

Opening

- How each player came to be at the green dragon inn
- What happened last night

Green Dragon Inn:

- Friendly Innkeeper, disgusting kitchen, busy even in the middle of the day

Trest :

- Pass The Precious Chestnut (man selling dog [Topher] outside)
- Go out the caravan gate to the south

Camp:

- Brightly covered wagons, draft horses, suspicious vistani.
- Stanimir, Radka, Damia
- Vistani trade in tales, not gold
 - "We come from an ancient land whose name is long forgotten-a land of kings. Our enemies forced us from our homes, and now we wander the lost roads."
 - Tell Story, magic elements
 - Stanimir's face becomes a somber mask. "A curse has befallen our noble prince, turning him into a tyrant. We alone have the power to leave his domain. We've traveled far and wide to find heroes such as yourselves to end our dread lord's curse and put his troubled soul to rest. Our leader, Madam Eva, knows all. Will you return to Barovia with us and speak with her?"
- Mists engulf the travelers after a few days on the road
 - Wisdom saving throw
 - It was nice meeting you. Sorry about this

Old Svalich Rd:

- Wake up on the side of the road. Weapons and items gone
 - Note from Radka "Sorry, but we cannot follow you here. See madam Eva. She will explain"
- Black pools of standing water, muddy road, giant trees

Gates of Barovia:

- Stone buttresses, iron Gates that open and close on their own, Stone headless guardians

Svalich Forest

- Utterly silent, but there's a tension in the air. Trees crowd unnaturally close, whiff of death (corpse of dalvan Olensky w/ Kolyan Indirovich's Letter. Wolves if players try to leave.
- Small hamlet, six houses, most in states of ruin
- House on the Road, Rose and Thorne outside
 - Flanked by stable and servant's quarters

Death House:

You hear a whimpering up ahead

Rosevalda (10) and Thornbolt (7)

- Thornbolt carrying a stuffed doll and weeping
- Rosevalda trying to comfort him
 - There's a monster in their house (points to house)
 - Parents (Gustav and Elizabeth Durst) keep it trapped in the basement
 - Don't know what it looks like, but they've heard it
 - There's a baby in the third floor nursery
 - Children won't go back until they know the monster is gone
 - Can be convinced to wait in portico

The House

- Tall brick townhouse, Windows are dark, Gated portico
 - Neighboring houses are clearly abandoned
 - Mists begin to close in on anyone who doesn't take refuge in the house.
1. Entrance
 - a. Oak doors lead from portico to grand foyer
 - b. South wall of foyer has shield w/ coat of arms (gold windmill, red field)
 - i. Flanked by several large portraits
 - c. Double doors, set with panes of stained glass lead onward.
 2. Main Hall
 - a. Black marble fireplace to the left, sword hanging above
 - b. Wood paneled walls ornately worked w/ trees, nymphs (skulls and snakes)
 - c. Red marble spiral staircase to the right
 - d. Cloakroom w/ black cloaks, a top hat
 - e. Sounds of clinking glass and laughter can be heard from dining room
 3. Den of Wolves
 - a. Stags head mounted on the wall
 - b. Three stuffed wolves
 - c. Cushy chairs, cask of wine, chandelier
 - d. Two cabinets
 - i. Locked cabinet has Light Crossbow, 20 bolts each
 - ii. Unlocked one has playing cards and wine glasses
 - e. Trapdoor (invisible until opened from other side)
 4. Kitchen
 - a. Stone, dome shaped oven, kitchen knives
 - b. Door to pantry (4b) Well stocked, but all tastes sort of bland
 - c. Dumbwaiter to Servants Quarters and Master Bedroom
 - i. System of bells adjacent

5. Dining room

- a. Huge mahogany table, high backed, carved chairs, crystal chandelier
- b. Table set with crystal goblets (can be used as mage focus), silver, porcelain
- c. Wood wall paneling carved with forest deer scenes, (wolves+twisted faces)
- d. One wall is a shockingly realistic mural of an alpine vale
- e. Red silk drapes
- f. Tapestry of Mounted men and dogs hunting a wolf (man)

6. Upper Hall

- a. Large family portrait Gustav, Elizabeth, Rose, Thorn, Walter
 - i. Father holds baby, mother seems to be looking at it with disdain
 - ii. Suits of wolfs-head armor flank doors, clutching spears
 - iii. Doors carved with dancing youths (fighting off bats)
 - iv. Marble staircase continues up to 11, cold draft can be felt coming down the steps

7. Servant's Quarters

- a. Straw mattresses, empty footlocker, dumbwaiter with button, closet with servants uniforms

8. Library

- a. Red velvet drapes, Mahogany desk and chair facing entrance and fireplace
 - i. Candle, Parchment, ink, wax, wooden seal on desk
 - ii. Iron key in desk folded in Dimov Letter, receipt for candles, incense, dagger
 - iii. Handwritten sheet music "Song For Elizabeth"
 - 1. Note beside it "bulwarton's words open the way"
- b. Painting of a windmill above fireplace, overstuffed chairs in the corners
- c. Floor to ceiling bookshelves, rolling ladder
 - i. Books on history, warfare, alchemy, poetry
 - ii. The History of Felwin (unaware of the creature that watched her from the shadows)
 - iii. Small rock collection
 - iv. Red book on architecture by Archibald Bulwarton opens secret door (Perception check)

9. Secret Room

- a. Contains books describing fiend summoning and necromantic rituals of a cult called The Priests of Osybus
- b. Heavy wooden chest with clawed feet against the wall
 - i. Propped open by a leather armored skeleton
 - 1. Note in hand, darts in chest
 - ii. Trap broken, contains 3 blank books, 3 spell scrolls (Bless, protection from poison, spiritual weapon), deed to house, deed to mill, and a signed will.

10. Conservatory

- a. Gossamer drapes, brass chandelier, upholstered chairs, stained glass wall hangings depict men women and children singing and playing instruments
 - i. Lancelot (Paco) hiding under a chair
- b. Alabaster figurines of well dressed dancers (skeletons) on mantelpiece
- c. Harpsichord in corner with tattered sheet music
 - i. Playing song for elizabeth opens attic door

11. Balcony

- a. Cobwebbed suit of black plate armor (animated armor)
 - i. Attacks if characters get within 5ft
- b. Wood panel walls: forests, squirrels leaves (bodies hanging from trees, worms)
- c. Looking down, you can see all the way down to the first floor
- d. Secret door in west wall panel to attic staircase. Pushes open easily DC15

12. Master Suite

- a. Double doors of stained glass (windmills)
- b. Burgundy drapes, four poster bed with gossamer drapes, 2 wardrobes,
- c. vanity with wood framed mirror, jewelry box
 - i. Contains platinum topaz necklace, three gold rings, made of silver
- d. Tiger skin rug in front of the fireplace, Portrait of Gustav and Elizabeth above
- e. Mirrored door leads to closet
- f. Glass door in parlor leads to balcony
- g. Male ghastr hanging from noose, holding note

13. Bathroom

- a. Polished wooden tub with clawed feet
- b. Iron stove with kettle
- c. Empty rain barrel attached to cistern

14. Storage Room

- a. Dusty shelves, soap, blankets, sheets
- b. Broom of Animated Attack leaned against wall

15. Nursemaid's Suite

- a. Elegant bedroom, ivy, berries (eyes) carved into mirror frame
 - i. Looking into the mirror, you see the visage of a terrified woman who mimics your movements, steps aside
 - 1. Secret door in mirror
 - ii. End tables, wardrobe, bed, lamp
- b. Nursery attached
 - i. Black shrouded crib with frightfully thin woman sobbing over it, facing away from you
- c. Balcony overlooking front of house

16. Attic Hall

- a. Bare hall choked with dust, cobwebs
- b. Heavy iron door at the end shut with a heavy padlock

17. Spare Bedroom

- a. Slender bed, nightstand, stove, desk, stool, grinning doll in lacy yellow dress

18. Storage Room

- a. Old furniture, dress mannequins, all draped with sheets
 - i. Trunk containing nursemaids corpse (stabbed)
- b. Secret door in east wall (invisible until letter or dollhouse found)

19. Children's Room

- a. Bricked up window
- b. Two child-sized beds, toy chest
- c. Dollhouse replica of the house you're in
 - i. DC15 check to find all secret doors
- d. Two skeletons in the corner in familiar clothes, one carrying a familiar doll
- e. Rose and Thorn appear when toys disturbed
 - i. "Don't touch my toys"
 - ii. Locked here to protect from basement monster
 - iii. Offer to let players rest here.
 - iv. Point to dollhouse if asked how to get to basement
 - v. Afraid of abandonment, try to possess a character that tries to leave

BROOM OF ANIMATED ATTACK

AC15, HP17, +0 STR, +3 DEX, Multiattack, +5 to hit, 1d4+3 bludgeoning

ANIMATED ARMOR

AC18, HP33, +2 STR, +0 DEX, Multiattack, +4 to hit, 1d6+2 bludgeoning

My dear Dimov,

I must confess, my nights as of late have been sleepless. The child's wails these past several evenings have kept me awake, haunting these halls like a ghost. Margaret does her best, but other clouds yet trouble my dreams.

My beloved Elisabeth, I am sure, feels it too, for she tosses and turns in our bed and awakes with her forehead slick with sweat. O'er the past several congregations, I have become suspicious of the ambitions of the others. Their dark murmurs worry me, and though I know that a shadow ought not fear a blacker night, I cannot but fear for the extent of their plotting.

If anything happens, you are to be steward of our parents' house, and caretaker of my children. Keep Rose and Thorn safe, and dear Walter close to your breast. Should the worst come to pass, you shall be all they have left.

Your loving brother,
Gustav

My Dear Mrs. Petrovna,

Your advice on dealing with the unwanted fiend in my home is quite good advice indeed. Tonight's ceremony will proceed as planned when the moon is at its highest peak - without, of course, the attendance of Mr. Durst. I must agree with you that, with the assistance of such a remarkably innocent subject, the results of our proceedings may be far improved. "Innocent," of course, is not quite the term I would use.

If nothing else, I am relieved that I shall soon no longer have to suffer the harlot's insufferable presence each time we must pass through her quarters to our meeting-space. We shall be well rid of her indeed.

My Thanks,
Mrs. Elisabeth Durst

My Beloved Children,

I wish I could do what all fathers do and tell you that monsters aren't real. But it wouldn't be true. Life can create things of exquisite beauty. But it can also twist them into hideous beings. Selfish. Violent. Grotesque. Monstrous. It hurts me to say that your mother has turned into one such monster, inside and out. And I'm afraid the disease that afflicted her mind has taken hold of me as well.

It sickens me to think what we've put you through. There is no excuse. I only ask you, though I know I have not the right to do so, to try and forgive us. I despise what your mother has become, but I love and pity her all the same.

Rose, I wish I could see you blossom into a strong, beautiful woman. Thorn and Walter, I wish I could be there for you. But I can't. This is the only way.

Goodbye.

Hail thee of might and valor:

I, the Burgomeister of Barovia, send you honor - with despair.

My adopted daughter, the fair Ireena Kolyana, has been these past nights bitten by a vampyr. For over four hundred years, this creature has drained the life blood of my people. Now my dear Ireena languishes and dies from an unholy wound caused by this vile beast. He has become too powerful to conquer.

So I say to you, give us up for dead and encircle this land with the symbols of good. Let holy men call upon their power that the devil may be contained within the walls of weeping Barovia. Leave our sorrows to our graves, and save the world from this evil fate of ours.

There is much wealth entrapped in this community. Return for your reward after we are all departed for a better life.

Kolyan Indirovich

Burgomeister