

Barovia - Session 01

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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 Oblivion. Came to Barovia by (forged) invitation of Kolyan Indirovich. Addicted to Dream Pastries, after he ate a free sample from Morgantha.

Strong Start

The characters return to the Barovian burgomaster's mansion with Ismark to prepare to leave for Vallaki. Night is falling, however, and Ismark will not let them leave with Ireena until daybreak. He will also refuse to let them stay in the mansion due to his distrust of them following the incident with Father Donavich.

Scenes

- They all have an identical dream leading them to Madam Eva at Tser Pool Encampment.
- They attempt to shake down Radu for his debt to Alenka, Mirabel, and Sorvia.
- They find out the tavern has no rooms when they go looking for housing.
- They encounter the gallows at River Ivlis Crossroads and one PC will see themselves hanging.
- They have their fortunes read by Madam Eva and her Tarokka deck.
- They see Bluto on the lake and have to rescue Arabelle from drowning.
- They are attacked by the Mad Mage of Mount Baratok if they wander north of Lake Zarovich.
- They are approached by Eliza Ig'ar (a Vistani at Tser Pool Encampment) to go purchase and deliver a nameday present for her niece, Arabelle, in Vallaki.
- They hear the story of the mighty wizard that attacked Strahd a year ago (the Mad Mage of Mount Baratok).

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.

- 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.
- Morgantha knows a bit of the Vistani as spies for Strahd and the locations of their camps.
- Radu Radovich is on mission for Arrigal and seeks to earn Strahd's favor. He will try to eavesdrop on the Tarokka reading with Madam Eva if present.
- The Tome of Strahd is located inside Old Bonegrinder; only the hags know it is there.
- Eliza Ig'ar is a spy for Strahd and will attempt to get information about the PCs in conversation.

Fantastic Locations

E1 - Bildrath's Mercantile

Only shop in town. Dark and worn down inside. Items sold at ridiculous markup (10x). Lots of gear looks slightly used.

E2 - Blood of the Vine Tavern

Village tavern. Owned by three Vistani sisters. Clearly finely appointed in the past, now shoddy.

E3 - Mad Mary's Townhouse

Humble two-story townhouse. Owned by Mad Mary. House is disheveled and clearly unkempt for the past week.

E4 - Burgomaster's Mansion

Small mansion. Gates are twisted and torn, grounds/lawn are very unkempt and clearly heavily-trodden recently. Walls are charred and clawed, and all windows are shattered and boarded over. Insides are well-furnished yet worn, and there are holy symbols everywhere.

E5 - Church

Wood and stone church, in need of maintenance and heavily damaged from sources of evil. Mildewy and poorly lit, except in the main chapel area. Scant decorations and poorly appointed rooms.

E6 - Cemetery

Tightly packed with gravestones more or less worn by time. Enclosed by a wrought iron fence.

D - River Ivlis

Cold, clear blue river roughly 50 feet wide and 5-10 feet deep. Spanned by arching stone bridges at two points.

F - River Ivlis Crossroads

Crossroad of Old Svalich road, heading northwest, southwest, and east. Old wooden gallows on the high ground in the western fork. Small plot of crumbling graves across from the gallows.

G - Tser Pool Encampment

Small camp of Vistani in clearing beside small lake beneath huge cliffs. A few yurts/tents litter the outskirts, with a handful of brightly-painted wagons circling the central bonfire.

H - Tser Falls

A moldy stone bridge stretching over a natural chasm that falls nearly a thousand feet down. Chasm walls are slippery and sheer. Bridge is slick and moist but safe to cross.

I - Castle Ravenloft Crossroads (Black Carriage)

Crossroad of Old Svalich road, heading northwest, southwest, and east. East heads to Castle Ravenloft, although it is too foggy to see from the crossroads; this road has patches of cobblestone.

L - Lake Zarovich

Large lake, perfectly still and dark. Reflects the sky very clearly. Rowboats pulled up on south shore, with a fourth boat in the middle of the lake.

M - Base of Mount Baratok (Mad Made of Mount Baratok)

Alpine mountain. Thick coniferous forest interspersed with large rocky outcrops. Snowy peak above the thick layer of fog.

O - Old Bonegrinder

Slouching windmill and once a grain mill, with smoking curling invitingly from the crooked pipe chimney. Grass is rife with rodents, snakes, and spiders. Three large stone monoliths in the field behind the windmill.

Important NPCs

Bildrath Cantemir

Proprietor of Bildrath's Mercantile. Doesn't care for adventurers beyond their money. Will offer minor discount to adventurers that retrieve previously-sold merchandise for him.

Parriwimple

Parpol Cantemir, nephew and stock-boy to Bildrath. Simple-minded yet large and powerfully built. Devoted to his uncle, yet loves to ask adventurers about their travels.

Ismark Kolyana

Son of the former burgomaster, Kolyan Indirovich. Brother to Ireena. Guarded, like all Barovians, but desperate for help with Ireena and Strahd. Willing to pay for help if he cannot persuade.

Mad Mary

Mother of Gertruda. Mad with grief over the disappearance of her daughter a week prior. Will talk with someone that treats her kindly.

Ireena Kolyana

Daught of the former burgomaster, Kolyan Indirovich. Sister to Ismark. Striking auburn hair that she dyes black. Strong willed, crude sense of humor, very curious. Knows basic swordplay. Seeks sanctuary from Strahd.

Donavich

Village priest. Father of Doru. Gone mad with grief for his son's state and constant pleas for help. Extremely pious. Cannot bear the thought of his son being killed.

Doru

Son of Donavich. Stormed Castle Ravenloft with the Mad Mage. Sent back by Strahd as Vampire Spawn to torment Donavich and the church. Starved of blood.

Morgantha

Night hag, disguised as an old woman. Frequently called "Granny" by the villagers. Sells Dream Pastries.

Potential Monsters

- Swarm of rats
- Strahd zombies
- Parriwimple
- Doru (weakened vampire spawn)
- Morgantha

Potential Treasure

- 50 gp for agreeing to help Ismark
- 20 gp discount for retrieving (and not opening) the used merchandise for Bildrath