

SESSION 1, MAY 7

Where's the Baby?

DAGGERFORD

We find ourselves in DAGGERFORD, at the PICKLED INN. Locals have been asking for mercenaries to help with a “werewolf problem.”

THE PICKLED INN

Ragnar has inherited the inn from his 2nd cousin. He is now bragging about his newfound fortune.

Orva tasks us with finding the source of the werewolf raids. Every night, a fog rolls in from the MISTY FOREST, as werewolves emerge, kill adults, steal children (8 and under) and return to the forest. There's a **reward of 500 gp for finding their lair, and 20 gp/ear**. We get some items, and head south approx. 100 miles to the fortified roadside inn, the Blue Fox.

THE BLUE FOX

Four days of travel south on the tradeway brings us to the BLUE FOX, where we learn more about werewolves.

THE BLUE FOX

The innkeeper is a half-elf retired cartographer named *Olga*. Has an assistant half-orc named *Todd*. *Olga* is *Orva*'s cousin.

WEREWOLVES

Werewolves have three forms: humanoid, hybrid and wolf. Their ability to change is unrelated to the moon. They often disguise themselves as hunters or trappers.

THE PANTHER

There are whispers about “The Panther” robbing people on the tradeway. He or she likes to dress in purple and black silk.

Slash finds an awesome carrion crawler skin drum, and Salvatore stocks up on rations. We spend a quiet night, then continue into the woods...

THE MISTY FOREST

We find some werewolf tracks, and follow them. 2 hours in, the tracks have disappeared. A heavy fog descends, making it almost impossible to see, and making us feel tired. We escape the fog. *Quarion* Speaks with Animals, which have a forboding message:

Woe to you that enters his domain.

ZOMBIES

At the end of the path, we see a young boy and girl, and 2 zombies. We successfully chase off the zombies.

We learn that the children are *Thorn* and *Rose*. Their parents (*Gustav* and *Elizabeth*) trapped another zombie in the basement of their home. **Baby brother *Walter* is trapped on the 3rd floor of the house.**

Far off in the distance, we can see a castle, and are told that *Baron Strahd* lives there.

BAROVIA

Rose and *Thorn* lead us to their house. *Salvatore* stays outside with the children. We go to the 3rd floor of the house, where we find that the baby is just a bundle of rags. Painting implies *Elizabeth* is not *Walter*'s mother.

MAID

In the nursery, we fight a woman who doesn't look quite right. Close inspection reveals that she has died a violent death.

We finish exploring the 3rd floor, and proceed to the 4th floor. **We find the children's room with skeletons of the children.** We proceed through a secret passage to the basement. The ghosts of *Thorn* and *Rose* appear and possess *Quarion* and *Slash*.

BASEMENT

We go left, then left again. We see human footprints and hear a chant. We enter the ritual room.

SHAMBLING MOUND

We fight a giant refuse pile named *Llogath*.

After the battle, 13 hooded, faceless figures appear and start chanting:

One must die, one must die...

SESSION 2, MAY 13

One raspberry, ple — z^z

BAROVIA

We clear the basement, return the children and maid bones, activate a statue to Osybus, and find miscellaneous items, including the deeds to the mill and the house.

GHOULS

We defeat 4 ghouls, a grick and Gustav & Elizabeth.

We discover that the Dursts were part of the *Priests of Osybus*, and were sacrificing people to show their devotion. Their tomes and artifacts were bogus.

My most pathetic servant.

I am not a messiah sent to you by the Dark Powers of this land. I have not come to lead you on a path to immortality. However many souls you have bled on your hidden altar, however many visitors you have tortured in your dungeon, know that you are not the ones who brought me to this beautiful land. You are but worms writhing in my earth.

You say that you are cursed, your fortunes spent. You abandoned love for madness, took solace in the bosom of another woman, and sired a stillborn son. Cursed by darkness? Of that I have no doubt. Save you from your wretchedness? I think not. I much prefer you as you are.

Your dread lord and master.

Strahd von Barovich

In town, *Morgantha* is trading dream pastries for children. Barry eats a pastry and is out. We learn that the pastries are created by a fey creature, with abjuration.



BLOOD ON THE VINE TAVERN

Ismark is the mayor's son. The mayor has an adopted daughter, *Irina*. She's the focus of attention from *Strahd*. **Ismark wants to move Irina to Vallaki.** Strange creatures have haunted her house, and moving her would move her out of the shadow of the castle.

Ismark promises us his family seal for helping.

Madam Eva is a fortune-teller west of Barovia.

BARON VON STRAHD

Morgantha tells us that *Strahd* has mastery over the land and the weather, that he has undead enemies in Barovia. She talks of the Fallen Knights of the Order of Silver Dragon. *Strahd* has a very carefully guarded secret: there is forbidden lore hidden in the mountains, hidden in a temple.

WEREWOLVES

Ismark tells us that werewolves are under the control of *Strahd*. There's a pair of brothers that live in *Valachi* that hunt werewolves.

VISTANI

There's a camp to the west, and another one in the outskirts of *Vallaki*. *Vistani* are spies for *Strahd*, many are fortune tellers. They own the *Blood on the Vine Tavern*.

SESSION 3, JUN 3

Security Questions

BARON VON STRAHD

... is a vampire! And can summon wolves and vermin.
He can transform into a cloud of mist.

Visiting the mayor's house, we find that he's been dead for 5 days. Danovich is the priest at the local church. We learn that there are two gods here: Morning Lord and Mother Night. His son stormed castle Ravenloft after being lured by a wizard in black robes. He thinks the wizard is dead, and the son has returned as a vampire spawn. After a funeral for the mayor, we head to the Vistani camp.

VISTANI CAMP

On the way, we scare off some nice trappers who were certainly not werewolves. Speak with a raven, who tells us to go to the *Blue Water Inn* in Vallaki. We meet Madam Eva, who reveals tarot cards telling us that:

TAROT CARDS

- Treasure lies within a mill.
- What you seek lies at the crossroads of life and death.
- The Sword of Sunlight is a weapon of vengeance. Look for it at an evil tree which grows atop a hill of graves where the dead ones sleep. Ravens can help us find it.
- To find an ally, look for a man of music with 2 heads who lives in a place of hunger and sorrow.
- Our enemy is a creature of darkness. Card of the temptress will lead us to him. A secret place, a vault of temptation hidden behind a woman of beauty. Evil lays atop his tower of treasure.

WIZARD

1 year ago, the Wizard thought he could rally the people of Barovia against Strahd. The vampire appeared, the peasants fled. The vampire and wizard cast spells at each other. The wizard survived. "Mad Mage of Mount Baritok"

We also find out that a skeletal rider perished trying to escape the fog. We see a large black carriage, drawn by 2 black horses, which does psychic damage when attacked. Perhaps Strahd's.

BLUE WATER INN

BLUE WATER INN

Innkeeper Irvin Martikov. Really likes ravens.

The burgermeister of Vallaki is Baron Vargas Vallokovich. Lots of festivals might keep Strahd at bay.

Watcher family (Lady Watcher and her two sons, Karl and Nikolai) have old ties to Strahd and are enemies with the burgermeister.

Finally, we learn of Izak Strazni, who has a deformed arm which can cast fire and of Fritz von Vieg, an inventor who has a clockwork man in the castle.

At the Church of St. Andral, we find father Lucian Petrovich. The head of the abbey arrived over 100 years ago, but hasn't aged a day.

WEREWOLVES

We also hear that there's a werewolf encampment – on the road to Kresk, there's a small Lake Baritok. On the northwest shore of the lake there's a werewolf den.

Finally, we go to the circus – Rictavio's the travelling ring master.

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