

# Guiding Notes - Session 10

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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.

### **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 finds themselves trying to aid Rictavio in escaping Vallaki, but they have sent the town guards towards the stockyard where Rictavio's wagon is. They'll have to find another way to divert the guards so that Rictavio can hitch the wagon up to his horse and get out of town.

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.

If the NPCs inquire strongly, Rictavio will be willing to divulge his true identity as Rudolf van Richten.

### Potential Handouts

- Text Handouts
  - Tome of Strahd: V (Van Richten's Tower)

## Potential Threads

### Return to Berez

### 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)

## Key

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