

Barovia - Session 00

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Zusammenfassung

Sources for this writeup include the official Curse of Strahd Gamemaster's Manual and Curse of Strahd: Reloaded.

This template is built from the Lazy Dungeon Master Adventure Prep Template by Mike Shea of Sly Flourish.

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 Death. Came to Barovia by (forged) invitation of Kolyan Indirovich.

Strong Start

As the characters enter the village of Barovia, they encounter a raven with blue-tipped wings perched atop one of the houses flanking the street. This is Muriel, a wereraven, in animal form. She attempts to lead them to the Blood of the Vine tavern.

Scenes

- The characters hear sobbing, and locate it coming from Mad Mary's Townhouse.
- They encounter Arik the Barkeep, and learn of "mist-touched" and "sun-touched" Barovians.
- They encounter Morgantha and her Dream Pastries.
- They see the March of the Dead at midnight.
- They are asked by Bildrath to retrieve some lost goods if they complain about prices.
- They all have an identical dream leading them to Madam Eva at Tser Pool Encampment.
- Mad Mary visits the Mayoral Mansion seeking help finding her daughter from Ismark.

Secrets and Clues

- The leather-bound bundle Bildrath asks for contains explorer's packs he previously sold to another, now-dead adventuring party.
- The "mist-touched" Barovians actually lack a soul entirely. Only Strahd, Madam Eva, the Abbot, the hags of Old Bonegrinder, Baba Lysaga, and a select few others know this.
- Doru discovered, when released by Strahd, that the wizard's body was nowhere to be found; he is convinced that the mage is not dead.
- Many Vistani serve as spies for Strahd, although it is impossible to tell which do or do not.
- Donavich: Ireena Kolyana isn't the natural daughter of Kolyan Indirovich. Although Ireena never knew, Kolyan found her at the edge of the Svalich Woods near the Pillarstone of Ravenloft. She was but a girl then and seemed to have no memory of her past. Kolyan adopted her and loved her dearly.
- Donavich: Every night at midnight, the spirits of dead adventurers rise up out of the church graveyard, forming a silent procession as they walk the road toward Castle Ravenloft. (March of the Dead)
- Dream Pastries are made from the ground bones of children; addicted parents sell their own children to buy more, for it is the only escape from the terror of living in Barovia.
- Lancelot the dog is the property of Gertruda, the lost daughter of Mad Mary.

- Morgantha knows a bit of the Vistani as spies for Strahd and the locations of their camps.
- The raven that tries to lead the characters to the tavern is a wereraven named Muriel.

Fantastic Locations

E1 - Bildrath's Mercantile

Only merchant in town. Sells at ridiculous markup (10x). Recovers sold gear from adventurers after they die, when possible.

E2 - Blood of the Vine Tavern

E3 - Mad Mary's Townhouse

E4 - Burgomaster's Mansion

E5 - Church

E6 - Cemetery

Important NPCs

Potential Monsters

Potential Treasure