

Guiding Notes - Session 08

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Inhaltsverzeichnis

Characters	2
Cinnamon (Carter)	2
Patrin (Chris)	2
Weylan Lawbringer (Justin)	2
Zarus (Greg)	2
Strong Start	3
Potential Threads	3
Izek abducts Ireena	3
Tyger, Tyger: Development	3
Potential Treasure	4

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.

Zarus (Greg)

Tiefling Barbarian and Undead Warlock. Haunted One. Strong sense of protection for those around him, due to the great loss of his family and friends long ago. Avoids entering his rage if possible, since he is addicted to his smelling salts. Has been cursed by Norganus, the Finger of Oblivion. Came to Barovia by (forged) invitation of Kolyan Indirovich.

Strong Start

The Party is about to be engaged in battle the blights approaching from underneath the tree atop Yester Hill. If they run, they will escape without harm. If they stay, they will be set upon by the blights, druids, and beserkers from around the hill. After a few turns they will all begin to feel a strange sense of dread, as if they are being observed.

Potential Threads

Izek abducts Ireena

The next time the Party enters Vallaki, they will run into Lord Vasili von Holtz sitting on the steps outside the church reading a book titled “Guide to Vampire Hunting - Rudolph Van Richten”. If asked about it, he will claim to be “studying his enemy”. If asked what he’s learned about vampires, he’ll give misleading tips like the following:

- Vampires are scared of fire because it produces light.
- Splashing holy water on a vampire prevents them from shapeshifting.
- Don’t look in the eyes of a vampire or you risk being permanently put under its spell.
- A vampire can be killed by driving a silver stake into his heart.
- Dragging a vampire against his will across a threshold will prevent him from leaving that building.
- Vampires are weaker in their lair because they tend to let their guard down.

Vasili will ask the Party if they’ve seen Ireena anywhere, claiming to have not seen her for a few days now. If the Party asks when the last time he saw her was, he’ll say they had dinner together and spent an evening strolling the town. If they ask if he has any hunches, he’ll say he’s “a little suspicious of Izek, but then again, who isn’t?”.

Tyger, Tyger: Development

The next time the Party returns to the tavern in Vallaki, they will notice a commotion in the town square; this will be the Baron conducting an investigation to find out where the “beast” came from. Guards and local witnesses are questioned. Gunther and Yelena Arasek admit to hearing “evil growls” and scratching sounds coming from inside the carnival wagon parked in their stockyard. When pressed, the Araseks admit to seeing the wagon’s “weird owner” routinely drop food into the wagon through a hatch in the roof. They also confess that the half-elf paid them for their silence.

After the burgomaster learns that the tiger belongs to Rictavio, he commands his guards to arrest the mysterious bard. If Rictavio thinks the PCs can help him (i.e. if they helped him when the tiger was first loose), he asks them to distract the burgomaster and the guards while he gathers his horse, wagon, and tiger (in that order). If the PCs ask Rictavio where he plans to go, he tells them about an old tower to the west where he can lie low. Helping Rictavio will draw the ire of the Baron, however, and the Party will also get run out of town and subsequently banned; the only way inside will be sneaking

over the walls under cover of darkness or using a disguise, which will prove extremely difficult without the help of magic given their very unique appearances.

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