

Guiding Notes - Session 05

Alden Davidson

7. Dezember 2021

Inhaltsverzeichnis

| | |
|--------------------------------------|----------|
| Characters | 2 |
| Cinnamon (Carter) | 2 |
| Patrin (Chris) | 2 |
| Weylan Lawbringer (Justin) | 2 |
| Zarus (Greg) | 2 |
| Strong Start | 3 |
| Potential Threads | 3 |
| Tyger, Tyger | 3 |
| Wizard of the Wines | 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 incredibly suspicious of Rictavio's wagon given the noises they heard contrasted with the denials from the Araseks and Rictavio about anything being inside the wagon. They intend to head over to the Stockyard and break into the wagon, which will invariably result in the tiger getting loose and Rictavio's cover being blown.

Potential Threads

Tyger, Tyger

If the Party opens or breaks into the main door of the wagon, the tiger has a high chance of being able to escape. When this happens, the tiger will flee the stockyard without harming the players and begin to prowl the streets, looking for an escape or trying to locate Rictavio or Piccolo. Reports of a "beast" running loose in the streets sends a panic throughout the town as townsfolk try to scurrying safely into their homes and guards attempt to figure out what's going on.

The saber-toothed tiger doesn't harm anyone until it takes damage, whereupon it attacks the perceived source of the damage. Izek Strazni gathers six town guards and hunts down the beast with the intention of killing it. Meanwhile, Rictavio does his best to lure the beast back to his wagon while assuring townsfolk that it won't harm them. He will ask the party to go get a doll from Blinsky's Toys, telling them to request a duplicate of the one Rictavio ordered. If the party achieves this without dragging things out too long, Rictavio will succeed in luring the tiger back secretly; otherwise, Izek will know that Rictavio is the source of it and run him out of town.

Development

If Izek hasn't already determined that Rictavio is the source of the tiger, the Baron will conduct 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.

Wizard of the Wines

The druids will try to have their blights maintain distance during the fight in order to rely on their more powerful ranged attacks, having seen what the Party is capable of now. However, the blights will largely be milling about in the vineyard behind/beside the winery rather than in front since the druids don't expect an attack anytime soon

having driven the Party off already once before. Once a druid appears on the scene, he will command the blights to focus on Cinnamon's cannon since they saw the destruction it could wreck last time. The Martikovs will have found out that there seems to be a head druid with a devilish-looking staff hiding somewhere within the winery.

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