

# Guiding Notes - Session 11

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## **Characters**

### **Cinnamon (Carter)**

Rabbitfolk Artillerist Artificer. Far Traveler. From the Feywild. Tends to run away from problems. Came to Barovia to hunt down the werewolves that abducted children from his village.

### **Patrin (Chris)**

Dragonborn Draconic Bloodline Sorcerer. Solider and Officer. Stubborn. Exiled from his clan for an accidental murder. Needs a mentor and teacher to show him how to use his magic properly. Came to Barovia by (forged) invitation of Kolyan Indirovich.

### **Weylan Lawbringer (Justin)**

Human Paladin. Acolyte. From the city of Solangel. Worships the Protector. Grew up in his father's shadow, and left home to end the source of goblin raids on his city. Came to Barovia to follow a vision from his late father and earn his own glory.

### **Calla (Greg)**

Wood Elf Hunter. Urban Bounty Hunter. Has been in Barovia for a couple decades already, although has a poor concept of how long exactly it's been; has spent the years hunting wolves, using Vallaki as a home base. Came to Barovia as a bodyguard for a Vistani caravan, not realizing they intentionally hired her to lure her there.

## Strong Start

The Party finds themselves taking a short rest in the shadow of a hill near the short of Lake Baratok, under the watchful eye of a two werewolves (in wolf form) in a cave entrance further up the hill (these are the two werewolves from Area Z2). If the Party feints as if leaving the area of the cave entrance, the wolves will return inside and not be on high alert. Otherwise, the Party will find it impossible to sneak inside besides through the upper secret entrance or by drawing the two werewolves out of the cave to kill them out of earshot of the other inhabitants.

### Potential Handouts

- Monster Handouts
  - Werewolf
- Named NPC Handouts
  - Kiril
  - Zuleika Toranescu

## Potential Threads

### Leader of the Pack

Every hour the characters spend inside the werewolf den, roll a d20. On a roll of 18 or higher, the werewolf hunting party returns, dragging a dead mountain goat. It's a meager feast, at best. The party consists of Kiril Stoyanovich (a werewolf with 90 hit points), six normal werewolves, and nine wolves. All the werewolves arrive in wolf form.

If the wolves can see evidence of an assault on the den (such as if the guards at area Z2 are absent or dead), the werewolves assume hybrid form. Kiril sends three werewolves up the mountainside to area Z8 to enter the den from above while he and the remainder of the hunting party make their way deeper into the den.

### Development

Zuleika is easily convinced that the Party is the answer to her prayers to Mother Night, and will fight with the Party if they agree to kill Kiril when he returns. She will reluctantly give up the harengon children, but will insist on keeping the human children since it's the only way to grow the pack - which, she will point out, the Party just slaughtered (unless they snuck in).

As long as Kiril lives, the characters can't negotiate with the werewolves. If Kiril dies and the characters have the upper hand, the pack is willing to negotiate with them.

If the Party defeats Kiril and agrees to look for Emil, Zuleika will release the children and give Cinnamon Harkon's Bite, saying that he should show it to Emil to know that she sent them. Zuleika will say that the necklace bestows a gift from Mother Night; if someone mentions the "curse", she will not understand how spending time as a wolf could be a curse.

## Die Kinder

If the characters get the children away from the den while Kiril is alive, Kiril reassembles his hunting party and pursues the lost prisoners relentlessly. If Kiril is dead, the werewolf pack is too preoccupied with determining Kiril's successor to organize a hunting party.

If the characters aren't sure where to take the children, a wereraven that has been spying on the den in raven form assumes hybrid form and suggests that they take refuge in the nearby village of Krezk. If the characters head that way, the wereraven scouts from overhead until the characters reach the village, whereupon it flies south to the Wizard of Wines winery and reports what has happened to Davian Martikov.

The children are understandably traumatized by their imprisonment in the werewolf den. They cry and scream the whole time they're with the characters. A calm emotions spell quells their anguish for the duration of the spell (no saving throws required). A character can try to silence the children for a longer period of time using intimidation, or by offering them hope (real or otherwise). The character must make a DC 15 Charisma (Intimidation, Persuasion, or Deception) check, as appropriate. If the check succeeds, the children remain silent until something happens to frighten them.

If the characters take the children to Krezk, the villagers there look after the children and see that they are fed and properly clothed. If the characters take them to the Barovia instead, the Burgomaster Ismark Kolyana will allow the children to stay at the Burgomaster's Residence until the characters return to collect them; ditto for the Martikovs at the Wizard of Wines.

## Potential Handouts

- Monster Handouts
  - Wereraven

## Pack Attack

If the characters blew up Ezmerelda's wagon, activated the lightning sheath around the tower, or caused the tower to collapse, the sound of their handiwork echoes through the valley as far west as Krezk and as far east as Vallaki. The disturbance attracts the attention of a pack of werewolves, which arrives after 1 hour.

The werewolves haunt the Svalich Woods west of Van Richten's Tower. They come running in wolf form, hoping to trap prey on the island by cutting off access to the causeway. Leading the hunt is Kiril Stoyanovich, a werewolf with 90 hit points. Accompanying him are six normal werewolves and nine wolves. While in wolf form, the werewolves are indistinguishable from ordinary wolves. They either remain in wolf form or assume hybrid form.

The werewolves know that the tower has magical defenses, so they are cautious. Kiril tries to lure the characters outside for a final showdown, but pulls his pack into the woods if the characters start making ranged attacks from the tower. Remember that spells are suppressed by Khazan's Spell Drain on the tower.

A captured werewolf can be forced to divulge the whereabouts of the rabbit children kidnapped by the pack. They are being held in a cave to the west.

## Potential Handouts

- Named NPC Handouts
  - Kiril

## Druids' Ritual on Yester Hill

The next time the Party returns to Yester Hill, as they begin to climb the hill they will hear a thundering growing from the road into the woods where they came from and a steadily growing light from the same direction. The Party will feel a great wave of dread from whatever unknown evil is approaching. Assuming they hide to watch, Strahd will arrive astride Beucephalus, and upon reaching the Gulthias Tree the druids will arise from their “graves” to begin the ceremony. The Party won't know what is occurring, but will have the sense that it is a ceremony of twisted evil and must be stopped.

## Potential Handouts

- Named NPC Handouts
  - Strahd von Zarovich
- Monster Handouts
  - Tree Blight

## Potential Treasure

- 20 gp discount for retrieving (and not opening) the used merchandise for Bildrath
- The ability to ask the Martikovs to deliver the last three barrels of wine to a destination of the Party's choice
- Baba Lysaga's Treasure Chest
  - 1,300 gp
  - Five gemstones (worth 500 gp each)
  - (MIH-Potions) A vial containing oil of sharpness
  - (U)(MIH-SpellScroll) Two spell scrolls (mass cure wounds and greater restoration)
  - (MIH-Ammunition) A pouch containing ten +1 sling bullets
  - (U)(MIH) A set of pipes of haunting
  - (U)(MIH) A stone of good luck (luckstone)
- Shrine of Mother Night (all cursed)
  - 4,500 cp, 900 sp, and 250 gp (all coins of mintages foreign to Barovia)
  - Thirty 50 gp gemstones and seven 100 gp gemstones
  - Twelve pieces of plain gold jewelry (worth 25 gp each) and a finely wrought gold cloak-pin inlaid with shards of jet (worth 250 gp)

- An ivory drinking horn engraved with dancing dryads and satyr pipe players (worth 250 gp)
  - An ornate electrum censer with platinum filigree (worth 750 gp)
- Harkon's Bite (gift from Zuleika)

### **Key**

- U: Unidentified
- MIH: Magic Items Handout (in Roll20)