfamiliar