

Before Barovia

Characters begin at the Holdfast Inn in Liam's Hold.

1: So It Begins

Background: Liam's Hold is a small village and way station 30 miles south of Daggerford. Inside the village walls is an extensive field for caravans to park wagons.

The party met each other the night before on a full moon. Marwen is a veteran armed with a pair of shortwords, a medium crossbow and +2 CHA. He is a Zent agent but gives no outward signs. He's worried that the bandit gang led by Young Billy might steal his cargo if he travels without guards.

Scene: Mid morning in the warm taproom of the Holdfast Inn at Liam's Hold. The inn is built into the ground floor of a fortified tower and is drafty and cold. The attentive staff take great effort to make it comfortable and inviting. The Inn famously serves Elfsong Cider for 3gp a pint. The smells of cooking come from the kitchen and two servers talk idly while awaiting your order.

Incitement: Through the door of the taproom walks a tall thin half elf who loudly declares, "I'm in need of six guards to travel immediately to Daggerford. I'm willing to pay double rate (4gp/day)." His eyes fall on you.

Resolutions:

INT(history) The cider is noted for being both fruity and flat. It is named after the Elfsong Tavern in Baldur's Gate. DC10 The cider capitalized on it's name and the reputation of the Elfsong Tavern. DC15 The Elfsong Tavern is famous for the strange haunting ghostly female voice heard there on occasion as well as a stuffed baby beholder doll that hung over the bar.

Elf introduction. "I am Marwen of Gilleford, merchant of the Tradeway, heading to Daggerford. Who would you all be?"

Suspicious.

WIS (Perception) Marwen's clothes and skin are dirty.

INT (Investigation) Dirt appropriate for a person who has been travelling a week on the Tradeway from the south. DC15 For at least a tenday.

CHA (Deception) WIS (Insight) Marwen seems sincere. He's worried about bandits.

Conversation.

The cargo is mostly bolts of cloth woven at Tethin's Mill some 120 miles to the south.

The guards he hired failed to show up after a night of drinking in Bowshot.

He traveled yesterday with no guards and doesn't want to risk losing his cargo going through Young Billy's territory.

INT(history DC15) Young Billy is a bandit who works the road between Liam's Hold and Daggerford.

Accept job. (50xp)

Exits: Door out of Inn to caravan parking. Marwen has two wagons, the second one driven by his brother Ramnew.

Marwen	AC 17 HP 58
MED Humanoid 700XP	Speed 30'
S+1 D+3 C+2 I 0 W 0 Ch 0	PPercept: 11
• Athletics+3 Acrobatics + 5 Perception+2	• 3x S'SWORD - SHORTSWORD M W +5 1d6+3 PIE • HVYXBOW R W +5 1d10+3 PIE

2: The Victims

Background: Every full moon, werewolves leave Barovia and arrive in the Misty Forest. They abduct children and take them back at the order of Kiril. Their nameless victims was a couple and their adult son. They had four children with them, two boys and two girls. The gemstone is the long lost gem that creates the grapes for the Wizard of Wines Champagned du le Stomp wine.

Scene: Midafternoon. The road runs along the edge of the Sword Hills on the road south of the hamlet of Gillian's Hill. On the uphill side, two horses stand harnessed to a buggy. A breeze blows from the north.

Incitement: The horses look in your direction. Around the buggy are three low shapes laying on the ground. In the back and on the ground are open chests with clothes strewn about. A clay cider jug rests upon a shirt.

Resolutions:

Indecision.

Marwen suggests they go check it out and see if anyone needs help.

Keeping distance.

The bodies are lying face down and are not moving. A breeze makes it impossible to tell if any are breathing. To learn more you must get closer.

Site.

WIS (survival) INT(investigation) DC10 The buggy was approached rapidly from the hill. DC15 There are at least three sets of human bare footprints that end on the road.

Bodies.

The bodies must be turned over to reveal two men, one woman. One man and the woman are early middle aged.

INT (investigation) DC10 they died quickly as the blood is around them, not scattered.

INT (religion) Unburied bodies can become undead creatures.

WIS (medicine) They are dead. DC10 they bled out from wounds to the neck. Some bodies have slash marks. DC15 wounds look like dog/wolf, but much larger than typical dog/wolf bites.

WIS (perception) The bodies have daggers, all still in their sheaths. There are three chairs made for children and an overturned toybox.

DC10 A single arming sword lies in the grass near one of the men. There are boys and girls clothes as well as dolls and wooden toys around the buggy. DC15 the men look like relations, perhaps brothers or father/son.

Jug.

It has an impression of a crooked staff topped by a straw hat.

If shaken, the jug makes a dull thud as the gem inside moves.

If broken open, a single vine wraps around a fist-sized dark blue gemstone.

INT(nature) You've never seen a vine grow like this inside a jug. DC10 The vines are grapevines. DC20 The vines are not a local species.

Buggy.

INT (investigation) The buggy's brake is on. The horses are in fair shape but are hungry and very thirsty. DC10 The horses have been unattended for a little more than a day.

Chests and clothes.

The chests are all turned over. There are four child or large doll sized chairs inside and underneath one chest. There are three sets of adult common clothes and many items of clothing for boys or girls.

Exits: Back on the wagons to Gillian's Hill. (100xp)

3: Gillian's Hill

Background: Gillian's Hill is midway between Daggerford and Liam's Hold. The constable is Jylin Tummerstout, human guard with +2 investigation.

Scene: Dusk is falling at a small hamlet just off the road. The road signpost says Gillian's Hill. There are several small homes, a public house, and a small marketplace featuring an antique shop.

Incitement: Marwen says we are stopping for the night. He parks the wagon and heads towards the largest building which looks like a public house without looking back.

Resolutions:

INT (history) The shop is Torleth's Treasures, owned by Torleth Mindulspeer. It is famous for selling art objects and strange items from Chult and other far off lands. DC10 There was an ancient and dangerous tomb in Gillian's Hill that led to the Underdark. DC15 Formerly held by illithids, the tomb was cleared by a band of adventurers in the mid-1300s DR. DC20 The tomb was later spell-guarded to warn of intrusion from below. Exploration is discouraged and considered far from safe.

Suspicion.

WIS (insight) Marwen planned on stopping here.

Indecision.

Ramnew says he'd like help unharnessing the horses and taking them to the corral, then go to the pub.

Involving the Local Law. (50xp)

The constable Jylin Tummerstout asks 5w questions and why the bodies weren't buried at the site. He will take any information, but doesn't know who they were or anything about them. He says they were foolish to be out without an escort in Young Billy's territory.

Loot.

Jylin offers to buy the horses and buggy for 25gp each horse and 75gp for the buggy. Half of any proceeds must be shared to Marwen.

At dinner.

Marwen pays for the stay then tells a ghost story. "The Misty Forest and Sword Hills are a portal to a distant land from where no one returns. I once knew a guard who knew a captain who said they saw a party of adventurers walk into the Misty Forest in the Sharnlands and then disappear into a rolling fog bank. Shame of it was one of the heroes owed the captain a considerable amount of money.

WIS (insight) Marwen doesn't believe the stories he's telling, he's just trying to get a rise out of the rookies and give them a reason to keep alert.

Exits: Stay the night and rise with the dawn.

Jylin	AC 14/16 HP 11
MED Humanoid 25XP	Speed 30'
S+1 D+1 C+1 I 0 W 0 Ch 0	PPercept: 12
• Investigation +2 • Perception+2	• SPEAR M W 20/60 +3 2d6/8+1 PIE

4: In Daggerford

Background: The Lady Luck Tavern is a taproom in Daggerford dedicated to Tymora and those that took risks, including soldiers, thieves, and adventurers. The two-floor tavern featured a rough pillar in the center that patrons attempt to climb, leaving a mark when they reached the top. In 1485 DR, the establishment was moved to the Caravan Quarter, just within the town's Caravan Gate. The owner is a human woman named Glenys. She encourages gambling in the tavern and even sponsors larger games and contests nightly.

Scene: Midday in Daggerford's Caravan Quarter. Marwan pays you 8gp each.

Incitement: Marwen asks if you are willing to hire out to him again in about half a tenday for the return trip to Telthin's Mill.

Resolutions:

Accept. (50xp)

He says he will pay for your stay at the nearby Lady Luck Tavern until he is ready to return.

Refuse.

He says he is sorry you won't be making the return trip and wishes you the best of luck in the future.

Search the rooms. (25xp)

Under furniture a rolled up handbill proclaiming an event, "The Spectacle of the Longest Day." The poster says attendance is mandatory and all will be well.

Carousing per DMG p.128.

Pillar climb. (25xp)

STR(athletics) DC20 to climb the 60 feet.

DEX(acrobatics) DC10 to leave a mark on the ceiling or pillar with tools or a knife.

Looking for work.

You notice a sign saying the captain of the watch will pay a premium of 1 sp for every giant rat killed. Proof and payment delivered at the jail in the River district.

From inn proprietor.

Glenys (or one of her staff) says Duchess Morwen Daggerford is always hiring adventurers (in next scene).

Others.

Order of the Gauntlet agent.

Lanniver Strayl is looking to interview paladins, lawful clerics, and monks for the faction.

INT(history) The Order of the Gauntlet is composed of faithful and vigilant seekers of justice who protect others from the depredations of evildoers. The organization is honorable, vigilant, and zealous.

Exits:

Midnight.

5a: First mission

Background: Run if the party goes to look for work from Duchess Morwen. A nearby farmer has asked for her help retaking his farm.

Scene: Morning at the court of the Duchess of Daggerford. Outside there are a dozen light carriages with the Daggerford crest drawn by two horses and served by two men smartly dressed in buff colored livery. Inside the courtroom hums with the voices of many conversations. Other adventurous-looking humanoids speak with officers of the court who wear tailored purple uniforms. One such officer approaches and says, "Good morning, I am Amandis and I will be your chamberlain today. May I take your names, professional qualifications, and any particular work preferences?"

Incitement: Amandis says, "You might be just the mercenaries the Duchess needs. Her very dear friend, Angwe Jalamba owns a large farm on the Trail Way north of Daggerford. Angwe has asked for help reclaiming his farm from some troublesome plants. You will be paid 7gp each if you depart immediately and rid the farm of whatever unwholesome plants you find. Take any one of the carriages outside."

Resolutions:

Haggling.

Amandis says, "The standard rate is 5gp for a day mission. You are paid two more for your immediate availability."

Exits: Out of town and north to the Trail Way. (75xp – 2nd)

KNIGHT Lanniver Strayl mm347	AC 18 HP 52
MED Humanoid 700XP	Speed 30'
S+3 D 0 C+2 I 0 W 0 Ch+2	PPercept: 11
<ul style="list-style-type: none">• Profic Save C+4 W+2• ADV vs FRIG	<ul style="list-style-type: none">• 2x Melee- GREATSWORD M W +5 2d6+3 SLA- HVY XBOW R W 100/400 +2 1d10 PIE• LEAD (r) 1min 30'r +1d4 any ally ATK or save• REACT +2AC vs 1ATK

5b: At the farm

Background: The farm is very near the gate out of Daggerford and is home for some 30 workers and family.

Strahd zombies lose a limb to any hit by a BLU or SLA weapon. Severed limbs have 5hp that is not taken from the zombie.

Scene: Mid afternoon. Jalamba's farm is clearly marked by a sign, "Jalamba's Pride and Joy." You can hear the lowing of unattended cows and other animals as you approach the farmhouse. Dead shrubs fill the field in front of the farmhouse, contrasting with the green fields beyond.

Incitement: The shrubs start moving. From the farmhouse lurches a humanoid dressed in an unfamiliar style of clothing wearing a rectangular pendant.

Resolutions:

The shrubs look like tiny humanoid dolls made of dry, twisted shrubs and chaff.

INT(arcana) DC10 The shrubs are twig blights. They are vulnerable to fire.

Zombie.

The brass pendant is encrusted in blood. When cleaned up, the words "Let the dead remain at rest" are revealed. (25xp)

The farmhouse.

It's been trashed by the shrubs. Two dead dogs lay in front of the fireplace, one partially eaten by the zombie. A long wooden case holding an enormous 4' long feather sits atop the mantle. There is a moderate amount of high quality housewares (5000gp but bulky, weighing 150 lbs).

INT(nature) You do not recognize the species the feather came from.

Thorough search everywhere. (25xp)

INT(investigation) DC20 A small locked DC10 iron chest hidden in an outbuilding holds 225 gp, 587 sp, two potions of plant control.

Exits: Back to Daggerford.

5c: Collecting the Bounty

Background: Arwaine Calashadir is an agent of the Emerald Enclave. She is a druid and openly wears her leaf clasp insignia on her cloak. The Trebel Seed is a fictional organization.

Scene: Nightfall finds the court lit by oil lamps. Chamberlain Amandis waves you over tiredly, listens to your report while a quill writes down what you say word for word in journal that floats in the air. He asks questions only if needed, pays you 7gp each, and invites you to return tomorrow. (100xp)

Incitement: Just before you exit the courthouse, a short, fat female wood elf approaches and introduces herself as Arwaine Calashadir, druid of the Treble Seed. She says, "I overheard what you told the chamberlain. Could you tell me more about the plant creatures?"

Resolutions:

WIS (insight) CHA (deception) DC13 She's sincere DC18 but not wholly truthful about her name or organization.

WIS (perception) She is wearing a leaf clasp made of gold and emeralds (100gp).

INT (history) DC10 A stag's head is the device of the Emerald Enclave faction.

Exits: Back to the Lady Luck Tavern. On top of a table in one room are a few tarroka cards. Each one depicts one of the players.

BLIGHT TWIG mm32	AC 13 HP 4
SML NE Plant 25XP	Speed 20'
S-2 D+1 C+1 I-3 W-1 Ch-4	PPercept: 9 Blinds
<ul style="list-style-type: none">Stealth+3Vulnerable FIRImmune BLIN DEAFMotionless seems dead shrub	<ul style="list-style-type: none">CLAW M W +3 1d4+1 PIE
ZOMBIE STRAHD	AC 8 HP 30
MED Undead 200XP	Speed 20'
S+1 D-2 C+3 I-4 W-2 Ch-3	PPercept: 8 DkVis
<ul style="list-style-type: none">WIS+0Immune POI POISLimbs 5+ DMG = d20, all limbs stop at HP 01-8 Leg, speed 10' or 0'9-16 Arm17-20 HeadLeg moves 5' no ATKArm moves 5' DISADV CLAWHead BITE in space only	<ul style="list-style-type: none">BITE & 2xCLAWBITE M W +3 1D4+1 PIECLAW M W +3 1D6+1 SLA

Druid mm346	AC 11/16* HP 27
MED Humanoid 450XP	Speed 30'
S 0 D+1 C+1 I+1 W+2 Ch 0	PPercept: 10
<ul style="list-style-type: none">Medicine+4 Nature+3 Perception+2Spellcast 4th WIS DC12 +4Atwill druidcraft produce flame shillelagh1x4 entangle long strider speak w animals thunderwave2x3 animal messenger barkskin*	<ul style="list-style-type: none">Q'STAFF M W +2/+4* 1d6/8* BLU

6a: Summons (no xp)

Background: Gloria is the Duchy Librarian.

Scene: It's too early in the morning when you are awakened by your chambermaid and told you have a handsome visitor downstairs. Standing in the common room is Amandis, the chamberlain of Duchess Morwen you dealt with yesterday. He yawns and says the Duchess has asked to see you personally and immediately. Outside is a carriage that conveys you to the courtroom where you are presented to Duchess Morwen Daggerford. The Duchess thanks you for your work yesterday and says she has another urgent matter for you to attend to.

Incitement: Another dear friend of the Duchess, a Gloria Finla Walnir Cloak sent a most distressing message regarding her, ahem, special male friend who has gone missing.

Resolutions:

WIS (insight) DC10 The duchess is not really worried about the missing person. Instead she's concerned more about Gloria's well-being.

Exits: A carriage awaits outside to take you to the library. On a seat inside the carriage is a cloth wrapped around an assortment of sweetbreads and flatbreads and a small jar of sweet butter. The cloth is embroidered with the crest of Daggerford.

6b: The Daggerford Library

Background: Gloria is a commoner with INT +1 and proficiency in INT(history) +3.

Scene: It's midmorning by the time you make it into the Daggerford library in the Money Quarter. A middle aged human female greets you. Her name is Gloria Finla Walnir, or just plain Gloria. She's sorry to trouble the Duchess, but she doesn't know where else to turn. She's worried that Rudolph Van Richten, her friend and a part-time monster hunter, is going back to Barovia, a land far away from Toril. "He's going to get himself killed! He's chasing a vampire, like the one that took his son."

Incitement: "Will you try and find him? I have notes and even a map of the place, although I have no idea where this place is. If you find some sign of him, please come back to me and I will compare it to the notes he left."

Resolutions:

Retell the ghost story. (50xp)

If Gloria is told the story of Marwen, she says that Van Richten is obsessed about this portal and with lore about Barovia and vampires.

Exits: Leaving the library, you take the carriage back to the courthouse.

7a: Escalation (no xp)

Background: Eravien Haund is a handsome young human noble with black hair and golden eyes dressed in the latest Waterhaven fashions incorporating the Lord's Alliance insignia. He thinks much of himself but is wise enough to keep that to himself. He is an agent of the Lord's Alliance from Waterdeep. He believes he could gain significant prestige if he can find and/or destroy the portal the werewolves are using. He will talk up his role in any success.

The painting in the hotel is the likeness of the Holy Symbol or Ravenkind.

NOBLE Eravien Haund mm348	AC 15 HP 9
MED Humanoid 25XP	Speed 30'
S 0 D+2 C 0 I+2W+2 Ch+3	PPercept: 10
• Deception+4 Insight+5 Persuasion+6	• RAPIER M W +3 1d6+2 PIE • REACT +3 AC vs 1ATK

Scene: You return at midday to the busy Daggerford courthouse. As you pull up, you are met by Amandis, who says the Duchess wants to hear your report personally.

Incitement: The duchess listens attentively, then says, "A ha! I know who you should go see next. A very good friend of mine is visiting from Waterhaven, Lord Eravien Haund. He will be able to put you in touch with people who can help you find this Van Richten. And he's around here somewhere. Amandis will take you to him."

Resolutions:

You are taken the River Shining Inn, a very upscale hotel in the Farmer's Quarter. You wait in the plush lobby in a grouping of sofas and chairs of fine quality. On the walls are paintings of pastoral landscapes, reminding you of your travels so far. One painting is not a landscape, but rather of a silver sun with a red center in a night sky.

Lord Eravien Haund makes an entrance and introduces himself. "I represent the Lord's Alliance, a coalition of political powers concerned with their mutual security and prosperity throughout the Sword Coast. I offer you thanks for your report to the constable in Gillians Hill. Your report led to swift action by the Alliance in the capturing and interrogation of a werewolf." He asks that you report to him if you find any evidence of an ancient portal the werewolves are using.

Asking about Van Richten.

He says, "I will advise my operatives to be on the lookout for any sign of the old adventurer. He is well past his prime, even for a half elf. He should have retired and written even more great works of his adventures."

WIS(insight) DC10. Eravien is obviously vain. DC15 He seems unimpressed or unconcerned about Van Richten. DC20 He would kill anyone who tries to take credit away from him for finding the werewolves.

Exits: Back to the courthouse with Amandis.

7b: Cry Wolf

Background: A report of wolves marauding sheep gets amplified and misunderstood.

Scene: Its now late afternoon and the courthouse has quieted down somewhat. Amandis is approached by another uniformed chamberlain. They speak in hushed tones before Amandis turns back to you. "Apparently there's no end to your usefulness." He hands you 5gp each.

Incitement: Amandis says, "You are to sail upriver tonight to Julkoun and investigate a report of a werewolf attack. Get a detailed report back to me. The Duchess is very concerned that the attacks are increasing and that panic might stop commerce. Take the carriage back to your lodgings, grab whatever gear you have there, and then ride to the first dock in the River Quarter. You will board the Shimmer Star captained by Ranulf Redhand."

Resolutions:

Eavesdropping.

WIS(perception) DC20 You overhear the word 'werewolves attacked' and 'by boat tonight' as the chamberlains speak. (25xp)

Suspicious.

WIS(insight) DC15 Amandis is relieved he is not travelling with you this time. (25xp)

Exits: To the River Quarter via your lodgings.

7c: Pier Pressure

Background: The boat crew likes to get a little frenzied before they get underway. This ritual may get misunderstood.

Scene: It's well after sunset by the time you arrive and find the first dock. The area is poorly lit and feels somewhat menacing as you search for the Shimmer Star and Captain Redhand. You've walked to the end of the dock, checking for names on the boats. Only as you walk back do you see the name Shimmer Star on an empty river galley.

Incitement: Suddenly from the far end of the dock you hear yelling and the sounds of running feet. A group of large and swarthy men are running out of the darkness. They carry what looks like polearms and bellow some kind of war chant. They are heading right towards you, and there is nowhere to go except to the end of the dock or jump off the pier into the dark water below.

Resolutions:

Suspicion.

WIS(insight) DC15 The crew are participating in a motivational ritual. DC20 They are shouting a cadence in pidgin dwarvish.

WIS(perception) DC10 DISADV for light. The crew of the boat is carrying oars.

Jump into the water.

The crew laugh. Hopefully the jumper can swim.

Do nothing.

The crew slows down as they get to the river galley and begin boarding. A half orc wearing captain's epaulettes and carrying a large bullwhip boards last. He looks up at you and says, "We got a record to break. You coming or not?"

Exits: Into the galley. (50xp)

7d: Underway

Background: The Shimmer Star is a shallow draft boat with a crew of 32 and is similar to a Viking longboat. It has magic that makes it travel twice as fast as it should.

Scene: It's cold, dark, and damp everywhere, especially where you are in the bow of the boat. The crew sing together as they pull on their oars in unison. The dark river water sprays upward and falls back on you in fine droplets illuminated by a lantern on the prow.

Incitement: You find yourself becoming envious of the oarsmen because they can keep warm in this cold dark night.

Resolutions:

CON DC13 or gain a level of exhaustion. Save ADV with alcohol. (50xp)

Talk with Redhand.

"We are always going for a record because we own them all."

"There's no faster boat and crew on the Delimbier."

"Heard tell of werewolves in the Misty Forest. Now on, we steer clear of Shimmerstar Stream and the Misty Forests."

"We bring you with no questions asked and we wait for you to return in Julkoun."

Exits: It's a long, cold, miserable night.

7e: False Alarm

Background: The boat travels through the night.

Scene: Dawn finds you at a dock in Julkoun overshadowed by a large stone mill driven by an enormous water wheel. You disembark and begin your investigation. After a few hours of asking questions, you find that the report of werewolves is false. A farmer by the name of Jarri lost some sheep to wolves and made a report. By the time the report made it to Daggerford the facts had become much more sinister.

Incitement: Jarri says he's sorry you had to come out, but while you are here, would you look at something he found? It's a rectangular prism red granite marker with the words "Luna R" at the base, and an upward arrow above the word "Berez 5." (100xp)

Resolutions:

Suspicious.

WIS(insight) DC10 Jarri is sincere.

The village.

INT(history) This place was originally named Shining until a large stone mill and shrine to Chauntea was built there by someone named Julkon.

The marker.

INT(history) You don't recognize the place names. DC10 You are sure they are not the names of places near Daggerford. DC15 Red granite is not found near Daggerford. DC20 You are sure there is no place by those names in all of Faerun.

Exits: Back on board the Shimmer Star.

7f: Clues

Background: The return downriver takes much less time but it's just as cold and wet. CON DC13 or gain a level of exhaustion. Save ADV with alcohol.

Scene: You arrive back at the docks in Daggerford under a slowly reddening sky. The carriage is waiting to take you back to your lodgings, where you promptly rest. You stir in the late afternoon.

Incitement: Who will you go to and tell of your discoveries? The Duchess, Lord Eravien, or Gloria?

Resolutions:

The Duchess.

She welcomes you back and seems relieved when she hears of the false alarm. She shrugs about the marker, and then brightens, saying "Oh, Gloria would certainly want to know of this!"

Lord Eravien.

You call on him at the Shining River Inn. He asks many more questions about the wheres and hows of your discovery. He seems pleased with your report, saying it confirms several things. He holds out a fist then opens his hand palm upward, revealing several brass rings. "In recognition of your contributions so far, as is my right as a Warduke of the Alliance, I formally offer you an apprentice membership as a Cloak of the Alliance."

Someone accepts.

He smiles and puts the rings on the fingers, saying, "The insignia shall be concealed by wearing it palm down unless you are in a council meet." He hands a scroll of *magic weapon* to each new member and then becomes more formal. "Cloak, your orders are to go find this portal." His voice drops to a whisper. "Intelligence suggests it can be found at the source (end) of Shimmerstar Stream."

No one accepts.

He frowns, closes his palm, and says, "Perhaps not. Thank you for your work. Good day." He turns and walks away.

Someone changes their mind.

He orders them to find the portal but does not give them a ring or a scroll.

Gloria.

She is at the library and is chatting with a tall man with a black beard shaved to look like the lower jaw of a wolf. Gloria introduces him as Zelraum Roaringhorn.

Marker. She says, "Oh, please excuse me to go get Van Richten's notes." (50xp)

Roaringhorn.

He idly asks if you are aware of the recent child abductions made by werewolves. If the party acknowledges it, he asks if you plan to pursue them.

Someone says yes.

He says, "Well, if you are going to go after them I will give you the name of a metalsmith in Daggerford. Show him this pin, and he will silver six of your weapons for free." He offers Harpers pins made of tin and painted purple with a silver harp.

Someone accepts the pin.

He pulls out a small spell scroll and says, "The Harpers strive to protect the powerless. If the children are still alive, I would see them safely returned. Take this scroll. It will remove any curse put upon you or the children. You are now Watchers, and your first mission is to hunt down and kill the werewolves responsible for the missing children."

If no one accepts.

He lowers his head and says, "Someone should, but true heroes are few these days."

Gloria returns with her arms full with two leather journals and a map case. She pulls out a large hand-drawn map labeled Barovia and points out the name of Berez on a settlement symbol along a Luna River. She looks up with a pale face and teary eyes. "It's all true. He's going to get himself killed, and the world will lose his brilliant mind."

WIS(perception) The map has the initial RvR on it.

Exits: Shimmerstar Stream, Silversmith (gain up to six silvered weapons), back to lodgings.

MAGE Zelraum Roaringhorn mm347	AC 12/15* HP 40
MED Humanoid 2,300XP	Speed 30'
S-1 D+2 C 0 I+3 W+1 Ch 0	PPercept: 11
<ul style="list-style-type: none">• Profic Save I+6 W+4• Arcana+6 History+6• Spellcast 9th INT DC14 +6 Atwill fire bolt light mage hand prestidigitation 1x4 detect magic identify mage armor* magic missile shield 2x3 misty step suggestion 3x3 counterspell fireball fly 4x3 greater invisibility ice storm 5x1 cone of cold	<ul style="list-style-type: none">• DAGGER M/R W 20/60 +6 1d4+2 PIE

7g: Shimmerstar

Background: Run this scene only if the party obeys the order of Lord Eravien to search for the portal at the source of the Shimmerstar Stream. Completing the mission promotes any Alliance members to the second rank, Redknife if they were given a ring, or to Cloak if they were not.

Scene: You can charter a boat for 7gp for each passenger and spend the rest of the day and night traveling upriver aboard a flat-bottomed boat. You arrive shortly after dawn and disembark on the banks of a streambed to begin the search for a magic portal to another land. After four hours of wandering around cutting through the entangled forest floor, you fail to find a portal or any sign of werewolves.

Incitement: WIS(perception) skill check. You do find one torn bit of a brightly colored cloth. DC15 Two bits of the same color. DC20 Three bits, each of a different color.

Resolutions:

INT(investigation, history) The torn cloth is probably from middle or upper class children's clothes given its light weight and bright color. DC15 Assuming two or more, one cloth has a pattern on it you remember from the clothes found around the buggy near Gilliam's Hill. WIS(survival) DC15 There are game trails with possible humanoid footprints. DC20 But they don't lead to a portal.

Exits: Back to the boat and in Daggerford to your lodgings. (100xp)

8: Enter the Vistani (3rd by end of scene)

Background: The Vistani are wanderers who live outside of civilization, traveling about in horse-drawn, barrel-topped wagons called vardos. They dress in bright colors, favoring reds, oranges, and yellows. Vistani are tradesmen of a sort, and include silversmiths, coppersmiths, tinkers, haberdashers, cooks, weavers, entertainers, storytellers, toolmakers, etc. They also claim powers to predict the future.

This group has three vardos and is led by a family elder named Stanimir. They are here to bring adventurers to Barovia.

Damia is Stanimir's daughter who refused the advances of one of Young Billy's bandits named Relos Pitchblend and placed upon him a Vistani curse changing his appearance.

Scene: It's early morning at the Lady Luck Inn, but there's already a loud commotion downstairs. In the common room, a man stands in the center of a circle of staff and patrons. He has a pig's nose, eyes, ears, and a corkscrew tail protruding out the back of his head. He's begging for help, and the onlookers are pointing, laughing, and making unhelpful suggestions.

MAGE Stanimir	AC 12/15* HP 40
MED Humanoid 2,300XP	Speed 30'
S-1 D+2 C 0 I+3 W+1 Ch 0	PPercept: 11
<ul style="list-style-type: none">• Profic Save I+6 W+4• Arcana+6 History+6• * resist nonmagic BLU PIE SLA• Spellcast 9th INT DC14 +6 Atwill friends light mage hand prestidigitation 1x4 charm person mage armor* shield sleep 2x3 misty step suggestion 3x3 bestow curse phantom steed vampiric touch 4x3 greater invisibility stonesskin* 5x1 dominate person	<ul style="list-style-type: none">• DAGGER M/R W 20/60 +6 1d4+2 PIE

Incitement: The man bawls, "Is there no one who can help me? They are right outside the gate now!" You notice Arwaine Calashadir the druid in the crowd. She looks to you with a worried expression on her face.

Resolutions:

Only *remove curse* or *greater restoration* will remove the curse. This will inflict 1d6 PSY damage on Damia. (50xp)

Do nothing.

In a moment, Marwan returns and asks if you are ready to accompany him back to Telthin's Mill.

Talk to the man (Relos Pitchblend).

He responds by calming down. He says a woman merchant in a caravan refused to sell an item to him and called him a pig. Then she turned him into one. Her caravan of three bright orange and red wagons are parked just south of the Caravan Gate.

WIS(insight) DC15 He's not telling the whole truth, which is he made a pass at Damia.

Talk to Arwaine.

Arwaine says, "I had come here today to offer you membership in the Emerald Enclave as a consequence of your actions at Jalamba's farm. What happened to this man is very unnatural. He needs to be restored to his natural state, if not possible then killed so that the unnatural is destroyed. Will you accept this mission and become Springwardens?"

Accept mission. She hands you a leaf clasp saying, "Welcome Springwarden. Wear it so others of the Enclave will know your common purpose."

Decline mission. She says she understands your reluctance to undertake this responsibility.

Exits:

Marwan arrives and says it's time to go. Outside the gate, a dozen or so Vistani and their three vardos are selling adventuring gear at 50% off. Some of the gear is new, some quite old, including an iron dagger with a silver crosspiece in the shape of a dragon.

INT(nature) DC10 to recognize it as a silver dragon.

They also have a mace of disruption worth 8000gp. They discreetly offer to trade it for the confirmed killing of Young Billy. (accept 50xp)

9: Bandits!

Bandit Captain mm344	AC 15 HP 65
MED Humanoid 450XP	Speed 30'
S+2 D+3 C+2 I+2 W 0 Ch+2	PPercept: 10
<ul style="list-style-type: none">• Profic Save S+4 D+5 W+2	<ul style="list-style-type: none">• 2xSCIMITAR+1xDAGGER

Background: Marwen's chest holds 1400sp and 6gp. Each gp is overstruck on the wing of the dragon with the Zentharrim device. Young Billy wants everything he can carry, which is everything but the bales. He has with him twelve bandits, including Relos. Relos is very nervous and fires as a reaction to any non-compliant action by the guards or merchants.

Scene: You leave with Marwen and his brother Ramnew aboard their two wagons loaded with three boxes of fine thread, weaver's supplies, a chest jingling with the sound of coins, and four bales of cotton. You travel nonstop, bypassing Gillian's Hill because Marwen says he's a day behind schedule. The sun sets when you are still hours away from Liam's Hold.

Incitement: Relos Pitchblend (cursed or not) steps into the road, points his light crossbow at Marwen, and says, "Halt and pay your toll!" WIS(perception DC13) to spot the ambush.

Bandit mm343	AC 12 HP 11
MED Humanoid 25XP	Speed 30'
S 0 D+1 C+1 I 0 W 0 Ch 0	PPercept: 10
	• SCIMITAR M W +3 1d6+1 SLA • LIGHT XBOW R W 80/320 +3 1d8+1 PIE

Resolutions:

Relos was uncursed by the party.

Relos steps off the road saying, "Oh, beg your pardon!" The bandits do not attack. Young Billy will flog him later for this.

Relos is killed on the spot.

Young Billy and the other bandits retreat.

Fight.

Young Billy steps out and offers parley.

Parley.

Young Billy is offering to split the booty 50/50 if you do not fight.

Refuse.

Young Billy fights to the end.

Accept.

Marwen says disgustedly, "You're fired!" (75xp)

When splitting the loot, Young Billy points out the Zentharrim mark on the gold and says, "Well, that's bad luck for you. You'd best watch yer backs closely and leave the realms now that you have crossed the Zents!"

Young Billy incapacitated. (150xp)

The bandits flee.

Each bandit has 13 cp. Young Billy has a pouch with 28gp and 120sp.

Exits: Walk back to Daggerford if fired. Travel on three hours in the dark and arrive at Liam's Hold if not.

10: The Black Network (no xp)

Background: Scene assumes the party did not betray Marwen. The Zent agent is Davra Jassur. She will not reveal her name to the point of being rude about it.

Scene: You arrive in Liams' Hold shortly before midnight. Marwen pays for the essentials and sends you off to your rooms. Before dawn, he knocks loudly and says to meet him downstairs in the Holdfast Inn.

Downstairs you find Marwen seated next to a plain-featured female human wearing shabby Waterdeep-fashion traveler's clothes.

Marwen says as you approach, "These are the loyal guards I was telling you about."

The woman stays seated and speaks once you are seated. Her voice is a low monotone that lacks any regional accent.

"You could have sold him out and made quite a bit more money by doing so. But you didn't, and that means you and my organization have a lot in common."

She pushes her hands outward on the table then lifts them to reveal gold coins, one for each member of the party. A flying snake device is struck atop the wing of the dragon.

Incitement: "Membership in the Zhentarim is like a key to a thousand doors, each one a gateway to fulfilling a personal desire. Most people shy away from this kind of freedom. They like their restraints, laws, and swaddling. It gives them the illusion of security. Real security is being free, being Zhentarim. When my husband was slain by werewolves near the Way Inn, I wanted revenge. Now I know who I wish to make pay, but I have other commitments. This werewolf's name is Kiril, and he is the pack alpha. If you do this for me, I am obliged to do you a special favor. Any favor. Take the coin and join the Zhentarim as our newest Fangs."

Resolutions:

Davra does not care if you have already joined a faction. Double agents are a big part of the Zent way.

INT(history) The Zhentarim or Black Network is a shadowy group of operatives out for wealth and power.

WIS(insight) She's deadly serious. DC15 She's telling the truth about her husband, Kiril, and having other obligations. DC20 This is not a setup.

WIS(perception) Her facial features are very forgettable. You'd have a hard time describing her to someone else.

Davra picks up any untaken coins and leaves without another word.

Exits: Marwen orders breakfast for everyone.

11: Interruption (no xp)

Background: Amandis has been chasing the party for two days without sleep. He now has two levels of exhaustion.

Scene: Just as your breakfast arrives, a loud clatter comes from outside the door as a carriage comes to a rapid halt. A moment later a bedraggled looking Amandis lurches through the door of the Holdfast Inn.

Incitement: He sees you and yells hoarsely, "Duchess Morwen requires your presence in court by the most direct means. I am authorized to pay out compensation to a Marwen of Gilleford for the inconvenience of relieving him of his hirelings." He slings a pouch of coins in Marwen's direction, turns and heads back out the door.

Resolutions:

Marwen says, "Well, nice knowing you. I'll look you up the next time I need more faithful guards." He pays out 8gp to each member and heads out to his wagons.

WIS(perception) Amandis is clearly exhausted.

WIS(insight) Amandis hates traveling and slightly resents you for this trip. Offering to drive back would change this.

Exits: Carriage to Daggerford (two days) and the court of Duchess Morwen. Rations and a full flask of wine in a ration box sit in the back of the carriage. An empty wine bottle rolls out from under a seat. It's label is from the Wizard of Wines and declares the wine to be something called Purple Grapemash Number 3. Underneath the name is the word "Unremarkable!" Inside the bottle is a single black feather.

INT(nature) DC20 The feather is from a raven.

Assassin mm343	AC 15 HP 78
MED Humanoid 3,900XP	Speed 30'
S 0 D+3 C+2 I+1 W 0 Ch 0	PPercept: 14
<ul style="list-style-type: none">• Profic Save D+7 I+5• Acrobatics+7 Deception+4 Perception+4 Stealth+11• Resist POI• Assassinate 1st turn vs TGT that has not taken a turn ADV to hit, hit is CRIT• Evasion DEX save for ½ = for 0• Sneak Attack 1/turn add 4d6 for ADV rolls or pack tactics	<ul style="list-style-type: none">• 2x SHORTSWORD- 5'SWORD M W +7 1d6 PIE & 7d6 POI CON DC15 ½- LIGHT XBOW R W 80/320 +7 1d8+3 PIE & 7d6 POI CON DC15 ½

12: Final Offer

Background:

Scene: You arrive back in Daggerford by late afternoon of the second day. Outside Daggerford, the Vistani have closed their market and are instead singing and dancing around a bonfire in various states of intoxication. The wagons are parked at irregular angles by the road, and six draft horses wearing bright coats with bangles and tassles wander untethered underneath a nearby tree.

You drive on to the courthouse and head inside. Waiting for you is Lanniver Strayl, the agent from the Order of the Gauntlet. He tells everyone that the Order has stationed guardians at each of the eastern villages so that locals need not fear the night. He asks any clerics, paladins, or monks he previously interviewed if they have met and taken membership in any of the other factions.

Incitement: He invites any cleric, paladin, or monk who has not to join his faction.

Resolutions:

Acceptance.

He presents them with a gauntlet-shaped silver pendant (12gp) to be worn around the neck and a *potion of heroism*. He says, "You are now a Chevall in the Order. Your first mission is to find the werewolf den in the misty woods. Then the Order will make an organized assault to end the threat."

Refusal.

Lanniver nods understanding, wishes them luck, and departs.

Exits: A chamberlain you are unfamiliar with hands you an invitation to dine this evening with Duchess Morwen at the castle. (150xp)

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