

# Guiding Notes - Session 03

Alden Davidson

21. Juni 2022

## Inhaltsverzeichnis

<b>Characters</b>	<b>2</b>
Cinnamon (Carter) . . . . .	2
Patrin (Chris) . . . . .	2
Weylan Lawbringer (Justin) . . . . .	2
Zarus (Greg) . . . . .	2
<b>Strong Start</b>	<b>3</b>
<b>Potential Threads</b>	<b>3</b>
Escorting Ireena to Vallaki . . . . .	3
The Tarokka Reading . . . . .	3
Old Bonegrinder . . . . .	3
<b>Potential Treasure</b>	<b>3</b>

## **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 has just retreated back to the tree line where the vintners were waiting. Davian tells the party that they fought very valiantly and seemed to really pack more of a punch than the druids had been expecting given how many of their forces they had to muster, but he suspects that defeating the druids is currently a bit out of their reach right now. He and his family will keep observing the druids for the time being, attempting to find patterns or weaknesses that can be exploited when/if the party returns.

## **Potential Threads**

### **Escorting Ireena to Vallaki**

The Party will return to the Village of Barovia and give Ismark the letter from Baron Vallakovich confirming the safe arrival of Ireena. He will be overjoyed, as if a huge weight is off his shoulders, and will reward the party with 50gp. If the party asks to help with anything else, he will mention that there is a rather sensitive issue concerning Father Donavich's son; he will tell the Party that he is reluctant to officially ask them to help with this, however, given their history with the priest.

### **The Tarokka Reading**

The Party will head to Tser Pool Encampment to have their fortunes read by Madam Eva. They may also get a tip about the Mad Mage if they stay a while to listen around the campfire with the Vistani.

### **Old Bonegrinder**

The Party will run into conflict with the Coven, either by becoming suspicious of the dream pastries once they discover the effect they have on Gunther and Yelena Arasek or by learning that one of the treasures foretold in their Tarokka reading (the Tome of Strahd) is in the mill.

## **Potential Treasure**

- 50 gp for escorting Ireena and confirming receipt with Ismark
- 20 gp discount for retrieving (and not opening) the used merchandise for Bildrath