

For Character Levels 4 to 5

Ravenloft

Unofficial d20 Game Adventure

A CALLING FROM VERBREK

by Tomasz Kuczynski





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Based on the original team who created and developed the Ravenloft line
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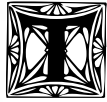


Introduction

INTRODUCTION

"Courage is not simply one of the virtues, but the form of every virtue at the testing point."

- C.S. Lewis



he following adventure is designed for four to six players, with characters of levels four and five. A variety of classes is essential to survival of the party, with the bard and cleric being the central figures. Any character with the Knowledge (Monster Lore) skill will be a greater asset to the party.

The Ravenloft campaign with its dark and often twisted nature is not a mere walk in the park. The designers have created this adventure with this dark theme in mind, and have made the adventure suitable yet challenging for the stated levels. The PCs will have to tread lightly as there are no second chances on this dreadful plane.

FOR THE DUNGEON MASTER

The following material is for the DM only, so if you are a player I urge you to stop reading now. Knowing the answer to a riddle is not the same as searching for answers to the riddle, so for your player enjoyment, please stop now.

As a DM you should read the entire adventure before you attempt to run it in your gaming group. You should be familiar with the module in order to create a proper mood, pacing and sense of dreadful discovery.

A Calling from Verbrek takes place in the politically charged domain called Invidia, a domain which borders Barovia to the east and Verbrek to the west. Please look over the political map on Page 37 of this adventure or the Ravenloft players handbook, as well as Ravenloft Gazetteer IV campaign setting supplement for additional information, as there are passages in the module that refer to the book for more detail. It is not crucial that you reveal to the players where they are; they will come to know the nature of the place through their own actions.

POLITICAL ORIENTATION

Curriculo is the second biggest town in Invidia. It is located at the eastern curved shores of the Musarde

River, its territory snakes through the west-central part of the domain. It is the rival town of the capital, Karina, an old and decaying town south of Lord Malocchio Aderre's residence, Castle Loupet. Under the rule of the former Darklord Bakholis, Curriculo was but a mere trading outpost. It is now a fruitful town, gaining prosperity through trade agreements with merchants from Richemulot, Zeidenburg and its permanent trade colony from Falkovnia.

Mistress Bela Ghuitau, acting as the voice for the merchant's guild, believes the merchants are the lifeblood of the growing city. However, she feels that Lord Malocchio's unrealistic trade restrictions and heavy taxation on their trading partners is diminishing that growth. She and some like-minded members of the merchant's guild believe that these policies are just avenues to fund Lord Malocchio's continuing pogrom effort and military built up in the civil feud against his mother, Madame Gabrielle Aderre.

Merchants and several members of the King's Chamber are silently protesting that they are losing money from Lord Malocchio's pogrom, as mercenaries are viciously pursuing the Vistani into neighboring: Borca, Barovia and Sithicus. Some over zealous mercenaries who fail to collect their bounties have raided villages and farms instead. In the merchant's view, they are harassing and turning away potential customers in neighboring realms.

Consequently, the nobles and prominent Invidians of the King's Chamber have separated themselves into main two factions as a result of this matter. There are those wish to gain more coins for their purses through Lord Malocchio's civil feud; that is to make their commissions on the military trade efforts by dealing in arms, armor, grains, anything that would support Lord Malocchio's mercenary army. These merchants are benefiting in the short term, but they cannot see past their greed. As a result they do not see that the militarization of the realm is pushing the people of Invidian into further despotism under the Tyrant's hand.

Kaspar Von Brausch, one of the older noblemen in the King's Chamber, believes the escalating presence of military forces is scaring off, breaking apart and causing uneasy tension to current trade relations. This he believes is contributing to further political instability of



the nation. In his protest, Von Brausch is secretly tied to 'the Sons of Gundar' faction, and is against the general law and policy of the pogrom. Through non-violent means he is harboring and funding the Gundarakite rebels. Von Brausch supports the rebel independence movement because it coincides with his political view that Invidia should return to Noble independence and not into the clutches of Tyranny.

STORY BACKGROUND

Through a network of confidants Lord Malocchio learns of Von Brausch's treachery in supporting the Gundarakite rebels. Lord Malocchio would not let this matter go unpunished. Still, he did not want to remove Von Brausch from the King's Chamber through brute force. Such a spectacle of discipline would fall terribly in view of the public eye, and surely cause civil unrest. Lord Malocchio had the matter arranged, he knew that Kaspar would take his son and heir deer hunting, and this would be a perfect opportunity for the staged tragedy to occur. As circumstance would have it, Kaspar was light headed that day and took ill; he could not join the expedition. So, his son Marcellus went without his father and took two of his servants to venture deep into Vulpwood for the deer hunt.

While hunting deer in Vulpwood, wolf like beasts viscously attacked Marcellus Von Brausch and his two servants. With his servants' dead, Marcellus was hopelessly outnumbered. Rather than killing him, the werewolves dragged Marcellus to their adobe. There, he was subjected to a strange ritual of the Wolf God; the divine hunt. Marcellus listened to the rules as the werewolves' master; Jean Audric explained them. In fairness, he was given a head start and only would be hunted by one disciple and if he survived until daybreak, he would be allowed to live. And so, he was released into the deep of Vulpwood. For a while, he managed to evade his pursuer. Enduring the hunt through nightfall, he saw dawn break and his hope for freedom assured. On the brink of freedom the whole pack descended upon him foreshadowing his doom. Yet again he was captured and dragged to the adobe where Jean Audric had revealed to him that he had passed the test. Puzzled, Marcellus did not understand what this meant. To his horror he was rewarded with the cult's infectious bite.

A few days later when he was left unguarded, Marcellus fled the cult with his clever wit, new found strength and stamina. In his transfigured form he managed to clear the forest and escape to civilization.

He found himself in his bedroom, under the roof of the Von Brausch estate, within the care of Claude Vardeau. That is all he had remembered.

Struck with grief and sorrow, Kaspar Von Brausch decided to hire a metaphysician and an expert on this ailment, Dr. Claude Vardeau. Kaspar sought the knowledge of the subject because his son, Marcellus, was attacked by a beast and believed to be carrying the dreadful curse. Kaspar desperately sought a cure for Marcellus, but also wanted to keep the matter quiet, as the knowledge that lycanthropy runs in the veins of the Von Brausch family would surely bring more peril to his name and land. Regrettably, Marcellus had freed himself and in doing so, had killed his father, making it look like the new hired metaphysician would be blamed for the murder of Kaspar Von Brausch. Wild speculation surrounds Marcellus' disappearance, as most people believe him to be dead. Dr. Vardeau has been blamed for the murder, and now is in Curriculo's citadel jail awaiting the return of the grand magistrate to pass judgment on him in three days.

ADVENTURE SYNOPSIS

The PCs have two main objectives in this adventure. The first to: free Dr. Claude Vardeau from for his wrongful imprisonment and the second is to break Marcellus' curse of lycanthropy by overthrowing Jean Audric.

At the beginning of the adventure the PCs find themselves left alone in the thick mists of a dark alley. They are approached by a woman named Monic Vardeau, who seeks to determine the welfare of her uncle. Dr. Claude Vardeau is a researcher and metaphysician studying lycanthropes. Monic writes to her uncle regularly on his assignment, but she has not heard from him since the Von Bausch's commissioned assignment.

In order to help the woman, the PCs travel to Curriculo and on their way there they learn more about the state of Invidia through several set encounters. In Curriculo, they navigate the different districts and perhaps get involved in some of the people's affairs.



Introduction

Through word of mouth or upon reaching the Citadel jail, the PCs discover that Vardeau (the man they are looking for) has been imprisoned for the death of his employer Kaspar Von Brausch. Unfortunately most people outside the jail believe that he is probably guilty and that he will likely be hanged. No contact is permitted with the accused and his case will be heard by the grand magistrate in three days time.

In the Citadel jail, the PCs meet Valeria, who aids the PCs and directs them to the Von Brausch estate. After a couple of strange events in the estate, the PCs learn the truth behind Lord Von Brausch's murder, and find out that Marcellus Von Brausch has contracted lycanthropy. They find Marcellus's cage in a secret underground tunnel under the stables of the estate. There, they find his diary of the events that he remembered and his plans to hunt down and get his revenge against the creature that had done this to him.

The PCs begin to track down Marcellus with the hopes of proving Dr. Vardeau's innocence. They contact Vaslav, the militia commander at the Citadel jail, in hopes of getting the doctor released, however he cannot liberate Vardeau without a full confession from the killer. Meanwhile, Vaslav's men discover the bodies of three of the Mayor Raduz's militia on the western shore of the Musarde River. Given this information the PCs might suspect that this is Marcellus' work. Puzzled by this circumstance, they nevertheless proceed to investigate the scene and meet with Valeria in Offida, a small fishing community near Vulpwood. The PCs arrive in Offida where Valeria leads them blindfolded to an encampment in the forest. They soon learn that she is working with the Gundarakite rebels who have been sabotaging Lord Malocchio's supply lines. In doing so, they have encountered strange men who change into wolf like creatures. Through the PCs, the rebels learn that one of their secret benefactors Lord Von Brausch is now dead. On the outskirts of the secret rebel camp, the PCs stumble upon Marcellus, who is cowering in his own mind and nearing madness running away from werewolf cultists yet again. The party engages the wolves. Those werewolves that do not perish flee into the night. As Marcellus is questioned, it is learnt that he knows the cause of his own infection and the infection of some of the people in Curriculo. He also knows the location of the adobe of the Wolf God

cult. Risa, who turns out to be a Wolfwere in the guise of the real Valeria and sent by her employer (Madame Gabrielle), then attacks Marcellus. After defeating Risa, the PCs go with Marcellus and Ardonk's men to overthrow Jean Audric at the secret adobe of the Wolf God cult.

Will the heroes survive the boiling fever in their blood, or will they hear their own howl sway to A Calling from Verbrek!

THE RETURN OF GUNDAR

This adventure takes place in the fall of 758. The subplot to the scenario is Duke Gundar's return after the events presented with Prof. Arcanus in 752. This information can be found in Ravenloft 2nd edition Children of the Night: Werebeasts. Gundar's background is briefly explained in the optional encounter "Gundar the Mad" of this adventure. The *Dramatis Personae* section of Lord Malocchio Aderre (The Dukkar) explains his desire to seek out Gundar. For further information please check the sources listed at the end of the adventure.

PART 1: ROAD TO CURRICULO

The startup presented here assumes that the PCs enter Invidia from another domain.

STARTING THE ADVENTURE

A DM may opt to use one of several adventure hooks to start this adventure.

☛ In the town of Zeidenburg, Barovia, the PCs are approached by a woman named Monic Vardeau; she wants to hire them to go to Curriculo and to find out what has happened to her uncle.

The next two adventure hooks could be used to get the PCs to explore Curriculo.

☛ While staying in Barovia, the PCs are approached by a Vistana named Mattius. He explains that his people are persecuted in Invidia, and this intolerance and hatred has reached Barovia. Several vardo caravans have been attacked without provocation by a group of mercenaries.



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The Vistani claims that the Count himself has taken interest in the matter, and there is a reward for tracking down the murderers. For a fee of 75gp pieces each, he wants the PCs to track down the murderers. Should the PCs find any surviving Vistani in Invidia and return them back safely, Mattius will honor his pact with one of the PCs through a blood oath.

■ The PCs are in Borca where they are hired by a Boyar named Cheslav. There are reports that over-zealous mercenaries from Invidia have raided farms and destroyed caravans near the southern border searching to collect bounty for the pogrom. The PCs are to go to the neutral Curriculo and put an end to these raids through diplomacy or force.

OVERVIEW OF INVIDIA

Invidia is a place of great natural beauty. It is also a land of hatred and betrayal, a land where crimes of violence and passion are common. Jealousy is perhaps the one emotion that most frequently touches the hearts of Invidians, followed closely by envy.

The people of Invidia are often found longing for things they cannot have. When they take or otherwise obtain what was thought unattainable, they become objects of resentment by both those they have wronged and their neighbors. Grudges fester, arguments grow hot, and sorrow inevitably follows. The folk view even their own kin with a suspicious and fearful eye.

Invidians living under the rule of the Tyrant Malocchio have come to know oppression in many forms. Under such harsh conditions only a few are grateful for what they have and what they may arise too. A peasant in an impoverished hamlet or street urchin in the darkest alleys of town knows what their neighbor has and what they want. Good fortune, a bountiful harvest or a birth of a beautiful child, which can easily turn into objects of resentment and hatred by another's evil eye.

Today, Invidia hangs in a precarious state of balance. Because of the sudden burst of violence from the Aderre civil war, any change in Invidia's political or military situation may have major repercussions. Much of the realm is dangerous, lacking in political stability.

PASSIONS OF INVIDIA

To add some dimension to the gaming group the DM may use this optional rule to demonstrate the sense of how the very land of Invidia influences its inhabitants. People in this realm are under the affect known as "Passions of Invidia" where acts of passion, jealousy and envy can quickly turn into bloodshed. The effect only functions within a social setting or group of people; those who travel alone in Invidia are not affected.

For example two elven PCs are traveling with a party. As they enter a hallway, one of them notices a secret door through their elven intuition. The hero, who notices the door, makes the presence of the secret door known to the other heroes; the character who did not find the door gleams at the other elf not with surprise but envy. She is suddenly overwhelmed with the dark emotion as it surges through the elf's veins. The character must make a DC 12 Will saving throw, if she fails, a heated argument can erupt, perhaps a brawl. Small weapons may even be drawn at one another. An allies' loyalty can be easily tampered with over an incident that appears to an outsider (one who is not involved) as trivial. The *Calm Emotions* spell suppresses this affect for eight hours, but one is still left with feeling of resentment. The "Passions of Invidia" dissipate after leaving the domain.

WILDERNESS ENCOUNTERS

Invidia holds beautiful lands and pastoral settings. By night it is an entirely different matter.

Ducal Forest - Home to the Woodsmen of Hunadora and a shelter for rebels, bandits and Vistani seeking refuge. The Ducal Forest also has natural inhabitants. (See page 44 of the *Ravenloft Gazetteer IV Wilderness Encounter table*)

Vulpwood - The natural inhabitants in this dense forest are wolves. At night, the PCs may encounter, lycanthropes, undead and will o' wisps.



Road to Curriculo


SET ENCOUNTERS

As DM, you control the pacing. You decide how long it takes the PCs to reach Curriculo. It could be a day or two, maybe even longer. Here are a number of events you can put on the road to Curriculo.


1. DUCAL WOLVES

Night Encounter

The PCs encounter a pack of wolves. These wolves do not pose an obvious threat, since they have already claimed the prize of a deer.



"Out of darkness, you hear a deep spine tingling growl. The hair on the back of your neck rises as you notice several shapes in the haunting woods moving swiftly as if they found their prey. As you quietly inch closer you notice a pack of wolves encircling a fallen deer, salivating, waiting to feast. Dining on its victim is a larger wolf, tearing into the soft flesh, while blood splatters on the other wolves, agitating them further."




If the PCs remain here for some time the wolves will realize that there is not enough sustenance in their fallen prey. They will turn and attack the PCs out of hunger.

🐾 **Wolf** (10) hp: 14 each (see appendix A)

2. DUKKAR'S MEN


Day Encounter

This encounter takes place when the PCs travel on Gundar road.



"It is a refreshingly peaceful day as you wander along Gundar road. The calmness of the pastoral backdrop abruptly suspends when at a distance you see a squad of Invidian soldiers. They are dressed in beautifully ornate

breastplates. While approaching the soldiers along the path, you hear a harsh "halt" as one of the soldiers who seems to be taking charge, yells in your direction, while the three others stand ready with spanned crossbows. They seem intent on getting the answers they are looking for."



The Invidian soldiers demand to search the PCs and their packs. The PCs are subjected to harsh questions about their intentions and business in the realm of Invidia. The soldier's main concern is determining whether or not the PCs are spies sent by the house of Dilisnya in Borca. The presence of Gundarakite rebels is making Invidian patrols in this region more watchful and suspicious than normal.

It would be wise for the PCs not to clash swords with the Invidian troops. Squads report to specific checkpoints in Invidia. If the squad does not report to a checkpoint, three squads will begin searching the area for their men.

If the PCs have Half-Vistani player(s) in the party or there is a Vistani or Gundarakite rebel with them, the squad demands their surrender. One of the soldiers (Lord's Man) will read out loud their official decree from Lord Malocchio. They will not ask twice for compliance.

The PCs probably do not know this, but Lord's Men are a figure of fear in Invidia. These men have the power to arrest, try and execute anyone they deem to be a spy or suspected to be harboring Vistani or the Rebels.

🐾 **Invidian Mercenary** (4) hp: 12 each

Lord's Man hp: 45 (see appendix A)

3. THE HUNT FOR GUNDAR

Night Encounter

The PCs come across Jean Audric and his hunting party. He approaches the party in human form, as his followers remain in wolf form. These men are Malocchio Aderre's elite hunters, tracking the scent of Duke Gundar. He is believed to be in this area, and the hunters are to bring him down and drag his body to Malocchio personally.

The PCs get the distinct feeling that something

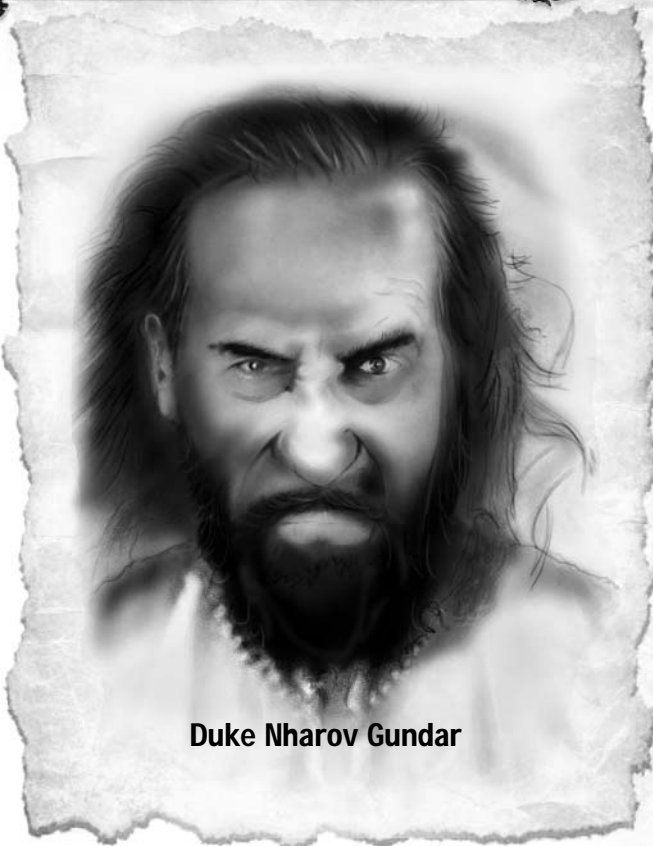
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is following them from a distance. As eyes peer out of the darkness, the PCs can tell that wolves are following them. Once the PCs stop their journey or set up camp. Read the following:

"You feel uneasy as you see the full moon in all its glory hang low among the trees. Further driving your unease is the sight of bats upon the night sky. Streams of moonlight streak through the leafless branches and gives the decaying bark a sense of life, dead life. Out of the darkness in startling speed a heavily muscled man signals you with his torch prompting you come towards him. Out of the mists you make out some moving forms and hear some growls behind the muscled man, but what makes them, you can not tell. It must be the thick mists playing tricks on you. (Pause to add a moment of apprehension, see what the PCs do, but it does not matter anyway. Continue reading below.)

Upon getting closer the misty forms take shape. Several wolves emerge from the mists closing in on the hunter. The hunter moves frantically, flailing his torch back and forth as if to ward off his attackers. Then, with a look that seems to pierce to the very heart of the wolves, most of the wolves freeze in their advance, then as quickly as they appeared; flee back into the depths of darkness. Two of the remaining wolves seem enthralled by the man and approach him wagging their tails. The man then turns to you and clearing his throat: 'Have no fear; one must understand the nature of the beast in order to tame it. They are wild, but will not harm us while under my command.' He then proceeds to pet the wolves and then dismisses them."

Jean Audric has created this little spectacle in order to gain the PCs' trust. He wants them to believe that he's a man that they could trust and bares no ill intent to harm them. In truth, his disciples wanted to descend on the PCs and attack them, so he had to assert his dominance over the pack in order to stop them. Jean studied the PCs from a distance, and he believes that he could overwhelm the party, but at a loss of two or more of his disciples. His hunting party needs to be at full strength to find and bring back Duke Gundar, so he will not risk a



Duke Nharov Gundar

confrontation with the PCs.

Jean asks the PCs if they had seen a man fitting the Duke's description. He then issues a warning. Read the following:

"The hunter produces a sketch of a man, and begins to describe him (see below). 'I have a decree from the Lord of Invidia, describing the terrible crimes he has committed. If you should ever cross this man, remember that he is dangerous, and he cannot be reasoned with. Report any incident to the royal Invidian guards.

A word of advice, I would not travel along this path. Gundar road is a den for thieves, murderers and Gundarakite rebels alike."

Remember, Jean is a hunter, but apart from the dagger in his boot, he has no weapons for a traditional hunt. Never



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reveal this to the PCs, unless they specifically ask. Then, you may hint at this strange fact. Also, Jean never introduces himself to the PCs. If the PCs ask about the person that he's looking for, he will tell them the truth. That is, he's looking for Nharov Gundar. However, he will not tell them that he was once a Darklord of Gundarak and ruled from Castle Hunadora. Also, Jean does not know exactly why Malocchio wants him to hunt down the former Duke. Malocchio has kept this matter secret to himself, because in truth he seeks Gundar's blood. See Lord Malocchio Aderre's description in *Dramatis Personae* to find out more about the relevance of Gundar's blood. If the PCs are done with him, Jean retreats into the mist of the forest.

"The man paces away. Absorbed by the thick mist, he disappears."


Should over-zealous PCs try and foolishly attack Jean he will turn invisible and have his seven disciples descend upon the party in werewolf form without mercy. If the fight is going too easy for the PCs, Jean will cast Obscuring Mist. The disciples can use scent to easily navigate and attack the PCs through the mist. If the fight is still not going well for the disciples, Jean will have his men flee into the forest as he casts an Obscuring Mist spell to cover their retreat.

♣ **Jean Audric** hp: 55 (see *Dramatis Personae*)

♣ **Werewolf Disciple** (7) hp: 22 each
(see *Appendix A*)


Duke Nharov Gundar's Description

The sketch is based on the likeness of the former Duke, although it barely resembles what he looks like today. Read the following description:



"Looking at the crude sketch you see a man wearing a soldiers uniform, with a tight red jacket trimmed in white. He could have been a handsome man once, though there is a prevailing sense of inhumanity about him, one that propels the infernal beast within. The man has long dark wild hair and a tangled mess of a beard around his mouth. Thick furry eye brows are matted together over


his craggy nose, giving him a vicious snarl that makes him forever look as hating and angry."




4. IN SERVICE OF THE DUKKAR

Day Encounter

At some point in their travels, the PCs will encounter a group of mercenary soldiers. These swords for hire consist of two ogres and four militia soldiers. Read the following:



"You whip around frantically as you hear twigs and branches snapping in the distance. Someone or some things have spotted you and are on a dead run towards you. As the mysterious foes come into focus from the dead forest you see two large hulking brutes dressed in rusted chain mail heaving around clubs the size of orchard trees. Accompanying these two brutes are four Invidian militiamen, looking as if a dog were pulling their masters."



If the PCs give the mercenaries any trouble they will not hesitate to attack them. They seek to loot the PCs and plant evidence that they are part of the Gundarakite resistance movement, so that they may collect bounty money for them. These mercenaries are itching for a brawl, and will attack the PCs if they are provoked.

These men are looking to collect bounties on Gundarakite rebels and anyone suspected to have Vistani blood in them. They pursue arrest, rob, torture and execute any Vistani with the full force of Malocchio's law. Malocchio's pogrom is a systematic, official and institutionalized campaign against the Vistani. Rewards are offered and Anti-Vistani laws are posted in every town and village. There are harsh punishments on those who offer the Vistani refuge.

Apart from the pogrom, the mercenaries are also looking for a particular man. They have not seen or met this man yet, and all they have to rely on is a descrip-



tion and a small portrait etching of him.

Hired by Lord Malocchio, the mercenaries have not been told the identity or the nature the man they are looking for. If the portrait etching is shown to a Gundarakite, they will instantly recognize the etching as none other than Duke Nharov Gundar the former barbaric ruler and Darklord of Gundarak. Most Gundarakites do not even whisper the name of this evil man, because it is believed that uttering his name will bring back the vanished duke. Their leader carries an etching of the overthrown ruler Duke Gundar. The artist's likeness depicts the Duke in his formal soldier uniform captured in his former glory.

➤ **Ogre** (2) hp: 48 each

Invidian Mercenary (4) hp: 12 each
(see appendix A)

5. WOODSMEN OF HUNADORA

Day Encounter

The rebels of Hunadora control the Gundar road. They usually seize goods or levy heavy tariffs passing through it. The PCs have been lucky the rebel patrols have not found them yet. However, something else has picked up the PCs trails, the Woodsmen of Hunadora. They hide and watch the PCs from a distance. The DM should place this encounter in a wooded area within the North Eastern outskirts of Invidia. If the PCs are traveling west to Curriculo, they travel on the only known route, the Gundar road.

"A man dressed in silk and fine fur garments wearing a lute on his side dismounts from his horse. He then approaches you with two of his companions who look like hunters of some sort. The finely adored gentleman briefly speaks to his men in an unfamiliar tongue (Vaasi), and then he turns his whole attention to you.

'Greetings travelers, I am Constantine', he takes slight bow. 'These are my companions.' The gentleman is very fluent and gentle with his words. You can detect a slight accent in his voice that is strangely enchanting. He studies you for a moment and then

speaks again. 'Forgive me, you bare a remarkable resemblance to someone I once knew in my travels. Where have you embarked on this road? "

Allow the PCs come up with an answer. All three men are minstrels, but the leader's companions are skilled woodsmen. Do not reveal their true nature to the PCs since all of the three men are wolfweres. Their leader is Matton Blanchard, a bard from Kartakass. Although he does not appear in his recognizable form, Matton has changed his appearance in light of the bounty on his life and his renowned love for Madame Gabrielle Aderre, the Darklord of Invidia.

The PCs may have met Matton at some time in the past, perhaps in the events that took place in the year 747 during the adventure - The Evil Eye. Matton will remember those who have helped him save Gabrielle from the clutches of her son. Matton will drop his disguise and ask the PCs for a small favor in delivering a letter to Curriculo to a fellow minstrel named Curtis Alamo, see below.

If this is the first time the PCs meet the wolfweres, Matton introduces himself as Constantine, the group's leader. He claims that they are hunters following the trail of a large bear that has been spotted roaming nearby a village. Although this is a fictitious lie, the men are more interested in the scent that the PCs carry with them. At this point, the PCs probably have had an encounter in Invidia. The wolfweres are interested what remanence of blood they carry on their swords. Simply put, they want to know on whose side the PCs are on, of course not revealing their allegiance to Madame Gabrielle Aderre.

If the PCs decide to break camp, then the woodsmen will join them, adding their minstrel and story telling talents to the night campfire. More importantly, Matton and the woodsmen want to assess a potential use for the PCs as they might have a task for them. Killing the PCs outright is not the way they deal with humans in Kartakass. Such an act would debase their reputation and make them just as barbaric as the Dukkar's men.

Matton continues the guise of Constantine as he recites the story of how a great lover of Madame Gabrielle, the prominent Matton Blanchard, rescued his



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true love from the clutches of her evil son, Malocchio Aderre in Karina. He depicts himself in the third person, as a lover, fighter and outright protector. Matton is very smooth, but comes across with a snotty demeanor, as he continues to spin stories of his former glory and prominence as an aristocrat in Karina. The DM should make it apparent that Matton speaks highly of the Madame, and that he truly and genuinely loves her. He tells the PCs that he once had the opportunity of actually meeting this man of greatness and prestige (Matton Blanchard). He recalls some god-awful line about Gabrielle that he recites. "To know her is love her, to love her is to know her." The PCs can stop Constantine at any time, during his tale, to subtly imply that they have had enough of it already.

Regardless of what he says, the PCs may or not believe him, but that is far from his intent. Matton is telling this story not because he wants to befriend the PCs, but also to see at what level he can use them.

He asks the PCs for a small favor, to deliver a letter to Curtis Alamo at the Plowshare Inn in Curriculo. He says that Alamo will reward them generously. If the PCs ask, how Constantine will know if it was delivered, he tells them, that he'll 'know'.

The letter shouldn't be opened, but if curiosity begets the PCs they will discover the letter to be some kind of recipe. In truth, the letter is a coded message; the ingredients are actually shipment and stock locations in the warehouse district of Curriculo. Matton sends locations of merchant packages to Curtis. Curtis has special interest in them since he has established a habit for opium imported from Hazlan. In return, Curtis sends Matton Invidian military troop activities and movements.

When Matton and his men depart, he tells them; 'until we meet again'.

♣ **Wolfwere Woodsman** (2) hp: 51 each

♣ **Matton Blanchard** hp: 54

(see appendix A & Dramatis Personae)


6. GUNDAR THE MAD

Night Encounter


As DM, if you feel that the PCs have been walking

through every wilderness encounter with great ease, you may bring this optional encounter into the adventure. This encounter is difficult at best. It can even be argued that it is impossible for fourth level PCs. The goal here is to make the PCs recognize that not everything they come across they will defeat. They will now know why they should fear the dark and never roam the night.

In the night, soldiers loyal to Malocchio Aderre have recently encountered an ambush by the Gundarakite rebels. In the midst of the scuffle, the rebels retreated from the road and into the woods. Three soldiers gave chase after the rebels, only then realizing what the rebels were running away from. Further down the road before a clearing in the woods, a vicious beast under the moonlight attacked three of Aderre's soldiers. Two of the soldiers have been mauled and their bodies lie aligned in grotesque forms and pieces. The remaining soldier is in a state of shock and trauma. He is unharmed physically, but his mind has been shattered by the event. He is in a deep state of madness, known in Ravenloft as 'the lost one'. The PCs meet the four remaining soldiers and the lone mad man. Read this text to begin this encounter:



"You've traveled along the Gundar road all day. Now in the night you notice the area around you has become deathly silent. The air is dead, with no sounds of birds or any other animal life in the woods. In this stillness, your attention is drawn to the muttering of a man in a soldier's uniform. From afar you see four Invidian man-at-arms, one of the men is shaking uncontrollably. The remaining traumatized men turn towards you. With a look of demand in their eyes, they want to know your purpose here."



Allow the PCs to formulate an answer to the traumatized Invidian troops. The four soldiers suspect that the heroes might very well be Gundarakite rebels, since they not resemble the looks of ordinary Invidians. They are suspicious and very forceful in their questioning.

The PCs might have questions themselves, here are typical responses.



Q: Whom do you serve?

A: We serve our young Lord Malocchio Aderre.

Q: What has happened here?

A: We were attacked by bandits and thieves. They descended upon us from the woods. It was a tough battle; we lost two men, and defeated three of theirs. The rest of the bandits fled to the woods, and three of my men gave chase.

Q: What is wrong with this soldier?

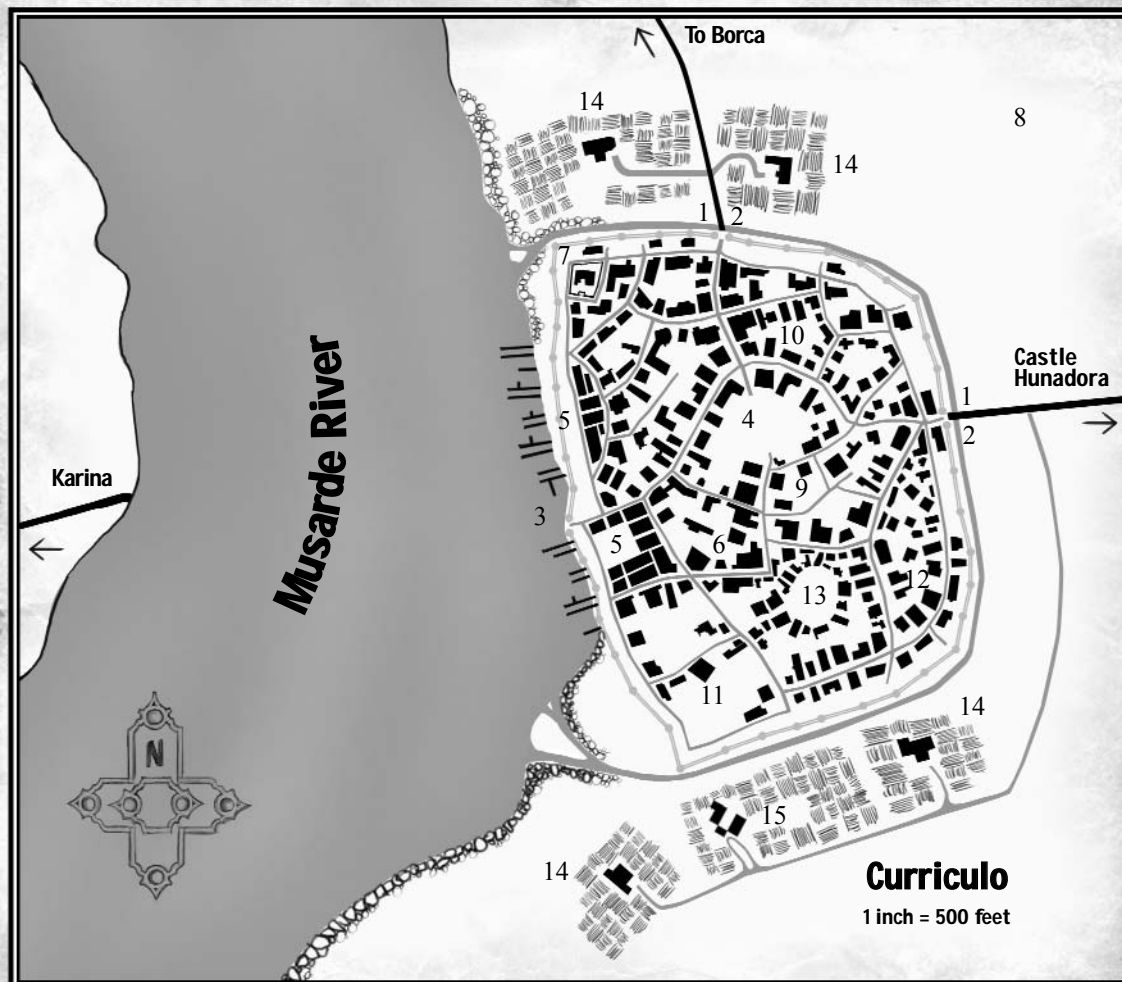
A: Vasili won't speak. This is not the work of the rebels, but perhaps another trap. I have never seen a comrade fall this way in duty. His gibbering has not stopped ever since we found him in the clearing.

The PCs can track back where the soldiers found Vasili, through spilled rebel and Invidian blood. There on a slight hill rise they will find the dismembered bodies of the Invidian soldiers. Gundar the mad lurks in the shadows awaiting any prey that is attracted to the scene of the carnage. The sight of Gundar drenched in blood from the bodies of the fallen soldiers triggers a Ravenloft horror check. (See page 78 of the *Ravenloft Player's Handbook* for the effect of this horrific scene on the PCs.)

Here is a note for the DM about Gundar. Duke Nharov Gundar is alive, and this is his work. Thought to be dead for good, after his assassination by his treacherous pupil, Dr. Daclaud Heinfroth (Dr. Dominiani), Duke Gundar's skeleton lay in Castle Hunadora for four years undisturbed. When Madame Gabrielle and Matton along with the Gundarakite rebels seized Castle Hunadora, no one gave any attention to the skeleton, as it was one of many unfortunate souls who perished within the castle walls. With the rebels looking for ways to fund their campaign of sabotage against Malocchio, Gabrielle sold many of Gundar's possessions, including the strange skeleton. Professor Arcanus, a traveling collector of precious antiques, artifacts and fakes, bought the skeleton. Through an unfortunate event one of the local farmers was out to prove Professor Arcanus that the skeleton was a fake. At night, he snuck with his wife and removed the charred wooden stake from the skeleton, thus reviving Duke Gundar, and killing his liberators instantly.

Gundar has made this his goal as he roams the Core of the Dread Realm to find the treacherous, Dr. Dominiani. He has banded together a number of loyal

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servants; werewolves, vampires, darklings and any creature that he can control and vent his vengeful wrath on the innocent who stand in his quest for revenge.

Gundar has a dreadful secret. Unlike most ancient vampires, the former duke is dying. He has been wandering and seeking ways to extend his life. In his frustration he has killed many in his driving madness, as he has been basking in pools of elven blood in the forests neighboring Sithicus. To no avail, elven blood has not been the cure to extend his vitality.

♣ **Duke Nharov Gundar**
Eminent Vampire hp: 103 (see appendix A)

PART II : CURRICULO

"...There are two ways of contesting, the one by the law, the other by force; the first method is proper to men, the second to beasts; but because the first is frequently not sufficient, it is necessary to have recourse to the second. Therefore it is necessary for a prince to understand how to avail himself of the beast and the man. "

- Nicolo Machiavelli



TOWN OVERVIEW

Curriculo lies in the northwestern part of the domain, east of the Musarde River bend. This town is home to one thousand people, but consortiums of merchants from Richemulot and Zeidenburg have started using it as a base for their Invidian activity rather than the decaying town of Karina. *(For more information see page 60 Ravenloft Gazetteer IV campaign setting supplement.)*

A waypoint between Castle Loupet and Cast Hunadora, on the surface Curriculo seems to be the unspoken neutral town between the civil feuds of the Aderres.

The rivalry between Curriculo and its southern neighbor Karina grew increasingly bitter during Gabrielle's inattentive reign. Many accidents were blamed on sabotage. Malocchio has repressed the violence, but not the underlying sentiments.

Curriculo is a competitive town, the price of fresh goods and wares rely on market forces that compete well with its rival capital city Karina. Curriculo is a town of ambition and persuasion, where new dreams are forged but the past is quickly forgotten.

KING'S CHAMBER

Lord Malocchio rules through the expanded authority of the King's Chamber, an assembly of nobles and wealthy Invidians tasked to advice and counsel the king in all of his decisions. Currently, the King's Chamber has sixteen members, ranging from the elderly duce, Ciudaru of Tancos, to the youthful Sir Stefan of Curriculo, who was knighted at the tender age of fifteen when he helped save a merchant caravan from Gundarakite bandits.

Delegates travel to Castle Loupet to counsel Malocchio, who watches as the council members bicker over policies, merchant taxes and authority over their districts. Lord Malocchio is quick to silence any member who may wish to treat him with pretension, and gladly allows those he favors to correct themselves before him or face his wrath.

Some matters are never resolved, in the assembly, as Lord Malocchio prefers matters to fester in resentment, envy and jealousy. Such is the case with the young Sir Stefan of Curriculo. Many, who sat and survived

years at the council, now see the young man as dangerous and a favored of the Dukkar. Resentment and envy flares the air, but such emotions cannot be shown in the presence of Lord Malocchio. In some respects, Malocchio rewards Sir Stefan because of his uncanny resemblance to himself; cold, shrewd and calculated, but when angered a venting brat with displaced powers to reach new heights in ambition and illusions of grandeur. Malocchio supports Sir Stefan because he is an example to the youth of Invidia, to turn in informants, rebel spies and even their own caregivers, all in the name of Malocchio's pogrom.

In truth, the Chamber of Kings is nothing more than a staged council to the public to endorse Malocchio's decisions. The purpose of the Chamber is to sooth the indignations of the populace, who still believe that their nobles and prominent citizens have a say in the national affairs.

Though this may be true, the nobles still have residual influence on the some key issues in the realm. Such was the case of the noted Kaspar Von Brausch. His position was firm; Lord Von Brausch wanted the ruling council to revert back into noble independence and not further into the Tyrant's despotism. Von Brausch was the only one who spoke openly about opposing the pogrom. While many other nobles and distinguished Invidians of the merchant class wished that the Tyrant would keep within his own frontiers of the pogrom and stop antagonizing potential customers, Von Brausch was the only noble who actually voiced his opinion. This inadvertently gave circumstance to his own death.

1. DRAWBRIDGE AND GATES

These large wooden drawbridges are fifteen feet long and made of heavy timbers drawn up here to complete the 15' high timber city wall. A pair of thick iron chains, freshly oiled and well-tended, run from ring pins in the wood to the stone towers on either side of the gate. Malocchio's guards stand near the gate and cast a suspicious gaze over newcomers, keeping their hands on their swords at all times when dealing with those they do not recognize. A glyph etched in stone written on the wall decrees the laws of Curriculo.

The gates of Curriculo only open to those who

hail the Dukkar's guards. In these times of civil unrest, all names are penned in a book with their purpose in Curriculo. There is a growing blacklist, against transgressors and bounties on rebels. Also, there is no general fee upon entry, however unsuspecting and naïve visitors can be easily tricked by the gate guards to pay.

When the PCs pass the gate they probably want to find out where Dr. Vardeau is. The guards of Curriculo are insular and do not disclose information to strangers, however they hint that the Commons (Area 4), is a place where information is readily accessible.

The north gate leads to Duke's road; the east gate leads to Gundar Road, which is overrun by bandits and rebels of Hunadora who prey on travelers.

2. WALLS AND TOWERS

Curriculo's walls are made from 15-foot tall timber, punctuated at hundred yard intervals by narrow bastions, some project out from the wall to offer flanking fire in the event of a siege. The walls are also protected by Curriculo's levee system that protects the city with a 20-foot wide moat. Mayor Raduz Sczecti keeps Curriculo's timber walls in good repair and pains himself in order to keep them in good condition. Raduz suspects that dark days are coming and so hired his own mercenaries, independent of the Invidian military, to keep order in the town.

Curriculo's watch guards are independently hired by Raduz, the wall watch consists of 30 guards (Curriculo Mercenary War 1), overseen by three burly sergeants (Curriculo Mercenary War 2).

Malocchio's men police the Northern, Eastern Gate and the West Dockyard in small groups of four (Invidian Militia CR1/2 each). There are only three such groups, who watch intermittently patrolling a long wall. The primary function of these groups is to make sure that all visitors are screened and logged. Merchant caravans and vessels entering the dockyard pay a toll depending on the size of the cargo.

The tax collectors are feared in Curriculo, since Malocchio has imbued them with almost limitless power. Moreover the real dread of the Tyrant appears through the Lord's Men; a secret elite group who are involved in the pogrom and are far more feared than the tax collectors. The Lord's Men are incorruptible; they alone have

the power to arrest, try and execute anyone on the spot. Others are dragged in for 'questioning'. They are interrogated, and in some cases victims end up dead, crippled or never to be seen again.

Some of Lord's Men are directly bewitched by Malocchio's evil eye; others are lured into their calling through the promise of being granted freedom to enact their most sadistic fantasies.

There are only two Lord's Men in Curriculo, one in the Citadel jail, the other in Dockyard. Four Invidian militia warriors accompany a Lord's man.

Rumors: The soldiers that guard the city for a small price can warn the PCs to stay away from Southwest Curriculo.

Also an arsonist plagues the warehouse district (Area 5) and the slum district (Area 11) Commander Rubeus Wahrmer in the Falkovnian Quarter (Area 6) leads the trade colony from Falkovnia. The soldiers are not willing to discuss anything else with visitors, even for a sizable bribe. They are willing to point the PCs to the Lady's Veil (Area 9). Mikal the barkeep knows everything.

3. DOCKYARDS

The western dockyards of Curriculo are nowhere near the size and number of their rival city Karina. The Dockyards busily run on curve of the eastern side of the Musarde River. Much of the prosperity of Curriculo depends on trade vessels coming from Richemulot. Small passenger boats also cram the dockyards, unloading visitors, cargo and luggage.

The Dockyard fees are variable based on the size of boats and their cargo. A ferry takes people across the river to the western side of Invidia.

Traveling by ship to Curriculo's dockyard one can see the Musarde harboring most of Invidia's villages and farms along its shores. Most settlements are small thorps clustered along the river, connected to each other by rough impassible roads. Recently Malocchio increased fees for merchant vessels passing through the Invidia's Musarde River. These cargo vessels now pay 50 sp to dock and 30 sp for each day that they remained docked in Curriculo.

The Musarde River's natural current carries



Curriculo

DREAD SECRET

Beltis was once a logging community that supplied wood to the capital, Karina. The logs would float down the river twice a year after the harvest. Now the small town is deserted. The thirty-five people who once lived there have all vanished without a trace.

One of the priests named Horatu has repeatedly tried to re-establish the community of Beltis, which seemingly disappeared nearly ten years ago. In this attempt to spread the word of Ezra and to colonize the fertile land of Beltis, many of his followers around him have gone mad or have died in violent deaths, believed to be driven by madness. The few that know Horatu believe that he has lived and survived to this day only through the grace of Ezra.

In truth, the rival town to the east, Valetta, destroyed the initial community of Beltis. The bodies of all the inhabitants were sunk to the bottom of the river. The village of Beltis is now completely deserted, but is plagued by vengeful spirits.

Horatu is, unfortunately, the vessel for a corpse candle (*see Ravenloft Denizens of Darkness*) named Amadeus, who seeks revenge on Mikal, his murderer from Valetta. Horatu is in a blank-like state, barely aware of his own actions when inflamed by his possessor. Amadeus senses that his murderer, Mikal is somewhere in Curriculo. He will not strike at the PCs in the Bazaar, unless Horatu is physically restrained or has been slain, then Amadeus will seek to possess another body to fulfill his sense of justice.

The PCs may meet Horatu and the priestesses again as they will find lodging in the evening at the Lady's Veil (Area 9), coincidentally this where now Mikal works. See (Area 9) for more details on this encounter.

vessels from north to south. The joining Noisette River's current carries ship from east to west. It is therefore easier to import to Curriculo, from the north then to export since it takes a considerable amount of manpower to paddle against the current.

Rumors: The soldiers of the Falkovnian Quarter (Area 6), have been plagued a mysterious figure only known as the "Bone pyre". The armory and another warehouse last week have been set ablaze. The armory was saved, thanks to the quick thinking of the soldiers in the barracks. Also a number of other stories are circulating the dockyards. The number of fatal "accidents" at the docks has risen. Sailors speak of their down comrades rising in the mists of the river and roaming the dockyard at night.

4. COMMONS

Curriculo's buildings are fashioned in the same style much like their eastern neighbors in Barovia. The buildings here are nestled around the central grand bazaar.

Merchants come from different places from the Core and set up temporary shops here. Bartering is expected. In fact, it is an insult to the shopkeeper not to do so. Strangely, there is a shortage of silver pieces (sweet pieces) in Curriculo's currency. Merchants deal in copper pieces (bitter bits) and the few that can spare the money carry gold (drymarks). The PCs can find anything listed in the equipment section from the player's handbook.

Foreigners are distrusted. Non-humans are feared. The DM should make this apparent in the market place. The DM ought to double the price for any item that the PCs want to purchase, and reduce the price slowly to one and half of its value with consecutive successful Bluff checks.

If the PCs are looking for information, a gather information check of DC 15 will reveal that Dr. Vardeau is the Citadel, the town's jail. (Area 7)



A Calling from Verbrek

EVENT

"Three white robed figures are pushed by Invidian soldiers. A woman wearing one of the white sheets of clothing is thrown to the ground, while the other woman restrains another priest against the soldiers. The Invidian soldiers laugh and humiliate the followers of the order.

A young man, who at first glance appears to be shy of sixteen years of age, is dressed in breastplate armor with the Invidian insignia. He encourages the soldiers to do his bidding. The young knight then turns to you and says: "Walk away strangers; this is no business of yours."

The young knight is Sir Stefan. He is the Dukkar's favorite and he has just as much power as the elite Lord's men. The PCs can intervene, but a wise course of action would be to intimidate the guards, or use Diplomacy. Should the PCs decided to engage the Invidian guards in combat; they will be pursued and may very well find themselves in Citadel jail (Area 7). Insulting or harming Sir Stefan can be punishable by death.

After the Invidian guard situation has been taken care of, the three priests thank the PCs. For successfully passing this particular encounter without the use of force, award the PCs experience points equal to a challenge rating of two.

Nicoleta, Ameli and brother Horatu are traveling anchorites, evangelical clerics who sacrifice ecclesiastical power to spread Ezra's word. They come from the only known Church of Ezra in Invidia, a few miles northwest of Beltis, a once prosperous logging community.

☛ **Sir Stefan of Curriculo** hp 13

Nicoleta Cleric of Ezra hp 15

Ameli Cleric of Ezra hp 16

Horatu Cleric of Ezra hp 17

☛ **Amadeus Corpse Candle** hp 40

Invidian Militia (4) hp 7

(see appendix B)

5. THE WAREHOUSE DISTRICT

This is where most merchants store their goods. Some store their boats and stocks here in the winter months.

Merchants as far as from Zeidenburg and Richemulot use the warehouse system here for their lucrative trades. Cost measures have to be met, therefore some merchants prefer to use Curriculo's dockyard.

The warehouses are small, but remain inexpensive compared to their rival city Karina.

Mistress Bela Ghuitau, part bureaucrat, part Madame, officially leads the merchant's guild. She has risen to this position by the recent and untimely death of her husband, who left everything to her in his will. By proxy, Bela's lover murdered her husband, Gustav. With the husband dead and the lover sentenced to gallows, the mistress has been able to amass a lot of wealth through her will, property value and now her inherited influential position.

Bela is also a Madame of the Cat's Eye, an upscale saloon for lonely sailors and merchants who are a long away from their homes traveling. The Cat's eye employs seven female trade workers who know how to entertain their merchant clients through carnal pleasures of the flesh.

Bela's way of life is not without its share of problems. The warehouse has been plagued by a mysterious figure in the night. Buildings and warehouses are found set ablaze in the night; some say they only hear a sadistic laughter of a mad man in the distance. These acts of sabotage are a serious problem for the Mistress' property and the security of her clients.

In truth the fires are the work of the arsonist only known as "Bone Pyre", a necromancer from Darkon hired by a rival noble from Karina. The Bone Pyre sabotages warehouses with several undead sea zombies at his disposal. The Bone pyre attacks shipments from Falkovnia and export shipments to Barovia.

The Mistress may hire the PCs to investigate the disturbance and find the culprit or culprits. She will reward them with a total of 500 gold pieces.

☛ **Mistress Bela Ghuitau** hp: 39

(see appendix B)

6. THE FALKOVNIAN QUARTER

This is where the trade colony from Falkovnia resides. They have permanent barracks and lodging for their forces here.

"There is an uneasy tension about this place. Many people who walk through here keep to themselves and their eyes on the road, avoiding eye contact. The district is surprisingly clean, but thick iron bars cover all the windows on the first floor of the buildings."

In this section of the city, Rubeus Wahrmer administers military justice according to his own rules. Rubeus trades goods from farmlands to fund the colony here. He deals in potatoes, carrots, white celery and any vegetable that can withstand the week's voyage on a ship. Food is mainly used to feed the Falkovnian troops and Malocchio's mercenaries.

Most Falkovnian soldiers speak their native tongue and some speak a very bad Balok. Communication can be difficult. In such instances of miscommunication; intentions can be interpreted the wrong way. The DM should make use of this technique, to make the PCs feel as foreigners in this permanent Falkovnian trade colony in Curriculo.

Commander Rubeus has been plagued by a saboteur in the warehouse district. He has to answer to Malocchio personally on all Falkovnian military matters that affect his goods and his troops' morale. He believes that these acts of sabotages are the work of the Gundarakite rebels. He can hire the PCs to find an end to the arson, with a 500 gold reward.

♣ **Commander Rubeus Wahrmer** hp 54;
 ♣ **Falkovnian Soldier** (20) hp 18 each
 ♣ **Wardog** (5) hp 9 each
 (see appendix B)

7. CITADEL JAIL

This was once a Citadel that defended the former village of Curriculo. Since the city's growth the Citadel is now

used as a jail and dungeon for criminals. Criminals are questioned and interrogated here. Vistani captives and rebels are sometimes kept here; some are executed for their transgressions on the gallows. Those deserving harsh justice are moved to Castle Loupet at Lord Malocchio's personal request, for further 'questioning'.

The east quarters of the Citadel currently houses the barracks and offices for the wall watch, administered by Vaslav Credzu, a thin and pale ruffian.

The jail rarely houses more than dozen off duty guards (1st-level warriors). Less than a dozen watch the gates and patrol the castle walls. The towers along the west wing have been converted into a prison. By night and by day, a pair of soldiers guards the prisoners. The prison towers contain over fifteen inmates, mostly serving sentences for some sort of violent crime. The four worst offenders (three murderers and Dr. Vardeau) are expecting to be hung when the magistrate arrives.

When the PCs come to the Citadel looking for Dr. Vardeau they will meet an angry mob. Read the following:

"As you pass the open court yard of the Citadel a crowd huddles at based of the jail yelling vengeful curses to the prisoners inside the stone prison. As carpenters make repairs to the gallows, one of the common folk yells from the crowd "We know he's in there, just hand him over, it's no use hiding that killer!" The crowd pushes forward, as it's held back and restrained by a number of Invidian soldiers."

If PCs talk to one of the mob members they learn that most of the mob's reference is to Dr. Vardeau. This may come as a surprise to the PCs, since they have come looking for a doctor, not an alleged murderer.

In the eyes of mob the PCs are strangers here, and if they inquire to the mob about who Vardeau killed, they will receive an answer with a vengeful look, saying: *"Do not pretend that you do not know, maybe you too had something to do with this."* If the PCs persist to get answers from the mob, there will be wild speculation as well, but never revealing actual names. *"The monster killed him, and his son... he's missing... he killed him too."*



A Calling from Verbrek

He must die!" The old woman resumes her fanaticism in the crowd. If the PCs press hard to get answers from the mob, things will turn against them, and they will be viewed as *"sympathizers of the killer"*. The PCs will be pushed and beaten by the crowd, until the Invidian soldiers break up the assault.

The PCs are not allowed to speak to prisoners. Attempts have been made by the vengeful mob members to penetrate the prison wall defenses and commit "justice" to Dr. Vardeau. Two men have been caught by the guards already trying to kill the doctor. Guard duty has doubled and Vaslav Credzu has ordered his men to stand their ground and try to calm the escalating irrational behavior of the crowd.

If the PCs are inquiring about Dr. Vardeau, a young woman sees them and approaches, introducing herself as Valeria. If the PCs ask about Dr. Vardeau she will tell them that her now deceased uncle, Kaspar Von Brausch hired him.

If the PCs inquire further, she will tell them that she lives in Offida, a small Hamlet west of the Musarde River. Offida is fishing community with its major trade routes through Duke's Road and the Musarde River.

Valeria tells the PCs that she came to the funeral shortly after the arrest and imprisonment of Dr. Vardeau. To this day, she cannot believe that Vardeau, a fragile man of small stature could kill her uncle. The servants reported that the attack was vicious and savage, and Valeria suspects that Vardeau did not have a political or monetary motive for such a crime. She believes that it's not in Vardeau's nature to do such a thing. Nevertheless, she would like the PCs to investigate the Von Brausch Estate on her behalf. If the PCs specifically ask her to come along, she uses an excuse that she would come with the PCs, but even after the funeral her sour relationship with the Countess has not amended.

Valeria claims that situation at the jail is too dangerous and she is returning to her village, Offida. She asks the PCs to meet her in Offida before the Magistrate is to sentence Vardeau to the gallows. Once there, the PCs should inform her what they have uncovered. She tells the PCs that perhaps there will be enough time to sway the Magistrate's judgment on Vardeau's sentence. If the PCs require, Valeria will give them the directions to the Von Brausch Estate (Area 15).

In truth, this person is an imposter posing as

Valeria seeing her deceit work play out on the PCs. Risa is a wolfdere proxy working for Madame Gabrielle Aderre, the Darklord of Invidia. She has taken the identity of Valeria, after the news of the Von Brausch tragedy, as the real Valeria remains gagged and bound in her shop in Offida, a small Hamlet just southwest of Curriculo. The real woman is of Gundarakite descent and a relative of the Von Brausch family.

Risa holds fragmented information, about Dr. Vardeau's and Kaspar Von Brausch's circumstance; she therefore plans to use the PCs to learn more about the events surrounding the tragedy. She has been hired by Gabrielle to find out what has happened to Marcellus, the Von Brausch heir, where he is and whether he is alive. Although Kaspar was a secret patron of the Gundarakite rebels, his cover has been blown. Gabrielle sees the Von Brausch tragedy as a cruel opportunity, as she secretly wants to install her own (wolfdere) mouth piece in King's Chamber in the place of Von Brausch current circumstance and advance her own power.

If the rumors hold true of Dr. Vardeau's guilt and his implication to the possible death of Marcellus, then Risa plans make her move after the doctor's sentence. Risa then can assume Marcellus' form and Gabrielle can play her little game with her proxy in Malocchio's King's Chamber.

☛ **Militia Commander,**

Vaslav Credzu hp 53

☛ **Invidian Militia** (10) hp 4 each

Mob Member (20) hp 3 each

Risa as 'Valeria' hp 55

(see Appendix B)

8. OLD CEMETERY

Curriculo's cemetery is on the top of a twenty feet high gently sloping hill. The site is well away from the waters of the Musarde River. Local lore says that anyone who dies in the river will rise again to walk the earth at night in the harbor. They will become the unclean, the undead. With these suspicions, the villagers fear that the bodies of their loved ones might rise if the town's levee should break and flood the cemetery during the spring when the Musarde River grows.

Wealthy merchants and men of once great



prominence have mausoleums erected here. These parts of the cemetery are fenced with crude limestone and mortar.

9. THE LADY'S VEIL INN

The Lady's Veil offers meals and rooms of good quality meals. The inn is the place of merchants with prestige to uphold when they are away from home on matters of commerce. The Inn can house over fifty people, with a dozen sleeping quarters on the second floor. The Lady's previous owner was once known for his Vistani heritage that remains in the intricate woodwork atop of the hearth. The barkeep, Mikal, once a Fletcher from the logging community of Valetta, now owns the Veil. His co-owner Lucius runs the Inn's illegal gambling room in the back.

Mikal was once an apprentice to a Fletcher in the logging community in Valetta. Only a boy then, he was coerced to take part in the monstrous killings of the loggers in Beltis (he did not have the courage to take measures against this injustice). Since then he has given up the life of a fletcher and has moved to this town to find work bartending. He wanted to forget about the past and has kept this guilty secret to himself.

EVENT

In the evening, if the PCs come here, the Inn will be visited by three priests of Ezra, the two women and man they had met earlier that day in the bazaar (Area 4). Amadeus, a Corpse Candle from Beltis possessing the body of Horatu, a priest of Ezra is here to gain vengeance against Mikal for a murder that nearly happened ten years ago. Read the following description:

"The priest you met at the bazaar has a something different about him. The gentle kindness on his face disappears. He begins to shake violently convulsing, his eyes open wide as they begin to flare in flames of crimson red. A gust of wind fills the room and all the remaining candles in the inn come to light. A grin of a devil marks the priest's face as he lunges himself at the bartender raising his morningstar high over his head."

☠ **Mikal of Valetta** hp 30
Horatu Cleric of Ezra hp 17
Nicoleta Cleric of Ezra hp 15
Ameli Cleric of Ezra hp 16
☠ **Amadeus Corpse Candle** hp 40
(see Appendix B)

10. THE PLOWSHARE

The Plowshare is a rough inn. Nightly brawls are a regular occurrence here. Many of the laborers from the vineyards and the orchids come here after a long days work. Off duty city guards come here telling stories about their day. Traveling bards and minstrel shows pass through the inn as well.

The owner of the Plowshare is a middle aged man named Curtis Alamo, a retired adventurer and bard. He will sometimes bring out his lute and sing a song or tell a tale of long adventures. Few know of Alamo's secret, for he is a Werewolf from Kartakass. He spent many years on the road, and he has seen many different places, types of people and faces. From experience, Curtis knows to prey on loners and the weak-minded.

Curtis has been taking money from Matton Blanchard in exchange for information. He sends coded letters, describing guard shifts, troop numbers, movements and morale. Alamo is not in league with rebels, but the extra money supplements his habits for opium and other substances. Alamo does not trust strangers; he speaks to people on specific matters of business only by referral. The information and substances he handles are difficult to come by and therefore he deals only with a small exclusive group of clients.

If the PCs have encountered Matton Blanchard or "Constantine", he may have offered to deliver a 'package' to Curtis Alamo. In return Curtis will offer the PCs lodging for the night free of charge.

As the PCs spend time here they notice that one of the off duty guards sitting in the Inn falls unconscious on the floor. His fellows will pick him up, thinking that he has had too much to drink. In truth, this man is feeling the symptoms of an infectious lycanthropy bite. He has not changed form, but a boiling fever has swept him and sapped his remaining strength.

Curtis Alamo can sense that there is something different about this man through his scent as he has a

fierce hatred of werewolves, and knows the signature smell of one. Abruptly, he orders the off duty guards out of the Inn, claiming that they have had too much to drink.

♣ **Curtis Alamo** hp: 44
(see appendix B)

11. THE SLUMS

This is not a place for those who do not dwell here. The slums are the ruined parts of the old city of Curriculo. Strangely Curriculo's heritage is not well preserved, everyone in the merchant class thinks of the future and the less about the past. Their neglect for the less fortunate is manifested in this quarter. The strange effect in Curriculo is most prevalent here, as its inhabitants want to 'bury' their past; it is rarely talked about, as if taboo. The people who reside here usually have a history or past they now want to leave behind. The slums quarter is the remains of a once prosperous neighborhood that belonged to old city of Curriculo. Now the houses are in a deteriorating state as many are abandoned, used as shelters for beggars and small number of lepers.

Throughout Curriculo's history, houses, streets and cemeteries have been built on top of another in this place. It seems fitting that anything that is built in this place rarely says together afloat as the old rapidly replaced by the new.

The Messiah: Little is known among those who dwell here. Thieves and scoundrels seem to disappear in this district, yet the homeless and the diseased are untouched by the evil that stalks the night here. The slums are the home to a dread ghoul, Xander. The ghoul has managed to survive in this part of the city for nearly a decade now. Carefully plotting his next victim, the ghoul disguises himself as a leper and walks among them. The creature has a small following of about half a dozen leper disciples who desire nothing more than the purging of this world into a great ascension, the form of a ghoul.

Shythe the Bonepyre has settled a pact with Xander, and is using part of his territory to hide here in secret.

♣ **Xander** hp 29
Leper Disciple (6) hp 6 each
♣ **Shythe the Bonepyre** hp 13
(Dramatis Personae & Appendix B)

12. ARTISAN ROAD

This section of the city thrives on the ongoing civil war between the Aderre families. Tools, swords, arrowheads, and wagon wheels are crafted here. Raw materials of great quality are brought here from Mordent and Richemulot. Some of the craftsmanship for the army is directly controlled by political alliances of Lord Malocchio, specifically; breastplate armor is imported from Falkovnia. Curriculo's armor smiths only make chain mail armor and chain shirts. The tanners make hide, studded and leather armors.

13. THE ACADEMIA OF CURRICULO

This small school is the centre for craftsman and intellectuals. It is rumored that its founding members can be first traced back to the realm of Hazlan, before the time of the great upheaval. The dogmats secretly taught the arcane arts as tutors to the Mulan class. Discovered and persecuted at that time, they fled their homeland westward to later form the Academia in Curriculo.

Little has changed under the rule of Lord Aderre, as Invidian law forbids both non-religions texts, as those studying these matters can bring views which may challenge Malocchio's governing laws and the status-quo. Openly, the school can only be involved in apprenticeships for those who wish become masons, blacksmiths, fine jewelers and clockwork artisans.

Recently the Academia has been secretly relaying books, manuscripts and scrolls to their growing library from the enlightened realms of Mordent, Richemulot and as far as Hazlan. One of the young students involved in this hatch is a young woman named, Litsa who has organized a fraternal network to perverse and propel the right to expand arcane knowledge. The small circle of about half a dozen of young artisans and masons hold secret meetings to recruit other disenchant-ed young hopefuls to become 'enlightened' through their arcane order. Unknown to the group, Litsa is secretly has been tied to the "Sons of Gundar", and she guards her own depth of knowledge in the arcane arts jealously. She plots and awaits the opportunity to strike against those she believes as 'backward' and 'ironhanded', manipulating both her resources from the "Sons of Gundar" and her loyal followers for her own ends.



14. VINEYARDS AND ORCHARDS

The vineyards of Curriculo each belong to a noble family. Still under the feudal rites, the vassals house all of their servants and guards within their property. The vineyards are luscious and green in the spring. They compare to the same standard of Karina, but differ here in their unique climate. Suspected rivalry from Karina has been here as well, vineyards have plagued by vermin and pest. Unexplained frost has stunted the growth of some of the vineyards.

Some orchards near the hills of Curriculo have been abandoned during the time of the great upheaval. The old and forgotten orchards are slowly returning to their natural state. They are being choked with brush, their fences rotting away. Barns and farmhouses are collapsing from years of neglect.

15. THE VON BRAUSCH ESTATE

The Von Brausch family has been prosperous under the trade regulations of Curriculo, until Lord Malocchio's recent changes. In the last six years of the civil feud, the estate has also been a secret safe-house for Gundarakite rebels.

PART III: THE VON BRAUSCH ESTATE

When the PCs decide to head to the estate, make sure you describe that bad weather is brewing, likely a rainstorm of some sort. Finally, when the PCs approach the estate read the following:

"The rain hits hard on the Von Brausch Estate as it sits on top of small bedrock. Vineyards cover much of the property. The entrance and stairs of the courtyard are made out of cut limestone and slate. The house's main gate has been broken off. Black stained oak and white plaster makes up the three-story manor. Moss forms at the edges of the aged cedar roof. The windows and shutters resemble old Corinthian relief with family ambles carved in the oak. "





A Calling from Verbrek

The main gate of the estate bares oak double doors; the seal of the Von Brausch rests on top of the entrance. A doorman will answer the double doors. The PCs should state their business here; most likely they will show Monic Vardeau's writ, or that they are here on the behalf Valeria. The PCs should explain that they are here to investigate the alleged murder of Lord Von Brausch by Dr. Vardeau. The doorman steps aside and excuses himself for a moment as the PCs wait inside the coatroom.

The PCs meet Countess Von Brausch who is still mourning the loss of her husband and the disappearance of her only son. The house servants remain wary and live in their quarters; Monic's writ will allow the PCs to investigate the estate. The PCs can access the second floor to the Lord Von Bausch's room and study, and the guest quarters' of Dr. Vardeau.

Countess Katrina Von Brausch is a woman of elegance and grace. She is almost forty years of age, but she appears about ten years younger.

As her husband did, the Countess belongs to the secret society known as the Sons of Gundar, a neutral organization who operate from a secret network of informants, using non-violent methods to thwart Lord Malocchio's campaign of Terror.

In public life the Countess presented herself with candor and diplomatic grace, but her former self is now emotionally torn and ruined at the loss of her husband and the disappearance of her son, Marcellus. She believes that her family has lingering curse that besets them with supernatural strength from the grave of Gundar.

THE ESTATE

1. Archway: This area serves as a carriage stop for dropping off and picking up passengers in bad weather.

2. Grand Entry Hall: The entrance is richly decorated with a high polish granite and black veined marble. This hall not only welcomes guests, but also serves to impress them with the wealth and taste of the Von Brausch family.

3. Coat Room: This is actually more of a walk in

DREAD SECRET

To this day the Countess still holds a dreadful secret, in her youth the countess was to be one of the many "brides to be" to the former Duke Nharov Gundar. In 736 BC she was relieved to hear that Dr. Dominiani assassinated the cruel Duke, and her sacred fated vows amended. She then married Kaspar Von Brausch and moved to the estate in Curriculo. Only four years later she gave birth to their only son Marcellus.

closet than a coatroom. Still, many racks along the walls serve to hold a variety of outdoor clothing.

4. Lounge: This small sitting room is used to meet with those visiting the estate on official business.

5. Den: This is clerical area issued for all business affairs. All matters in business were discusses, record and signed here.

6. Gallery. This long hallway is decorated with beautifully decorated windows that looked out upon the court and the garden. The portraits of various family members who lived here in the estate are set on the opposite side of the widows.

7. Hall Closet: This spacious walk in closet is used for storing old documents and other archived material.

8. Library: All of the family's personal books, scrolls, and any other valuable parchments are kept here. This room also serves as a study and research.

9. Dining Room: This is an ornate dining area with access to the pantry and servant kitchen.

10. Pantry: Preserved foods are stored here, in various bottle, kegs, sacks and salt sealed containers.

11. Kitchen: This is the kitchen room, stocked with kettles, and many other utensils.



12. Larder: This area serves to store dry fruit, vegetables and other perishables.

13. Green house: A small green house used for winter storage.

14. Porch: This stone deck area is often adorned with furniture so that family and guests could pass the time outdoors enjoying nice weather.

15. Garden: A modest but lavish garden, set with green grass, sculpture and pond. This is where Lord



A Calling from Verbrek

Von Brausch was killed by his son Marcellus. A servant found his Lord's mauled body.

16. Mausoleum: Lord Von Bausch's ancestors lay here. Six caskets are embedded with names of their occupants' final resting place, four remain to be filled.

17. Outhouse: This privy is separated from the house by the garden.

18. Kitchen Courtyard: A flower bed in the center.

19. Balcony: A fine view of the estate grounds.

20. Bedroom Chamber: This room was kept for Marcellus.

21. Master Bedroom: Lord and Lady Von Brausch slept here. This room is elegantly furnished. (see below "Keyed Entries")

22. Guest Room: Guests spending the night had a modest bed to retire in. (see below "Doctor's Room")

23. Wood Workshop: This is room is for the house carpenter and is used in conjunction with the stables.

24. Cellar: Quality vintage wine and ale are stored here.

25. Stables: Housing four stalls and main area for hay and grooming (see below "Secret Revealed")


26. Underground Chamber: This is accessed through the trap door from the stables. (see below "Secret Revealed")

KEYED ENTRIES


THE DEAD AMONG US

21. The Chamber of Lord Von Brausch

Everything in this room has been left as Lord Von Brausch left it; no servants have been in this room since his passing. When the PCs enter the room read the following:




"A lavish bed made of oak, is adorn with silk sheets and dark mantles. All the remaining furniture, portraits and mirrors in this room have been covered with white sheets. The fragrance of a harsh herb burns from an urn, and the smell of the incense penetrates the room deeply. "



In Gundarakite folklore, the urn is believed to ward off spirits, and to keep the spirit of Lord Von Brausch from returning to the room that he favored in life. The incense is discomforting but not enough to make a grow person cough uncontrollably. The PCs must make DC 8 Fortitude, or be overwhelmed with nausea and cough for 1d4+2 minutes.

Lord Von Brausch's desk reveals pigeon-holes filled with parchments and writs. Inside the desk lays a pen, red wax and the official Von Brausch seal. There is an unsealed letter written in Mordentish, the language of the nobles. If the PCs can read the letter, read the following out loud:



"Dear Valeria,

Marcellus has fallen greatly ill. I need you to keep this matter in great confidence. One week ago while on a hunt, a great beast mauled my son and killed his henchmen. The wound is not great, but I have committed him to rest. Fever has struck my boy. As his wound festers, his body bruises easily and he struggles to remain awake. Nana stays by his bed when I can no longer remain awake. She speaks of him having waking dreams, some sort of nightmares that he is being chased. Perhaps his mind is ill as his body recovers, I cannot say. He calls out names and places, things in strange tongues I have then heard him utter before.

I have sought aid from Dr. Claude Vardeau, a metaphysician and anatomist who specializes in



Von Brausch Estate

these matters. I fear the worst, the curse of Bakholis, befalls my only son. May the grace of Ezra be with you.

Your dearest uncle,

Signed Kaspar Von Brausch"

Give the PCs some time to roam around the room and discuss among themselves the contents of the letter. Then read the following description of the scene:

"The rain continues, as the storm's lightening flashes can be seen through the windows in the distance. The thunder hits hard, and the balcony doors swing right open. The cold wind and rain blow into the room, blowing parchments off the desk and the white sheets from the mirrors. As you head closer to try and close the balcony doors, something strange begins to happen.

You begin to feel a strange sinking feeling, and a particular 'wrongness' about your surroundings. You perceive the room around you with a slight haze or shimmer, as if you were in a midst of a desert heat wave. The walls of the estate seem to rise and meet at odd angles, and the room makes you feel slightly claustrophobic. You see from the confusion on your party's faces that they too have seen this incredible event."

Do not reveal this to the PCs; they have breached the reality wrinkle of Lord Malocchio Aderre (See *Dramatis Personae*). The subtle effect of Malocchio's wrinkle is noticed through a Spot DC 22 (paladins and good clerics gain a +2 competence bonus to this check), but for the purposes of this encounter the PCs make the check automatically. Malocchio is standing outside the room in the estate garden, ignoring the rain pouring down on him. The land's ruler, Malocchio Aderre is infamous for his suspicion of strangers.

The doors of the balcony are still opened. The DM should make the PCs believe that something, some force has breached the sanctity of this room. Continue reading the text below:

"As you walk towards the balcony doors they appear to get farther away. You dwindle in confusion then suddenly the open doors shoot closer, returning to their original position. With certainty you grip the cold metal handle of the balcony doors as you close them. Through the glass in a distance you see a dark figure standing outside in the garden court yard drenched by the rain. In a blink of the eye the image of the man in the rain disappears from your view."

Allow the PCs some time discuss what might be happening. They probably think that they are being watched by the ghost of Kaspar Von Brausch, but do not reveal the true nature of this event to the PCs. If the PCs are curious about what has just happened a successful Knowledge (outsider lore) (DC 20) or Knowledge (Ravenloft) (DC 25) check means that the character recognizes the disturbance for what it is, their adjustment to effect of the Dukkar's reality wrinkle. Continue reading the text below:

"Lightening strikes even closer this time. In an instance one of you notices a caped black figure carved from darkness standing in the corner of a shadow in Von Brausch's chamber.

A sense of unease grows throughout your body. You begin to perspire as you hands become cold and clam. Your eyes widen as your pupils dilate ready to be exposed, as if an instinctual response to some forth coming unknown, danger. As the lightening outside hits again the image of the phantom disappears in the clash of thunder."

The PCs, who investigate, will discover that the very same spot where the caped man was standing is wet from the rain. If they peer out the window they see the same man outside for about two seconds, his image disappears in the rain in the clash of rain and thunder.

Malocchio Aderre is here and he teleports at will. The PCs have come to the attention of Malocchio's watchful eye. No relative of the Von Brausch has visited

A Calling from Verbrek

the estate since the funeral, and now a party of strangers roams in the estate. Malocchio is spying on the PCs and is playing a game of paranoia with them. He uses the effects of his Reality Wrinkle to his advantage, as he wants to remove certainty from the PC's senses, shaking the foundation of their very purpose in the estate.

Malocchio wants the PCs to leave the estate and take their curiosity with them. The DM should portray this scene with an added element of fear. The PCs will probably mistaken or believe that he is 'the ghost of Kaspar Von Brausch', and that's what he wants them to believe. This can make the PCs believe that they best leave things as they are, or run the terrible risk of summoning the ghost of Kaspar Von Brausch.

The last thing Malocchio wants is to confront the adventures. This is an opportunity for the Dukkar to familiarize himself with the adventurers and assess their strengths and weaknesses.

Should the PCs pursue this mysterious figure outside into the rain, they will be held off in the estate's garden with Malocchio's feral allies. Purposefully, Malocchio will summon 3d6 wolves (use the same statistics for wolves as found in the wilderness entry 'Ducal Wolves') into the garden as he stays from afar studying the PCs, he then will teleport to make his retreat.

THE DOCTOR'S ROOM

22. Dr. Vardeau's Quarters

Read the following description:

"This room looks like it has been ransacked by someone searching for something. A simple bed, desk, dresser, red rug and a bookshelf are all that remains of the room. Torn books litter the floor. In the corner you see a stack of tomes remaining next to the desk."

The tomes are written in an old form of Balok. They are a series of folklore tales. One of them is a book on animal anatomy. All of them have some kind of a religious marking. Most of Vardeau's books have been confiscated or destroyed, as per Invidian law. Only religious texts are allowed. Dr. Vardeau kept his manuscript in a

secret compartment in the desk. The PCs will have to make search check at DC 20 to find it.

"You find Dr. Vardeau's manuscript. A couple of his hand written entries from recent days lie within."

Personal Entry

"His father heeded the wise words of the former lord, and since then discouraged excursions into forest. Why did the boy not listen? I need more time to study his ailment, but I remain faithful to purge the curse Bakholis."

A bardic Knowledge DC 15 will reveal that Bakholis was the former ruler of Invidia, who met his death at the hands of Gabrielle's silver dagger. Bakholis was a known werewolf by his subjects, he was also known as the 'Traitor-King'.

Day 1

"I have examined the Marcellus' right arm; deep claw marks are still visible, but the wound looks healed. There appears to be a number of scars through out his body of the same nature. A large wound is present in left shoulder blade; it appears as if a pair of canine teeth penetrated the flesh from his back. The front incisors of the beast nearly cracked the collar bone."

Day 2

"The infection near the neck still persists yet his body heals quickly, I do not understand this phenomenon. I have requested more leeches from Lord Von Brausch."

Day 3

"My patient grows restless. He speaks in his sleep. I have administered a diluted sermon in alcohol from crushed moonflowers. He rests, sedated."



Day4

"With the help of the house servants we have now moved Marcellus to the examination room. For our safety, I have done the inhumane to my Lord's son, but the cage looks structurally sound."

The rest of the manuscript is riddled with anatomical drawings and herbal remedies. A Knowledge (Nature) DC 15 will reveal a general idea. The DM may wish to add descriptions from Van Richten's Arsenal on a variety of other alchemical formulas. A Craft (Alchemy) or Herbalist DC check of 15 will reveal the procedure to picking and properly preparing moonflowers. (See Ravenloft Gazetteer IV p66 for more information).

SECRET REVEALED

25. The Stables

Read following when the PCs reach the stables:

"The roof of this wooden structure hangs over five feet giving you cover from the rain. The scent of hay, dung and treated leather lies heavy here. You can see two mares in each stall restless from the unrelenting rain and thunder. One of the tenders, Gogu, attempts to calm the horses during the storm."

The stables can house five horses, but only two remain. The center left stall is empty and contains a secret trap door. A search of DC 20 will reveal the secret trap door beneath the layer of hay on the floor. The door is not locked, but it is a heavy, weighting twenty pounds with the cast iron bolts. A strength check of DC 15 is needed to open the door.

"Beyond the trap door, lies a tunnel dug from the earth. A series of vertical support beams stem from left to right as the tunnel descends into darkness."

The PCs will need a light source before they descend down the tunnel, or they will have to content with utter darkness. The tunnel is five feet across and about seven feet high. The passage leads sixty feet to secret underground chamber, to which the door has been broken.

26. Secret Chamber: Cell and Laboratory

Read following when the PCs enter the Secret Chamber:

"Standing in the battered doorway the smell of sulfur and sweat flushes your senses as it deeply saturates this room. An array of different contraptions rest on shelves, filling the room are alchemical jars and other instruments which look like tools to extract blood, resembling butcher's tools. There are also jars filled with fluids, sermons, and other strange small devices. The rest of this ten cubic-foot stone room houses a ten by six foot tall iron cage with its metal bars twisted apart revealing a whole that appears to have been bent with inhuman strength. A charred torch and a pair of manacles rest at the side of this cage."

This is where Lord Von Brausch had Marcellus imprisoned, until Dr. Vardeau could produce the right sermon to suppress or cure Marcellus' affliction.

The PCs can find Marcellus' diary in a compartment in the wall, inside the cage. It describes the events of the hunt, the attempt of the Wolf God cult to recruit Marcellus and his desire to gain revenge upon their cult leader, Jean Audric for giving him this curse.

PART IV: CONTINUING THE ADVENTURE

The Citadel Jail

The PCs at this point know that Marcellus was responsible for the murder of Kaspar Von Brausch, not Dr. Vardeau. The PCs will probably do things in this order; seek to out Marcellus, go to the Citadel Jail to try to free Vardeau, and then meet Valeria in Offida.



A Calling from Verbrek

If the PCs venture back to the Citadel, they meet Vaslav Credzu, Militia commander. Unfortunately, he cannot accept Marcellus' diary as proof. It is simply not enough to release Dr. Vardeau. Vaslav needs a personal confession from Marcellus. Vaslav would like to release Vardeau, but right now only a public confession will appease the angry mob outside the Citadel.

EVENT

The PCs watch as Vaslav Credzu, the militia commander and his men bring three dead bodies of Raduz's militiamen into the courtyard. Raduz Szecti is summoned to the Citadel. Both men show remorse, but Raduz is baffled by their deaths. These men were on duty last night, and they should not have strayed away from their post unless they were pursuing something. Even then they should have at least alarmed the rest of the watch. Raduz believes that something is a miss here.

"An Invidian soldier says to Vaslav; these men were found on the western side of the Musarde River, Sir. I dare not make the judgment Sir, but we had reports of village livestock being attacked in Offida, a small Hamlet just west of Curriculo. Vaslav: Do you believe they went to investigate this report on the behalf of your will Raduz?" Raduz speaks: "Nonsense, my men guard the city walls; they would not venture to matters outside their duty."

It is common knowledge that Raduz's men only patrol Curriculo. Vaslav quickly interjects and concludes that it is obviously the work of Marcellus, as the PCs would like to believe.

In truth, livestock have been attacked in the night, not by Marcellus but by three other beasts.

If the PCs inquire about the soldier's bodies, they discover that the slain men have similar scars all over their bodies. Namely, their scars are very similar to the ones Dr. Vardeau depicted in his manuscript when he was examining Marcellus' condition. Also, two of the three bodies have multiple arrows pierced through them. Upon closer examination, the arrows appear to have black-tipped heads (oxidized

silver arrows - a Spot check of DC 15 is required to notice this). The three men were infected with lycanthropy. They reverted back to human form upon being slain.

At this point the PCs are acting more on speculation, but they might warn Raduz Szecti that the three slain men of his militia were likely werewolves.

The PCs can make their way to the Dockyard to board the ferry if they wish to cross the Musarde River to the western side and reach Offida.

☛ Militia Commander,

Vaslav Credzu hp 53

Mayor Raduz Szecti hp 27

☛ Invidian Militia (10) hp 4 each

Curriculo Militia (10) hp 6 each

Angry Mob Member (20) hp 3 each

Offida

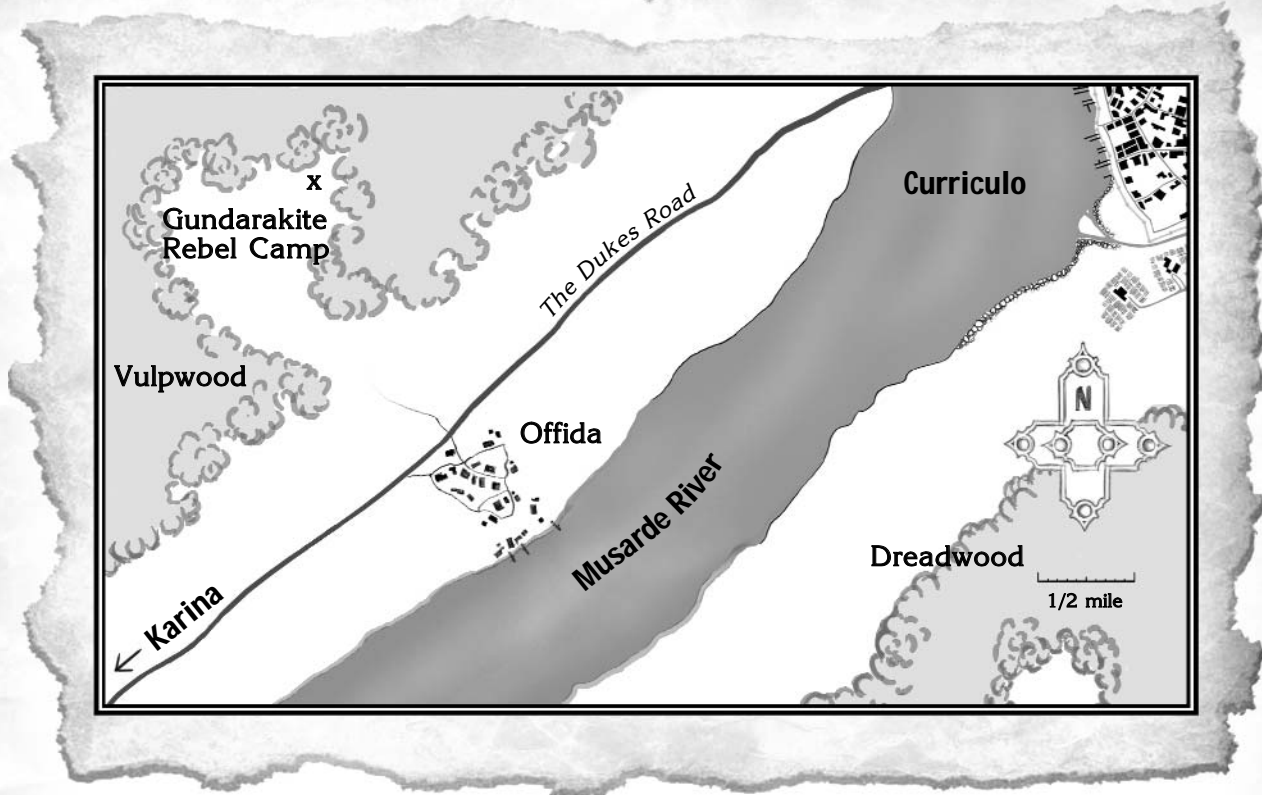
Whether the PCs have come to Offida searching for Marcellus' alleged presence, to investigate the death of the Raduz's militia or to meet Valeria, they are on the right track.

Offida is a small fishing community of about forty people, along the Musarde River with the Duke's Road being the main passage through the hamlet.

The PCs can easily confirm that several farmers have been startled at night. Some villagers took arms, torches, and pitchforks to drive out the beast, but soon realized it was no mere wolf, but a great bi-pedal beast stalking the night. Most men ran for their lives upon witnessing this creature. Others did not dread to leave the sanctity of their homes and awoke to find their cows and mules viciously mauled in the morning. Some bloody animal carcasses have been dragged a distance to the north to the southern breaches of Vulpwood.

The townsfolk also advise the PCs against traveling to Vulpwood after dark, and only with great caution during the day. The wilds beyond the hamlet are believed to be infested with wandering wolves, wild dogs, and werewolves from neighboring Verbrek. The deep ravines are home to will o' wisps and jermlaine.

There is no sign of Marcellus in Offida, how-



ever the villagers found the three dead men in the morning and reported the incident to the Invidian patrol, fearing for their community's safety. Finding nothing apart from the three dead bodies, the soldiers made an attempt to calm the fears of the villagers, and thus have designated Offida as 'safe'. The presence of Invidian squads has now dispersed and the soldiers have moved on to pursue other matters.

👑 Offida (Hamlet): Conventional, AL N; 80 gp limit; Assets 750 gp; Population 40; Isolated (human 96%, half-elf 4%).

Authority Figures: Petre the Elder male human Adp2 (Wiseman); Aust of Mal-Erek male half-elf Exp1 (Fisherman)

Important Characters: Valeria Ieleni (Herbalist and Midwife), female human Clr3.

The PCs meet Valeria/Risa, the hamlet's herbalist. In her shop the PCs can explain what they learned and believe has happened in the estate. The PCs may at this point reveal to Risa that Marcellus is alive, but is infected with lycanthropy. She becomes agitated but does not show it, because this information has now changed her plans. As a werewere, Risa has a natural intense hatred towards werewolves. Since Marcellus remains alive and is now infected with lycanthropy, she will have to find him and remove his chance to succeed his father, whether he is manifests control over his affliction or not.

If the PCs are eager to track down Marcellus, Risa will be more than welcome to help, as she did last night, recognizing the scent of three men (werewolves) who where found dead by the Invidian troops in the morning.

Risa will then ask the PCs trust her. In exchange for their trust, she promises to reveal who actually killed the three militiamen.

As a note for the DM, the real Valeria is an herbalist and a member of the secret witchcraft circle



A Calling from Verbrek

known as the sisters of Hala. She has been tied up in the cellar for two days. It is unlikely that the PCs will discover this until they learn the nature of the imposter.

Gundarakite Rebels


Valeria leads the PCs blind folded to the rebel encampment. There, they meet their leader, Ardonk Szerieza (*See Dramatis Personae*) and his group of Gundarakite rebels. Upon reaching their secret encampment in the south eastern regions of Vulpwood, Ardonk would like to know what the PCs have discovered in the Von Brausch estate.

Ardonk tells the PCs that the Von Brauschs were one of the families in Curriculo harboring some Gundarakite rebels and other refugees. Kaspar Von Brausch was an influential part of the Chamber of Kings, but was also opposed to the pogrom and certain trade policies. Ardonk suspects that is why his patron is dead now.

Ardonk will assure the PCs that he wants the same as Kaspar Von Brausch wished for, an end to Tyranny. Ardonk's position is not entirely the same however since he seeks Gundarakite independence. What Ardonk does not reveal is his mistress's agenda (Gabrielle Aderre) because she too wants to return to power. Gabrielle is using Ardonk under the influence of her own evil eye. She wants to secretly control part of the King's Chamber in Curriculo and install one of her people there in place of the recent Von Brausch misfortune.


The PCs can make a sense motive check on Ardonk, perhaps hinting to the PCs that he is not acting to his own volition. Despite what the PCs might learn about Ardonk's state of mind, they have little choice. They can either save what is left of the Von Brausch legacy or see their allies, the Gundarakite rebels, and the people of Invidia pushed further into despotism by Malocchio's tyrant hand.

Soon after in the presence of the PCs, a messenger delivers a letter to Ardonk in the main tent. Read the following:



"A letter for you sir. Ardonk quickly opens the letter. He seems to be studying the letter with fierce intensity. Shifting his attention between you and the letter, Ardonk speaks: Matton Blanchard sends word that Malocchio's

troops are once again on the move from Karina. We will have to move back to Ducal Forest. I'm afraid that we can no longer stay here to conclude our reconnaissance of this terrain. There is simply too much eminent danger here."



Ardonk tells his men to make the necessary preparation to leave. They disband their camp and move out from Vulpwood under the cover of darkness.


Marcellus Found

Marcellus has been running away from the werewolf cult members in the deep of Vulpwood, who are trying to convert him in the same they converted Raduz's militiamen. He tried to reach the lair of the Wolf God in Vulpwood and enact his revenge, but has simply been outmatched and overwhelmed. Bruised and wounded, Marcellus is now fleeing from the disciples of the Wolf God. By coincidence, he runs into the perimeter of the secret Gundarakite encampment.

His wounds make it difficult for him to concentrate and outpace his pursuers. Marcellus is almost exhausted from running; he stops in a clearing, trying to control his transformation into a werewolf. The PCs enter when the disciples are about to descend upon him.


EVENT

Read the following description:



"Before you, you see what is left of a man, draped in ragged clothing. You notice that the young man's body is heavily bruised. Dark, bloody scars run across his lower back. He falls to his knees and then begins to quiver as if he's cold, his body rocking back and forth. He clutches his arms to the temples of his head in pain. He tries to speak, but only screams. The great pain that afflicts this man turns his words into gibberish as he struggles to form meaning. A moment later he recognizes one of you in the group. He stares at you with bestial eyes, an almost wild and inhuman face longing for help.

Suddenly four large wolf beasts in half human form emerge from the depths of the forest. "





🐾 **Werewolf Disciple** (4) hp 22 each

🐾 **Marcellus Von Brausch** hp 20 (24), now 14
(see Appendix C)

The PCs find Marcellus in a clearing with his stamina and sanity collapsing. Werewolves loyal to Jean Audric attack the PCs and try to capture Marcellus by grappling him. He will try to flee but will return to the PCs and rebels because he seeks their help. Marcellus will not put himself in direct danger, but will aid the PCs in his human form.

During the battle, a larger wolf stands back and assesses the party. If a werewolf in combat takes ten damage or more he will retreat. Some PCs maybe infected with lycanthropy, leaving the players with the fear and uncertainty of infection.

After the battle, Ardonk explains that these are the same beast-men that his men killed last night. The PCs have now realized that they have also killed Raduz's

militia men. This may further give the PCs a suspicion that perhaps some of Raduz's men in Curriculo are infected. A plan is set in motion here and the PCs are unknowingly attempting to thwart it.

The PCs will probably confront Marcellus about his condition and the death of Kaspar Von Brausch. Marcellus is shocked to find out that his father is dead. He is telling the truth, this is discernable through mundane and magical means. He does not know that he actually killed his father, because he did not remember anything that occurred when he was in his werewolf state. He genuinely wants to help the PCs, but he needs their help as well. He tells the PCs of the events that occurred four days ago. This is all explained in the Story Background.

At this point Marcellus wants a cure for lycanthropy and freedom from the cult to which he unwillingly belongs. He is willing to face any tribunal, but now he feels a terrible guilt at the news of the death of his father and wants to redeem himself. He asks the PCs to seek his vengeance first. He tells the PCs that before a cure can be attempted the victim must destroy the progenitor of this bloodline; someone must slay Jean Audric.

If Jean Audric falls then the people who are infected with his curse of lycanthropy will be released. That includes, Marcellus, any infected PCs and some of the militia who were once loyal to Raduz. Marcellus wants to strike a bargain with the PCs, since he can remember where the cult's stronghold lies, and lead the PCs to the ruined mound in the depths of Vulpwood, if the PCs do not turn him in.

As a note for the DM, Marcellus does not fully understand the trigger of his lycanthropy. Jean Audric's progeny control keeps his victims from fully understanding and having full control over their state. The trigger reacts to Invidia's build up of resentment (Passion of Invidia) and is evoked when the person reaches a boiling state of anger and rage. The second and natural inclination is after the victim's first transformation that is manifested in the strong desire to feast on raw flesh. This hunger is an almost uncontrollable urge, a lust to tear the very flesh from limb to bone.

After the encounter with the werewolves, allow the PCs to decide on what to do with Marcellus. During this time, the rest of the Gundarakite rebels will come to Ardonk to the PCs to see what has just happened.





A Calling from Verbrek

An Attempt on the Heir's Life

As DM you have the option when and where you want to place this encounter either now or after the PCs have breached the Lair of the Wolf God. This scene could take place once the PCs are done with Jean, perhaps on their way back escorting Marcellus and Ardonk's remaining men. The reasoning behind why the DM may wish to delay this encounter is to show the PCs that there is no real 'good' side between the Adderes' feud (Gabrielle or Malocchio). Those who are caught in this struggle will spill blood in their own names and motives, remaining in Invidia's endless toil of passion, envy and power. Realizing this, the PCs could opt to make their way out of this mess and out of the domain, or surely succumb to a similar fate of the domain's inhabitants.

When the PCs with Marcellus meet Valeria in the company of the remaining Gundarakite rebels, her true nature and purpose is revealed as she makes an attempt at Marcellus' life.

"Valeria sees Marcellus, and an expression of hate on her face spoils her delicate features. Suddenly her appearance dramatically changes, resembling that of a young Vistani woman dressed in colorful attire. She turns to Ardonk and says: 'Come to me, Ardonk. Leave these others and come to me. Kiss me and caress me, my darling love, please!' Enthralled, Ardonk rushes to Valeria's side to defend her as she produces a sharp silver dagger in her right hand and prepares to thrusts herself at Marcellus!"

➤ **Risa** hp 55

Gundarakite Rebel (10) hp 7 each

(see Appendix B & C)

♣ **Ardonk Szerieza** hp 63

(see *Dramatis Personae*)

The trick is for the PCs to figure out that Marcellus must remain alive. He is the person that is supposed to lead the PCs to unravel who Jean Audric is, and where he lies.

Risa is a proxy wolffwere, an elite agent work-

ing for the Darklord of the domain, Madame Gabrielle Aderre. She uses her humanoid shifting ability to resemble Gabrielle (thus giving the PCs a clue of who her employer is) and uses Ardonk (who is smitten for Gabrielle) to defend her as she makes an attempt at Marcellus' life.

Gabrielle is taking Kaspar Von Brausch's death as an opportunity to install her own mouth piece into the King's Chamber. Risa, therefore is to take Marcellus' life in order for the young Von Brausch heir to have no possibility of the claiming his father's position. If Marcellus dies, then Risa's mission is complete. However, the PCs remain a witness to Marcellus' existence and anyone who has read his diary; therefore Risa plans to eliminate them as well.

Ardonk is charmed, and believes that he is protecting his Mistress, Gabrielle Aderre. Of course Ardonk does not know the Proxy's true identity and intent, nor that her employer is *his* manipulative lover Gabrielle. Ardonk is working for the interest of the Gundarakite resistance, and assumes that Gabrielle would send an ally to replace Kaspar Von Brausch, but no so quick, and not with these measures.

When the proxy wolffwere is slain she reverts back to her wolf form. Ardonk brushes off the enchantment but vaguely recalls what has just happened. As he returns to his former self, Ardonk admits that this thing whatever it was, took the shape of his Mistress. However, he will not reveal her name; he has sworn to protect her, and her identity.

The PCs may rest in the Gundarakite encampment, but Ardonk must bid the PCs farewell. He can assist the party by giving them a pair of silver short swords and quiver of silver arrows and bolts. If you feel that the PCs will have a difficult time getting to the Lair of the Wolf God, allow the PCs to take three Gundarakite rebels to join their party.

PART V: VULPWOOD

Marcellus guides the PCs through Vulpwood leading them closer to the hidden adobe of the Wolf God.

All along the way Marcellus is tense and perspires nervously. Perceptive PCs will recognize that he has some kind of struggle within as the party heads deeper into Vulpwood.



Set Encounter - The Dukkar's Elite

This encounter takes place while the PCs journey with Marcellus deeper into Vulpwood. Read the following description:

You are confounded by a bewildering experience as your immediate awareness begins to drift amiss, as if displaced by your surroundings. Something strange happens, as a ripple of blur glitters before you, making it difficult to concentrate. As you try to focus your eyes open to maintain your composure, your mind begins to spin as you see the canopy of the forest above you moving like rippled waves of water. Branches begin to melt like wax, as trees seem to sway lifelessly encroaching down upon you. A hot flash passes throughout your body as the hollow sensation abruptly subsides leaving you momentarily disoriented, but sure of one thing; a sense of forth coming danger.

Out of the shadows emerge five ruffian-looking hooded figures accompanied by a familiar growling of wolves, ready to aggress.

The DM should mention that the strange sinking feeling the PCs have just experienced is very similar the one they felt earlier in the Von Brausch estate. Since the PCs have passed through the Dukkar's Reality Wrinkle before, they now adapt to its initial disorientation much quicker. Realizing this, the PCs intuitively are warned of forthcoming danger that would normally give the darklings the benefit of surprise.

Since leaving Curriculo's walls, Lord Malocchio Aderre's cohort had the PCs followed once they set out to meet Valeria. He then personally dispatched the landlocked darkling mercenaries in the vicinity of Castle Loupet and ordered his minions to pursue and attack the Gundarakite rebels near Offida as they were leaving Vulpwood. Only with Matton's advanced warning the rebels fled and were not overwhelmed.

The PCs now face the Dukkar's remaining force roaming Vulpwood. The Tyrant observes from a distance, while his remaining feral allies (eight wolves) join the darklings in combat.

As DM, if you feel that the PCs will have an easy time with this encounter, you may adjust it by replacing two of the wolves with dire wolves (see page 65 of the *WotC Monster Manual*) or include Malocchio temporarily in combat, later making his retreat

➤ **Armand, Darkling Captain** hp 46
Darkling Mercenary (4) hp 16 each
Wolf (8) hp 14 each (see 'Ducal Wolves')
 (see Appendix C)
 ➤ **Malocchio Aderre** hp 36
 (see *Dramatis Personae*)

LAIR OF THE WOLF GOD

The DM can place the location of the Lair Wolf God in northwest part of Vulpwood bordering Verbrek, but you may decide to place it anywhere in Vulpwood (including Verbrek) if it fits your adventure scenario better.

When Marcellus leads the PCs close to the cave, wolves watch the PCs from a distance. They do not want to hide this fact so let the PCs know that they are being watched. This might cause some level of fear for the PCs but also make the element of surprise and stealth into the cave nearly impossible.

Once at the entrance of the cave, the PCs may be surprised that they are greeted and escorted into the cave by powerful looking disciples. "*Our master has been expecting you*". Jean Audric made it clear to them that they PCs should come to the adobe unharmed.

The PCs are escorted to a large cavern, adorned with precious loot from various 'personal' village and farm raids from the borders of Sithicus, Borca and Barovia. The loot consists of Rugs (1d3 x 30 gp each), furniture (2 x 45 gp), incense (8 x 4gp), spices (20 x 3gp each), and three dozens of silverware (some of elven design) (1d4 x25 sp each) and a mound silver pieces (3,748 sp) lie in the corner. Two beautiful women come and bring other amenities here at the PCs disposal including fresh food and water around the small stone encircle fire pit. The PCs are then told that their master will see them soon; they ought to remain here, and await him. As the last Wolf God cultist leaves the main chamber, they lock the steel gate behind them. Two guards stand in rotation guarding the PCs in the main chamber. The PCs are allowed to rest, eat anything they need to accommodate

A Calling from Verbrek

themselves here as *guests* of Jean Audric.

Some time later Jean Audric summons the PCs. Read the following description:

"You are escorted by four powerful looking disciples. They lead you into a large chamber, much bigger than your previous quarters. The chamber resembles an arena. At the top of the chamber there is a make shift throne, you recognize the man, it is the huntsman that you have met in your travels."

"Ah, the lost child has returned to me." He then grins with a devilish smile. "And to my delight has brought me gifts of sport and food." His eyes fixate upon you with an inhuman hunger. Marcellus begins to tremble with an unspoken tension. "

The PCs at this point will be probably arguing with each other, debating the idea of whether it was wise to come here in the first place. The PCs

may feel that they have been betrayed by Marcellus to be led into the slaughter like sheep. Marcellus again trembles, grasping his temples in pain, remaining to stay in control.

Depending on what kind of reaction the DM may elicit from the players, they may decide to draw their weapons. If not, Jean Audric will give them an offer they cannot refuse. He will ask each and every one of the PCs individually that they be involved in the divine hunt. The PC is stripped off all of their possessions and is given a half an hour head start in Vulpwood to find civilization in whatever direction he or she may choose. If he or she succeeds, they escape with their life, if not, then they will contest with one disciple and surely perish in the wild.

♣ **Jean Audric** hp 55 (79)

(see *Dramatis Personae*)

♣ **Werewolf Disciple** (8) hp 18 (22) each

(see *Appendix C*)





In the final confrontation with Jean Audric, the DM should have two werewolf disciples per PC. Jean will cast resist energy if there is a spellcaster in the party or cast a bless spell on his group. He then engages the strongest looking PC. Jean does not hunt fair, he will cast obscuring mist in the arena making it easy for him and his followers to pin point their prey with their gifted scent in the murky fog.

After the battle, in the ceremonial chamber, the PCs discover that a ritual of some sort was to take place. Urns, animal pelts, black candles and strange glyphs fill the chamber. In the center the of the chamber lies a massive stone sarcophagus, inside rests a large zombie wolf bathed in embalming fluid. It appears as though the cultists were preparing for some kind of rising of the wolf gold incarnation. For game purposes the creature in the sarcophagus is a dormant four hit dice ancient dead.

In a smaller chamber of the cavern complex is a makeshift prison, where unfortunate 'guests' were to be transferred to Loupet Castle for special 'questioning' by Lord Malocchio himself.

The prison cells housed prisoners that were to be used to extract information from, others were simply deemed as food. Most of these prisoners are no longer alive. A Vistani woman appears dead in one of the cells. She hides a piece of parchment crumpled in her vest, there is something written on it. *"I have foretold your coming, but it maybe too late."*

The women's name is Matya and she is not dead but under the affect of Hermitshawl, a powerful agent that simulates death in all real aspects. (See page 43 of Gazetteer IV). Matya is part of a secret enclave of Vistani who live on the eastern portion of the Mantle Woods on the border of Barovia. If the PCs revive her and mention that they have come to Invidia sent by Mattius, Matya will reveal to them that she is the older half-sister of Mattius from the Zarovan tribe of Barovia. She was captured several weeks ago and brought here. She used the Hermitshawl as a last resort before beginning to feel the effects of what she calls the 'wasting disease', the Vistani static burn.

The last room contains correspondence letters between Malocchio regarding bounty collections

and prisoner confessions. Among the scrolls the DM has the option of including prophecy in place of one of the confessions of a tortured mystic (prophet) from Sithicus. The top portion of the scroll is a passage of nonsensical words, its bottom burned. Only the following verses remain written in Sithican.

*"The mists recede to the jailor's key
a freedom for one but for all to see."*

*The fated Dukkar with the Dead King
a soul to the shadow mistress they bring.*

*The blood of Gundar spills once more
to fill the great halls of Hunadora's floor.*

*Lovers wronged with wounds cut deep
the ruin of a brotherhood shall meet."*

The use of prophecy is completely optional for the DM to use in this adventure. What is provided here is too merely to add intrigue into your adventure scenario. It may also be used as a device to drop hints if the DM is planning on running a very long Ravenloft campaign. As DM you can make your own prophecy or you can ignore this section entirely.

If you are going to use this prophecy, the timeline is up to you. You decide how, when and if these events will take place in your campaign, or perhaps, they have taken place already but only few *know* about.

Here is a brief explanation of the verses that are provided here, again you can ignore or change the verses or change their meaning entirely. The four verses are in reverse order. The last reverse (or the first that will happen) foretells the confrontation and the resolve between Matton and Ardonk. The third verse foretells Malocchio's entrance into Castle Hunadora, opening a portal that once the Curse Knight had opened. The second verse describes Malocchio's conspirator Azalin Rex and the bargain they strike with a gate keeper for a young soul. The first verse will happen last, each being involved in this event will witness the possibility of the freedom from their entrapment,



Epilogue

but only one among them many have that chance to actualize it.

In the Lair of the Wolf God, the PCs also discover letters and formal pleas from Jean Audric to Malocchio. This is where the PCs discover that Malocchio seeks passage into Castle Hunadora, and that the elite werewolves all this time have been looking for a man believed to be dead (Duke Gundar). The pogrom has in part been used as a veil of fear to misdirect the curious.

Other letters describe Malocchio's plans and ambitions between him and the cult. Some tell of his glee for the captured Gundarakite rebels, and rescue attempts to extract them from Loupet Castle. This is the first time Malocchio has seen the rebels coming to him, they no longer hide and ambush his caravans and troops, and they no longer harness their safety in the walls of Castle Hunadora. Malocchio's other plans include unleashing the werewolves into a frenzy, round up the rest of the rebels and make his entrance to Castle Hunadora.

When the adventure is concluded, the PCs receive a letter from a messenger on horseback. It simply reads in Balok: *"You have foiled my plans. These actions have not come unnoticed."*

EPILOGUE

If the PCs have successfully defeated Jean Audric and his cultist followers of the Wolf God, then Marcellus, Raduz Szecti's militia men and any infected PCs have made the first step to purge their curse of lycanthropy. Uprooting the progenitor is only part of the cure, but to remove the curse of lycanthropy the DM should see *RAVENLOFT Player's Handbook*. The rules for curing lycanthropy in the dread realm are much more difficult than in other campaign settings.

If PCs or NPCs remain infected with lycanthropy, the DM could, as a possible adventure seed have the PCs to travel to Alyssum in Verbrek. There they may learn about the halfway house for afflicted werewolves known as Duskpeace Lodge (see *RAVENLOFT Gazetteer IV* p82).

Marcellus Von Brausch

Marcellus has either perished in the adventure or he is alive and the PCs have to decide if and what kind justice

he should face. If the agent of Gabrielle or in the remaining confrontation killed Marcellus, then the Von Brausch legacy is gone. The King's Chamber will be replaced by the feuding nobles. Marcellus' Rival, Sir Stefan of Curriculo can take the place that was meant for Von Brausch's heir, or the people of Curriculo could appoint Mayor Raduz Szecti to the council of King's Chamber.

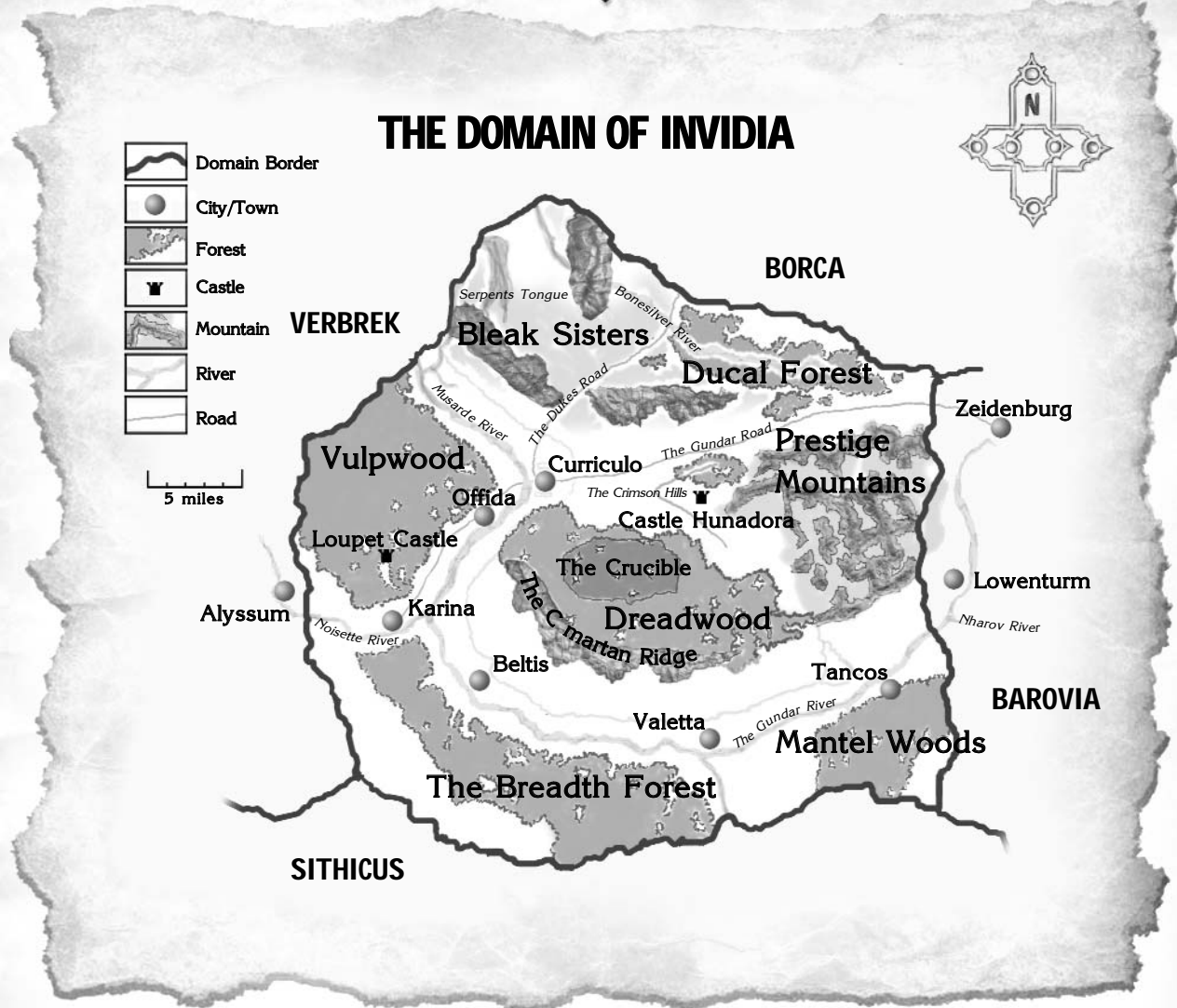
Depending on the PCs' moral compass, the PCs still have to free Dr. Vardeau from the Citadel Jail. Either Marcellus is dead, and they bring his body before Vaslav Credzu in exchange for Dr. Vardeau's freedom, or Marcellus is alive and they turn him in to face the court of the grand magistrate in return for the doctor's release. The DM should note that through a Gather Information Check the PCs can learn that most of the authorities of Curriculo are corrupt and any PC returning Marcellus to the 'authorities' is more like a death sentence for him, since he will be tried and punished under Lord Malocchio's law. If the PCs knowingly return Marcellus to the authorities knowing that he will face corporal punishment, i.e. that he will be hanged, then the DM should have the PCs make a RAVENLOFT Powers check.

If PCs already turned Marcellus to the authorities and have found this is information after the fact, then perhaps the PCs can make a daring attempt at night to free Marcellus from the Citadel jail. Likewise the PCs may not turn in Marcellus and will attempt to free Dr. Vardeau from the Citadel reuniting him with his niece and then take Marcellus to the Duskpeace Lodge in Alyssum, where he will remain in exile.

Lord Malocchio Aderre

Assuming the heroes have successfully overthrown Jean Audric and his followers, by the end of the adventure, the PCs should have put together some of the different clues of what exactly role the Cult of the Wolf God had in Lord Malocchio Aderre's plans. The werewolves were a group loyal to Malocchio and their task was to hunt down the former Duke of Gundarak. Their role also involved in diminishing and taking over the power of Mayor Raduz Szecti's independent militia of Curriculo. Malocchio also had plans to 'swell' this elite group through their lycanthropy and to use them to gain a distraction and entrance to Castle Hunadora once he had the blood of Gundar.

Malocchio is terribly angry, since the PCs have



inadvertently thwarted his plans for now. While the Tyrant vents in frustration, he has ordered a man hunt on the PCs. He wants the PCs to be captured, placed under his law and made an example of.

Madame Gabrielle Aderre

Through the Von Brausch's ties with the Gundarakite rebels, the PCs have also pushed the cause of Madame Gabrielle Aderre in the respect that the PCs diminished the number of minions loyal to Lord Malocchio. Assuming that the PCs do not discover nature of Risa's former arrangement with Gabrielle Aderre, then the manipulative Madame Gabrielle may hire the PCs as

mercenaries to join the Gundarakite rebels on sabotage missions, to infiltrate Lord Malocchio defenses. Or perhaps the PCs may be hired to venture into the depths of her own ancient Castle Hunadora, to unlock its secrets.

The wolfwere proxies are also great tool for the DM, since they appear and act on the behalf of Gabrielle Aderre. Whether to come upon a rebel encampment to raise troop morale, deal in issues of diplomacy and love affairs, or simply allow the Darklord to roam Invidia in disguise while one of her ghost doubles sits on the throne at Castle Hunadora

Appendix A

APPENDIX A:

Ducal Wolves

Wolf: CR 1; Medium animal; HD 2d8+4, hp 14; Init +2; Spd 30ft.; AC 14, touch 12, flat-footed 12; Base Atk +1; Grp +2; Atk +3 melee (1d6+1, bite); Full Atk +3 melee (1d6+1, bite); SA: Trip; SQ: Low-light vision, scent; AL N; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Hide +2, Listen +3, Move Silently +3, Spot +3, Survival +1; Track, Weapon Focus (bite). (see *Monster Manual WotC*).

Dukkar's Men

Lord's Man: Human Ftr5: CR 5; Medium humanoid (human); HD 5d10+10, hp 45; Init +2; Spd 20ft.; AC 19, touch 12, flat-footed 17; Base Atk +5; Grp +8; Atk +10 melee (1d8+3/19-20, longsword) or +8 ranged (1d8+3/x3, composite longbow [+3 Str bonus]); Full Atk +10 melee (1d8+3/19-20, longsword) or +8 ranged (1d8+3/x3, composite longbow [+3 Str bonus]); AL LE; SV Fort +6, Ref +3, Will +3; Str 16, Dex 14, Con 15, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +5, Gather Information +2, Intimidate +4, Ride (horse) +6, Sense Motive +2, Swim +4; Cleave, Dodge, Iron Will, Power Attack, Quick Draw, Weapon Focus (longsword).

Possessions: Masterwork longsword, masterwork composite longbow (+3 Str bonus), 20 arrows, masterwork chainmail, masterwork large steel shield.

Invidian Mercenary: Human War2: CR 1; Medium Humanoid (human); HD 2d8, hp 12; Init +0; Spd 20ft.; AC 17, touch 10, flat-footed 17; Base Atk +2; Grp +2; Atk +3 melee (1d8/19-20, longsword) or +2 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d8/19-20, longsword) or +2 ranged (1d8/19-20, light crossbow); AL LN; SV Fort +3, Ref +0, Will +0; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Intimidate +4, Listen +2, Sense Motive +2, Spot +2; Power Attack, Weapon

Focus (longsword).

Possessions: Longsword, breastplate, light crossbow, 10 bolts, large steel shield.

The Hunt for Gundar

Disciple: Male Human Werewolf War1: CR 3; Medium (human, shapechanger) (5 ft. 5 in. tall as human or hybrid, 5ft. long as wolf); HD 1d8+1+2d8+2 (1d8+1+2d8+6 as wolf or hybrid), 18 (22 as wolf or hybrid); Init +4 (+6 as wolf or hybrid); Spd 30ft.(50ft as wolf or hybrid); AC 13 touch 11, flat-footed 12 (AC 17, touch 13, flat-footed 14 as wolf or hybrid); Base Atk +2; Grp +3 (Grp +4 as wolf or hybrid); Atk +2 melee (1d4+1/19-20,dagger), or +4 melee (1d4 +2, claw) or +4 melee (1d6+2, bite) as hybrid, or +4 melee (1d6+2, bite) as wolf; Full Atk +2 melee (1d4+1/19-20, dagger), or +4 melee (1d4+2, 2 claws) and -1 melee (1d6+2, bite) as hybrid, or +4 melee (1d6+2, bite) as wolf; SA: curse of lycanthropy, trip (as wolf or hybrid); SQ: Alternative form, chemical bane (wolfsbane), the Hunger, low-light vision, scent, wolf empathy, damage reduction 10/silver as wolf or hybrid; AL LN/CE; SV Fort +6, Ref +3, Will +3 (Fort +8, Ref +5, Will +3 as wolf or hybrid); Str 13, Dex 11, Con 12, Int 10, Wis 12, Cha 8 (Str 15, Dex 15, Con 16, Int 10, Wis 12, Cha 8 as wolf or hybrid).

Skills and Feats: Handle Animal +3, Hide +0 (+2 as wolf or hybrid), Intimidate +3, Listen +1, Move Silently +0 (+2 as wolf or hybrid), Spot +2; Dodge, Endurance, Iron Will, Track. (see *Monster Manual WotC*).

In Service of the Dukkar

Ogre: Ftr2: CR 5; Large Giant; HD 4d8+11+2d10+2, hp 48; Init -1; Spd 20ft.; AC 20 (+5 natural, +5 chainmail armor), touch 8, flat-footed 18; Base Atk +3; Grp +12; Atk +9 melee (2d8+7, greatclub) or +1 ranged (1d8+5, javelin); Full Atk + 9 melee (2d8+7 greatclub) or +1 ranged (1d8+5, javelin); AL CE; SV Fort +6, Ref +0, Will +1; Str 21, Dex 8, Con 15, Int 6, Wis 10, Cha 7.

Skills and Feats: Climb +5, Listen +2, Spot +2; Combat Reflexes, Power Attack, Toughness,

Appendix B

Weapon Focus (greatclub). (*see Monster Manual WotC*).

Possessions: great club, large rusted chain-mail, 10 javelins, 50 gp, and 20 cp

Invidian Mercenary: Human War2: CR1; Medium Humanoid (human); HD 2d8, hp 12; Init +0; Spd 20ft.; AC 17, touch 10, flat-footed 17; Base Atk +2; Grp +2; Atk +3 melee (1d8/19-20, longsword) or +2 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d8/19-20, longsword) or +2 ranged (1d8/19-20, light crossbow); AL LN; SV Fort +3, Ref +0, Will +0; Str 11, Dex 11. Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Intimidate +4, Listen +2, Sense Motive +2, Spot +2; Power Attack, Weapon Focus (longsword).

Possessions: Longsword, breastplate, light crossbow, 10 bolts, large steel shield.

Woodsmen of Hunadora

Woodsmen: Rngr1/Brd1: CR 6; Werewolf Medium Shapechanger; 5d8+10+1d8+2+1d6+2, hp 51; Init +5; Spd 40ft.; AC 17, touch 11, flat-footed 16; Base Atk +4; Grp +6; Atk +6 melee (1d6+3, bite), +4 melee (1d8+1, silver longsword) or +5 ranged (1d6, composite shortbow); Full Atk +6 melee (1d6+3, bite), +4 melee (1d8+1, silver longsword) or +5 ranged (1d6, composite shortbow); SA: song of weariness, bardic music, bardic knowledge, countersong, fascinate, inspire courage, favor enemy (werewolf), spells, wild empathy; SQ: alternate form, damage reduction 15/cold iron, sr13, darkvision 60ft.; AL CE; SV Fort +8, Ref, Will +9, Will +7; Str 15, Dex 12, Con 14, Int 14, Wis 12, Cha 15.

Skills and Feats: Bluff +7, Diplomacy +7, Disguise +7, Hide +7, Knowledge (nature) +3, Listen +7, Move Silently +7, Perform (ballad, harp, lute, storytelling) +7 (+9 Harp), Spot +7; Combat Reflexes, Expertise, Improved Initiative, Multiattack (despite only one natural weapon), Scent, Track. (*see RAVENLOFT Denizens of Dread*).

Languages: Sylvan, Vaasi, some Balok.

Possessions: silver longsword, composite shortbow, 10 arrows, 10 silver arrows, masterwork

harp.

Spells Per Day : (4) save DC 12 + spell level): 0 - *Detect Magic, Know Direction, Lullaby, Summon Instrument.*

Spells Known (2)

Gundar the Mad

Nharov Gundar Ftr13: CR 17; Eminent vampire medium undead; HD 13d12; hp 103; Init +11(+7 Dex, Improved Initiative); Spd 50ft.; AC 25 (+7 Dex, +8 Natural), touch 18, flat-footed 18; Base Atk +13; Grp +22; Atk +22 melee (1d6+9, and energy drain, slam), or +22 melee (1d6+9, saber); Full Atk +22/+17/+12 melee (1d6+9, energy drain, slam), +22/+17/+12 melee (1d6+8, saber); SA: blood drain, children of the night, create spawn, domination, energy drain; SQ: undead, alternate form, cold and electricity resistance 20, darkvision 60ft., damage reduction 25/ silver and magic, fast heal 8, gaseous form, light sleep, spider climb, turn resistance +7, vampire weaknesses; AL CE; SV Fort +8, Ref +13, Will +8; Str 29, Dex 25, Con -, Int 15, Wis 14, Cha 17.

Skills and Feats: Bluff +16, Climb +25, Hide +15, Diplomacy +5, Disguise +5, Intimidate +21, Listen +14, Move Silently +17, Ride +17, Search +10, Sense Motive +12, Spot +20; Alertness, Blind-Fight, Cleave, Combat Expertise, Combat Reflexes, Dodge, Great Cleave, Improved Bull Rush, Improved Grapple, Improved Initiative, Improved Unarmed Strike, Iron Will, Light Reflexes, Mobility, Power Attack, Quick Draw, Spring Attack, Toughness. (*see RAVENLOFT Denizens of Dread*).

Languages: Luktar, Balok

Possessions: rusty ceremonial saber

APPENDIX B:

Curriculo Milita (24)

Szecti's Militia; Male Human War1: CR ½; Medium humanoid (human); HD 1d8+1, hp 8; Init +0; Spd 30ft.; AC 14, touch 10, flat-footed 14; Base Atk +1; Grp +2; Atk +2 melee (1d8+1/19-29, longsword) or +1 ranged (1d6/x3, shortbow); Full Atk +2 melee

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(1d8+1/19-20, longsword) or +1 ranged (1d6/x3, shortbow); AL LN; SV Fort +3, Ref +0, Will +0; Str 13, Dex 11, Con 12, Int 10, Wis 11, Cha 10.

Skills and Feats: Handle Animal +3, Intimidate +3, Listen +1, Spot +2; Dodge, Endurance.

Possessions: longsword, short bow, 20 arrows, studded leather armor, small wooden shield.

Curriculo's Invidian Troops (18)

Invidian Militia; Human War1: CR ½; Medium humanoid (human); HD 1d8, hp 7; Init +0; Spd 30ft.; AC 14, touch 10, flat-footed 14; Base Atk +1; Grp +1; Atk +1 melee (1d8/19-29, longsword) or +1 ranged (1d6/x3, shortbow); Full Atk +1 melee (1d8/19-20, longsword) or +1 ranged (1d6/x3, shortbow); AL LN; SV Fort +2, Ref +0, Will +0; Str 11, Dex 11, Con 11, Int 10, Wis 11, Cha 10.

Skills and Feats: Handle Animal +3, Intimidate +3, Listen +1, Spot +2; Dodge, Endurance.

Possessions: Longsword, short bow, 20 arrows, studded leather armor, small wooden shield.

Invidian Sergeant (2)

Invidian Mercenary; Human War2: CR1; Medium Humanoid (human); HD 2d8, hp 12; Init +0; Spd 20ft.; AC 17, touch 10, flat-footed 17; Base Atk +2; Grp +2; Atk +3 melee (1d8/19-20, longsword) or +2 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d8/19-20, longsword) or +2 ranged (1d8/19-20, light crossbow); AL LN; SV Fort +3, Ref +0, Will +0; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Intimidate +4, Listen +2, Sense Motive +2, Spot +2; Power Attack, Weapon Focus (longsword).

Possessions: longsword, breastplate, light crossbow, 10 bolts, large steel shield.

Lord's Men (3)

Lord's Man; Human Ftr5: CR 5; Medium humanoid (human); HD 5d10+10, hp 45; Init +2; Spd 20ft.; AC 19, touch 12, flat-footed 17; Base Atk +5; Grp +8; Atk +10 melee (1d8+3/19-20, longsword) or +8 ranged (1d8+3/x3, composite longbow [+3 Str bonus]); Full Atk +10 melee (1d8+3/19-20, longsword) or +8 ranged (1d8+3/x3, composite longbow [+3 Str

bonus]); AL LE; SV Fort +6, Ref +3, Will +3; Str 16, Dex 14, Con 15, Int 12, Wis 10, Cha 10.

Skills and Feats: Climb +5, Gather Information +2, Intimidate +4, Ride (horse) +6, Sense Motive +2, Swim +4; Cleave, Dodge, Iron Will, Power Attack, Quick Draw, Weapon Focus (longsword).

Possessions: Masterwork longsword, masterwork composite longbow (+3 Str bonus), 20 arrows, masterwork chainmail, masterwork large steel shield.

Commons

Sir Stefan of Curriculo

Male Human War2: CR1; Medium Humanoid (human); HD 2d8, hp 13; Init +0; Spd 20ft.; AC 16, touch 11, flat-footed 15; Base Atk +2; Grp +2; Atk +4 melee (1d8+1/19-20, longsword) or +3 ranged (1d8/19-20, light crossbow); Full Atk +4 melee (1d8+1/19-20, longsword) or +3 ranged (1d8/19-20, light crossbow); AL LN(LE); SV Fort +3, Ref +1 Will +1 Str 13, Dex 13, Con 10, Int 15, Wis 12, Cha 15.

Skills and Feats: Intimidate +6, Listen +3, Sense Motive +3, Spot +3; Combat Reflexes, Weapon Focus (longsword).

Possessions: masterwork longsword, masterwork breastplate.

Commons / The Lady's Veil Inn

Horatu; Male human Clr 2 of Ezra: CR2; HD 2d8+4, hp17; Init +1; Spd 30ft.; AC 10, touch 10, flat-footed 10; Base Atk +1; Grp +1; Atk +1 melee (1d8, morningstar) or +1 ranged (1d6, javelin); Full Atk +1 melee (1d8, morningstar) or +1 ranged (1d6, javelin); SA: turn undead, spells, spontaneous casting; AL LN; SV Fort +5, Ref +1, Will +5; Str 10, Dex 10, Con 14, Int 13, Wis 15, Cha 13.

Skills and Feats: Concentration +10, Diplomacy +5, Heal +6, Hide +1, Knowledge (religion)+5, Listen +2, Move Silently +1, Spellcraft +5, Spot +2, Survival +2; Combat Casting, Scribe Scroll.

Languages: Balok

Typical Cleric Spells Prepared (4/4/; save

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DC 12 + spell level) 0 - *detect magic, guidance, mending, resistance*; 1st - *bane, divine favor, sanctuary*.

Typical Domain Spells Prepared (Healing, Mist) 1st- *obscuring mist*

Possession: Morningstar, white robes, *scroll of purify food and drink, scroll of read magic*.

Nicoleta: Female human Clr 2 of Ezra: CR2; HD 2d8+2, hp15; Init +1; Spd 30ft.; AC 11, touch 11, flat-footed 10; Base Atk +1; Grp +1; Atk +1 melee (1d8, morningstar) or +1 ranged (1d6, javelin); Full Atk +1 melee (1d8, morningstar) or +1 ranged (1d6, javelin); SA: turn undead, spells, spontaneous casting; AL LN; SV Fort +4, Ref +1, Will +6; Str 10, Dex 10, Con 12, Int 13, Wis 16, Cha 13.

Skills and Feats: Concentration +9, Diplomacy +5, Heal +6, Hide +1, Knowledge (religion)+5, Listen +3, Move Silently +1, Spellcraft +5, Spot +3, Survival +3; Combat Casting, Extra Turning.

Languages: Balok

Typical Cleric Spells Prepared (4/4/; save DC 12 + spell level) 0 - *detect magic, read magic, guidance, resistance*; 1st - *bless, protection from evil, remove fear*.

Typical Domain Spells Prepared (Protection, Mist) 1st- *obscuring mist*

Possession: Quarterstaff, white robes, *potion of healing*.

Ameli: Female human Clr 2 of Ezra: CR2; HD 2d8+4, hp16; Init +1; Spd 30ft.; AC 11, touch 11, flat-footed 10; Base Atk +1; Grp +1; Atk +1 melee (1d8, morningstar) or +1 ranged (1d6, javelin); Full Atk +1 melee (1d8, morningstar) or +1 ranged (1d6, javelin); SA: turn undead, spells, spontaneous casting; AL LG; SV Fort +4, Ref +2, Will +7; Str 10, Dex 13, Con 14, Int 12, Wis 15, Cha 13.

Skills and Feats: Concentration +6, Diplomacy +5, Heal +6, Hide +2, Knowledge (religion)+5, Listen +2, Move Silently +2, Spellcraft +5, Spot +2, Survival +2; Dodge, Iron Will.

Languages: Balok

Typical Cleric Spells Prepared (4/4/; save DC 12 + spell level) 0 - *detect magic, light, read magic, virtue*; 1st - *command, magic weapon, shield*

of faith.

Typical Domain Spells Prepared (Law, Mist)

1st- *obscuring mist*

Possession: Quarterstaff, white robes, *potion of jump*.

Amadeus: CR 6: Corpse Candle medium-sized undead (incorporeal); HD 6d12; hp 40; Init +3; Spd 30ft., fly 60ft. (good); AC 15 (+3 Dex, +2 deflection), touch 15, flat-footed 12; Base Atk +2 Grp: -; Atk +5 touch (1d6, incorporeal touch spiritual flame); Full Atk +5 touch (1d6, incorporeal touch spiritual flame); SA: death vision, control flame; SQ: Undead, incorporeal, +2 turning resistance; AL CN; SV Fort +2, Ref +4, Will +8; Str -, Dex 16, Con -, Int 14, Wis 14, Cha 12.

Skills and Feats: Spot +12, Listen +12, Intimidate +12, Survival +12; Alertness, Blind-Fight, Iron Will. (see *RAVENLOFT Denizens of Dread*).

Languages: Balok

Mikal the Bartender

Mikal of Valetta: Human male Exp2/Ftr2: CR 3; HD 2d6+2+2d10+2, hp 30; Init +5; Spd 30ft.; AC 11, touch 11, flat-footed 10; Base Atk +2; Grp +3; Atk +3 melee (1d6, rapier) or +4 ranged (1d4, dagger); Full Atk +3 melee (1d6, rapier) or +4 ranged (1d4, dagger); AL N; SV Fort +4, Ref +1, Will +3; Str 13, Dex 13, Con 12, Int 14, Wis 10, Cha 14.

Skills and Feats: Appraise +2 (+4 bow), Balance +3, Bluff +7, Diplomacy +6, Disguise +4, Craft (bow) +10, Gather Information +9, Intimidate +9, Jump +8, Knowledge (local) +7, Listen +5, Search +7, Sense Motive +5, Spot +5, Survival +0 (+2 track), Tumble +8; Brawler (see *RAVENLOFT Champions of Darkness*), Improved Initiative, Point Blank Shot, Skill Focus (craft bow).

Languages: Balok

Possessions: dagger, rapier.
(chainshirt armor, buckler shield, under the bar shelf)

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Warehouse District

Mistress Bela Ghuitau: Female human 5th level Expert: CR 7; Paka Medium Shapechanger; HD 3d8+5d6; hp 39; Init +5; Spd 40ft.; AC 20 (+3 armor, +5 Dex, +1 natural, +1 Deflection), touch 16, flatfooted 15; Base Atk +5; Grp +4; Atk +10 (1d6-1, claw) or +11 melee (1d6-1/18-20, masterwork rapier); Full Atk +10 (1d6-1, 2 claws) or +11 melee (1d6-1/18-20, masterwork rapier); SA: pounce, feline allies, feline empathy; SQ: canine antipathy, lick wounds, scent, SR 14; AL CE; SV Fort +4, Ref +11, Will +7; Str 8, Dex 20, Con 10, Int 17, Wis 11, Cha 16.

Skills and Feats: Balance +16, Bluff +11, Diplomacy +13, Climb +10, Gather Information +11, Jump +10, Knowledge (nobility and royalty) +11, Listen +8, Move Silently +17, Tumble +10; Dodge, Eidetic Memory (*see Heroes of the Light*), Lightning Reflexes, Multi-attack, Weapon Finesse (claw), Weapon Finesse (rapier), Nine Lives. (*see Van Richten's Arsenal*), (*see RAVENLOFT Denizens of Darkness*).

Languages: Balok, Aumes

Possessions: master work rapier, dagger, ring of protection +1, potion of charisma, potion of blur.

Falkovnian Quarters

Falkovnian Trade Colony Commander

Commander Rubeus Wahrmer: Human male Ftr6: CR 6; HD 6d10+12; hp 54; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 21 touch 11, flatfooted 20; Base Atk +6; Grp +9; Atk +11 melee (1d10+5/19-20, masterwork bastard sword) or +9 melee (1d6/x2, silver shortsword) or +7 ranged (1d8/x3, composite longbow); Full Atk +11/+6 melee (1d10+5/19-20, masterwork bastard sword) or +9/+4 melee (1d6/x2, silver shortsword) or +7/+2 ranged (1d8/x3, composite longbow); AL LE; SV Fort +7, Ref +3, Will +5; Str 16, Dex, 13 Con 14, Int 10, Wis 12, Cha 14.

Skills and Feats: Craft (weaponsmithing) +2, Gather Information +3, Handle Animal +5, Intimidate

+10, Knowledge (local) +3, Ride +4, Sense Motive +5; Cleave, Exotic Weapon Proficiency (bastard sword), Improved Initiative, Jaded, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Languages: Falkovnian, Balok

Possessions: Masterwork, bastard sword, silver short sword, composite longbow, full-plate armor, large steel shield

Falkovnian Soldier (20)

Falkovnian Soldier: Human male War3: CR 2; HD 3d8; hp 18; Init +0; Spd 20 ft.; AC 14 touch 10, flatfooted 14; Atk +5 melee (1d10/x3, halberd) or +4 melee (1d6/x2, silver shortsword) or +3 ranged (1d10/19-20, heavy crossbow); AL LN or LE; SV Fort +3, Ref +1, Will +1; Str 11, Dex 11, Con 11, Int 10, Wis 10, Cha 10.

Skills and Feats: Handle Animal +6, Intimidate +6, Ride +6; Jaded, Weapon Focus (halberd).

Languages: Falkovnian, some Balok

Possessions: Masterwork halberd, silver short sword, heavy crossbow, 20 bolts, masterwork scale mail.

Wardogs (5)

Dog: CR 1/3; small animal; HD 1d8+2, hp 9; Init +3; Spd 40ft.; AC 15 (+1 Size, +3 Dex, +1 Natural), touch 14, flat-footed 12; Base Atk +0; Grp -3; Atk +2 melee (1d4+1, bite); Full Atk +2 melee (1d4+1, bite); SQ: Low-light vision, scent; AL N SV Fort +4, Ref +5, Will +1; Str 13, Dex 17, Con 15, Int 2, Wis 12, Cha 6.

Skills and Feats: Jump +7, Listen +5, Spot +5, Survival +1; Alertness, Track. (*see Monster Manual WotC*).

Citadel Jail / Offida / Rebel Encampment

Risa - Gabrielle's Wolfwere Proxy

Risa: Sor4: CR 8; Wolfwere Medium Shapechanger; HD 5d8+10+4d4+8, hp 55; Init +5; Spd 40ft.; AC 17,

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touch 11, flat-footed 16; Base Atk +5; Grp +7; Atk +7 melee (1d6+3, bite), +7 melee (1d4+1, silver dagger) or +6 ranged (1d4, silver dagger); Full Atk +7 melee (1d6+3, bite), +7 melee (1d4+1, silver dagger) or +6 ranged (1d4, silver dagger); SA: song of weariness, spells, summon familiar; SQ: alternate form, damage reduction 15/cold iron, sr13, darkvision 60ft.; AL CE; SV Fort +7, Ref +6, Will +9; Str 15, Dex 12, Con 14, Int 14, Wis 12, Cha 16.

Skills and Feats: Bluff +7, Concentration +13, Diplomacy +7, Disguise +7, Hide +5, Knowledge (Arcana) +7, Listen +5, Move Silently +5, Perform (ballad, harp, recorder, storytelling) +7 (+9 recorder), Spellcraft +8, Spot +5; Combat Casting, Combat Reflexes, Expertise, Improved Initiative, Multiattack (despite only one natural weapon), Scent, Track. (see *RAVENLOFT Denizens of Dread*).

Languages: Sylvan, Vaasi, Balok.

Possessions: silver dagger +1, masterwork recorder, *potion of heroism*, *potion of cure moderate wounds*.

Spells Per Day: (6/7/4) save DC 13 + spell level): 0 - *Acid Splash*, *Detect Magic*, *Disrupt Undead*, *Mage Hand*, *Message*, *Read Magic*; 1st - *Charm Person*, *Color Spray*, *Shield*; 2nd - *Glitterdust*
Spells Known (6/3/1)

Militia Commander Vaslav Credzu

Male Human War6: CR 3; Medium humanoid (human) (6 ft. 1 in. tall); HD 6d10+12, hp 53; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20ft.; AC 19 (+2 Dex, +5 masterwork chainmail, masterwork large steel shield), touch 12, flat-footed 17; Base Atk +6; Grp +9; Atk +10 melee (1d8+4/19-20, longsword) or +10 ranged (1d8+4/x3, composite longbow [+3 Str bonus]); Full Atk +10/+5 melee (1d8+3/19-20, longsword) or +10/+5 ranged (1d8+4/x3, composite longbow [+3 Str bonus]); AL LN; SV Fort +7, Ref +4, Will +3; Str 16, Dex 14, Con 14, Int 12, Wis 12, Cha 10.

Skills and Feats: Climb +3, Gather Information +2, Handle Animal +5, Intimidate +5, Ride (horse) +10, Sense Motive +3, Spot +4, Swim -2, Tumble +2; Improved Initiative, Point Blank Shot,

Power Attack, Weapon Focus (longsword).

Languages: Balok, Luktar.

Possessions: Masterwork longsword, masterwork composite longbow (+3 Str bonus), 20 arrows, masterwork chainmail, masterwork large steel shield. (armor check penalty -5 included into skills)

Mayor Raduz Sczecti

Male human Com6: CR 3; Medium humanoid (human) (5 ft. 3 in. tall); HD 6d4+12, hp 27; Init +0; Spd 30ft.; AC 13 (+1 Dex, +2 Deflection), touch 13, flat-footed 12; Base Atk +3; Grp +3; Atk +3 melee (1d4, dagger); Full Atk +0 melee (1d4, dagger); AL LN; SV Fort +5, Ref +4, Will +7; Str 11, Dex 13, Con 14, Int 15, Wis 15, Cha 15.

Skills and Feats: Diplomacy +7, Handle Animal +7, Jump +5, Knowledge (nobility and royalty) +9, Listen +7, Profession (mayor) +7, Ride +9, Spot +7, Swim +1, Tumble +3; Courage, Dodge, Iron Will, Skill Focus (Knowledge - Nobility and Royalty).

Languages: Balok, Luktar, Mordentish.

Possessions: masterwork dagger, *ring of protection* +2, *cloak of resistance* +1

Angry Mob (20)

Mob Member Com1: CR ½; Medium humanoid (human); HD 1d4, hp 3; Init +0; Spd 30ft.; AC 10, touch 10, flat-footed 10; Base Atk +0; Grp +0; Atk +0 melee (1d6, club); Full Atk +0 melee (1d6, club); AL N; SV Fort +2, Ref +0, Will +0; Str 11, Dex 11, Con 11, Int 10, Wis 11, Cha 10.

Skills and Feats: Listen +4, Profession (farming) +7, Spot +4; Great Fortitude, Skill Focus (farming).

Languages: Balok

Possessions: club or pitchfork

The Plowshare Inn

Curtis Alamo the Bar Keep

Male Brd2: CR 8; Wolfwere Medium Shapechanger; HD 5d8+10+2d6+4, hp 49; Init +5; Spd 40ft.; AC 17,

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touch 11, flat-footed 16; Base Atk +4; Grp +6; Atk +6 melee (1d6+3, bite), +7 melee (1d8+1, master longsword) or +6 ranged (1d4, silver dagger); Full Atk +6 melee (1d6+3, bite), +7 melee (1d8+1, master longsword) or +6 ranged (1d4, silver dagger); SA: song of weariness, bardic music, bardic knowledge, countersong, fascinate, inspire courage, favor enemy (werewolf), wild empathy; SQ: alternate form, damage reduction 15/cold iron, sr13, darkvision 60ft.; AL CE; SV Fort +6, Ref +8, Will +8; Str 15, Dex 12, Con 14, Int 14, Wis 12, Cha 16.

Skills and Feats: Bluff +7, Concentration +7, Diplomacy +7, Disguise +7, Hide +5, Gather Information +8, Listen +5, Move Silently +5, Perform (ballad, harp, lute, storytelling) +8 (+10 Lute), Spellcraft +7, Spot +5; Combat Reflexes, Expertise, Improved Initiative, Multiattack (despite only one natural weapon), Scent, Track. (see *RAVENLOFT Denizens of Dread*).

Languages: Sylvan, Vaasi, Balok.

Possessions: masterwork longsword, silver dagger, masterwork lute, opium.

Spells Per Day: (3/1) save DC 13 + spell level): 0 - *Detect Magic, Daze, Lullaby, Message, Summon Instrument*; 1st - *Hypnotism, Undetectable Alignment*.

Spells Known (5/2)

The Slums

Xander: CR 3; Ghoul Medium Undead; HD 3d12, hp 29; Init +2; Spd 30ft.; AC 15 (+3 Dex, +2 natural), touch 13, flat-footed 12; Base Atk +1; Grp +2; Atk +5 melee (1d6+1, bite and paralysis); Full Atk +5 melee (1d6+1, bite and paralysis) and +0 melee (1d3, 2 claws and paralysis); SA: ghoul fever, paralysis, lure victim (DC 12)*, memory drain*; SQ: undead, darkvision 60ft., turn resistance +2; AL CE; SV Fort +1, Ref +4, Will +6; Str 13, Dex 16, Con -, Int 13, Wis 14, Cha 12.

Skills and Feats: Balance +10, Climb +5, Hide +8, Jump +8, Move Silently +8, Spot +8, Tumble +5; Multiattack, Weapon Finesse (bite). (see *Monster Manual WotC*), (*see *Van Richten's Guide to The Walking Dead*).

Languages: Balok.

Possessions: *potion of mage armor, potion of cat's grace.*

Leper Disciple (6)

Leper: **Human Com1:** CR ½; Medium humanoid (human); HD 1d4+3, hp 6; Init +0; Spd 30ft.; AC 10, touch 10, flat-footed 10; Base Atk +0; Grp +0; Atk +0 melee (1d4/19-20, dagger) or +0 ranged (1d4/19-20, dagger); Full Atk +0 melee (1d4/19-20, dagger) or +0 ranged (1d4/19-20, dagger); SA: leprosy contagion; AL N; SV Fort +0, Ref +0, Will +2; Str 11, Dex 11, Con 11, Int 10, Wis 11, Cha 10.

Skills and Feats: Listen +4, Profession (beggar) +4, Spot +4; Iron Will, Toughness.

SA: leprosy contagion: Fort DC 12 or suffer 1 point of Charisma damage, incubate six months; then, 1d2 charisma, 1d2 constitution, 1d2 dexterity and 1d2 strength damage.

Languages: Balok.

Possessions: dagger

APPENDIX C:

Vulpwood

Gundarakite Rebel (10)

Gundarakite Rebel Male Human Rog1: CR 1; Medium humanoid (human) (5 ft. 7 in. tall); HD 1d6+2, hp 7; Init +6 (+2 Dex, Improved Initiative); Spd 30ft.; AC 15 (+3 armor, +2 Dex), touch 12, flat-footed 13; Base Atk +0; Grp +0; Atk +0 (1d6/19-20, shortsword) or +3 ranged (1d8, crossbow); Full Atk +0 (1d6/19-20, shortsword) or +3 ranged (1d8, crossbow); SA: sneak attack +1d6; SQ: trapfinding; AL N; SV Fort +2, Ref +4, Will +0; Str 11, Dex 14, Con 14, Int 12, Wis 11, Cha 11.

Skills and Feats: Bluff +4, Balance +2, Climb +4, Disable Device +6, Escape Artist +2, Gather Information +4, Intimidate +2, Jump +4, Listen +4, Ride(horse) +3, Search +5, Sleight of Hand +7, Spot +4, Tumble +7; Improved Initiative, Point Blank Shot.

Languages: Luktar, Balok

Possession: shortsword, Studded leather, crossbow, 20 bolts and 10 silver bolts.

Appendix C

Marcellus Von Brausch

Marcellus Von Brausch: Male human Aril: CR3; Medium (human, werewolf shapechanger) (5 ft. 5 in. tall as human or hybrid, 5ft. long as wolf); HD 1d8+1+2d8+2(1d8+1+2d8+6 as wolf or hybrid), hp 20 (24 as wolf or hybrid); Init +1 (+7 as wolf or hybrid); Spd 30ft.(50ft as wolf or hybrid); AC 13 touch 11, flat-footed 12 (AC 17, touch 13, flat-footed 14 as wolf or hybrid); Base Atk +1; Grp +2 (Grp +3 as wolf or hybrid); Atk +2 melee (1d4+1/19-20,dagger), or + 3 melee (1d4 +2, claw) or +3 melee (1d6+2, bite) as hybrid, or +3 melee (1d6+2, bite) as wolf; Full Atk +1 melee (1d4+1/19-20, dagger), or +3 melee (1d4+2, 2 claws) and -2 melee (1d6+2, bite) as hybrid, or +3 melee (1d6+2, bite) as wolf; SA: curse of lycanthropy, trip (as wolf or hybrid); SQ: Alternative form, chemical bane (wolfsbane), the Hunger, low-light vision, scent, wolf empathy, damage reduction 10/silver as wolf or hybrid; AL LG/CE; SV Fort +4, Ref +3, Will +5 (Fort +6, Ref +5, Will +5 as wolf or hybrid); Str13, Dex 13, Con 12, Int 12, Wis 13, Cha 14 (Str15, Dex 17, Con 16, Int 12, Wis 13, Cha 14 as wolf or hybrid).

Skills and Feats: Appraise +5, Bluff +6, Diplomacy +8, Gather Information +6, Handle Animal +2, Hide +1, Knowledge (Nobility) +5, Listen +1 Move Silently +1, Spot +1, Survival +1, Sense Motive +7; Improved Initiative, Iron Will, Open Mind, Negotiator, Track. (see *RAVENLOFT Campaign Setting / RAVENLOFT Player's handbook*).

Languages: Mordentish, Balok

Possessions: dagger

Werewolf Disciple (4)

Disciple: Male human werewolf War1: CR3; Medium (human, shapechanger) (5 ft. 5 in. tall as human or hybrid, 5ft. long as wolf); HD 1d8+1+2d8+2 (1d8+1+2d8+6 as wolf or hybrid), 18 (22 as wolf or hybrid); Init +4 (+6 as wolf or hybrid); Spd 30ft.(50ft as wolf or hybrid); AC 13 touch 11, flat-footed 12 (AC 17, touch 13, flat-footed 14 as wolf or hybrid); Base Atk +2; Grp +3 (Grp +4 as wolf or hybrid); Atk +2 melee (1d4+1/19-20, dagger), or + 4 melee (1d4 +2, claw) or +4 melee (1d6+2, bite) as hybrid, or +4 melee (1d6+2, bite) as wolf; Full Atk +2

melee (1d4+1/19-20, dagger), or +4 melee (1d4+2, 2 claws) and -1 melee (1d6+2, bite) as hybrid, or +4 melee (1d6+2, bite) as wolf; SA: curse of lycanthropy, trip (as wolf or hybrid); SQ: Alternative form, chemical bane (wolfsbane), the Hunger, low-light vision, scent, wolf empathy, damage reduction 10/silver as wolf or hybrid; AL LN/CE; SV Fort +6, Ref +3, Will +3 (Fort +8, Ref +5, Will +3 as wolf or hybrid); Str13, Dex 11, Con 12, Int 10, Wis 12, Cha 10 (Str15, Dex 15, Con 16, Int 10, Wis 12, Cha 10 as wolf or hybrid).

Skills and Feats: Handle Animal +4, Hide +0 (+2 as wolf or hybrid), Intimidate +4, Listen +1, Move Silently +0 (+2 as wolf or hybrid), Spot +2; Dodge, Endurance, Iron Will, Track. (see *RAVENLOFT Campaign Setting / RAVENLOFT Player's handbook*).

Possessions: dagger

The Dukkar's Elite

Armand, Darkling Captain

Male Human Hxb 5: CR 6; Medium Humanoid (Vistani, Zarovan); HD 10d5+12, hp 46; Init +6 (+2 Dex, +4 Improved Initiative +[1d10-(1d4)]); Spd 30ft., AC 16 (+2 Dex, +4 Masterwork Chain Shirt), touch 12, flat-footed 14; Base Atk +5; Grp +7 Atk +9 melee (1d10+3/19-20, masterwork bastard sword plus poison) or +7 ranged (1d6+2/19-20, masterwork composite shortbow [+2 Str bonus], plus poison); Full Atk +9 melee (1d10+3/19-20, masterwork bastard sword plus poison) or +7 ranged (1d6+2/19-20, masterwork composite shortbow [+2 Str bonus], plus poison); SA: evil eye (DC 14), hexblade curse 2/day (DC 14), poison; SQ: arcane resistance, calming influence, foreseeing, landlocked, mettle, summon familiar; AL NE; SF Fort +14*, Ref +13*, Will +6; Str 14, Dex 14, Con 16, Int 13, Wis 10, Cha 14.

Skills and Feats: Bluff +7, Concentration +10, Diplomacy +4, Disguise +4, Knowledge (arcane) +6, Knowledge (poisons) +6, Hide +5, Intimidate +4, Listen +9, Move Silently +5, Spellcraft +8, Spot +9; Combat Casting, Improved Initiative, Voice of Wrath, Weapon Focus (Bastard sword). (*see *RAVENLOFT Champions of Darkness*), (see *WotC Complete Warrior for Hexblade*).

Dramatis Personae

Languages: Patterna, Balok

Possessions: Masterwork chain shirt, masterwork bastardsword, masterwork mighty composite shortbow (+2), 20 masterwork arrows, *potion of cat's grace*, *potion of cure moderate wounds*, 4 *potions of cure light wounds*, *potion of darkvision*, *potion of neutralize poison*, 1 flask of deathblade poison (5 uses; Deathblade DC 20 Fortitude save resists, 1d6 Con/2d6 Con secondary damage 1 minute later).

Spells Per Day :(2) save DC 12 + spell level): 1st - *Protection from chaos*, *Tasha's Hideous Laughter*.

Spells Known (2)

Darkling Mercenary: (4)

Male Human Darkling Rog; CR4; Medium Humanoid (Vistani, Corvara); HD 3d6+3, hp 16; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30ft.; AC 16 (+3 Dex, +3 studded leather), touch 13, flat-footed 13; Base Atk +2; Grp +2; Atk +4 melee (1d6/18-20, masterwork rapier, plus poison) or +7 ranged (1d6+2/19-20, masterwork composite shortbow [+1 Str bonus], plus poison); Full Atk +4 melee (1d6/18-20, masterwork rapier, plus poison) or +7 ranged (1d6+2/19-20, masterwork composite shortbow [+1 Str bonus], plus poison); SA: evil eye (DC 11), poison, sneak attack +2d6; SQ: evasion, uncanny dodge, calming influence, foreseeing, landlocked, trap finding, trap sense +1; AL NE; SV Fort +10*, Ref +14*, Will +3; Str 12, Dex 16, Con 13, Int 14, Wis 14, Cha 10.

Skills and Feats: Appraise +8, Disable Device +10, Hide +12, Knowledge (poisons) +6, Listen +16, Move Silently +13, Open Lock +10, Search +8, Spot +16, Tumble +9, Use Magic Device +6; Improved Initiative, Point Blank Shot, Voice of Wrath. (*see RAVENLOFT Champions of Darkness).

Languages: Patterna, Balok

Possessions: Masterwork studded leather, masterwork rapier, masterwork mighty composite shortbow (+1), 20 masterwork arrows, 4 *potions of cure light wounds*, *potion of darkvision*, *potion of neutralize poison*, 1 flask of deathblade poison (5 uses; Deathblade DC 20 Fortitude save resists, 1d6 Con/2d6 Con secondary damage 1 minute later), thief's tools.

Dramatis Personae

Ardonk Szerieza

Male Human Com2/Ftr4/Rog4: CR 9; Medium humanoid (human) (5 ft. 7in. tall; HD 2d4+2+4d6+6+4d10+4, hp 63; Init +3; Spd 30ft.; AC 18 (+4 armor, +1 shield, +3 Dex), touch 14, flat-footed 15; Base Atk +7; Grp +7; Atk +8 (1d8/19-20, masterwork cold iron longsword) or +11 ranged (1d4/19-20, masterwork silver dagger); Full Atk +8/+3 (1d8/19-20, masterwork cold iron longsword) or +11/+6 ranged (1d4/19-20, masterwork silver dagger); SA: sneak attack +2d6; SQ: evasion, trapfinding, trap sense +1, uncanny dodge; AL N; SV Fort +7, Ref +9, Will +5; Str 10, Dex 16, Con 12, Int 15, Wis 11, Cha 18.

Skills and Feats: Balance +5, Bluff +11, Climb +5, Diplomacy +10, Disable Device +9, Disguise +6, Handle Animal +9, Hide +3, Intimidate +13, Jump +7, Listen +6, Open Locks +10, Move Silently +8, Ride (Horse) +10, Search +7, Sense Motive +5, Sleight of Hand +7, Spot +9, Survival +0 (+2 Tracking), Swim +5, Tumble +10; Combat Expertise, Courage, Dodge, Improved Feint, Iron Will, Persuasive, Quick draw, Smitten. (see *Van Richten's Arsenal*).

Languages: Luktar, Balok

Possessions: masterwork cold iron longsword, two masterwork silver daggers, *studded leather armor* +1, *cloak of resistance* +1, masterwork buckler, masterwork thieves' tools, silversheen.

Description

Ardonk Szerieza is a man in his late twenties, with an appearance that does not differ much from other Gundarakites; black hair, dark brown eyes, and a thin beard. He appears reserved, as if repressing some hidden emotion, but displays a serious look on his face. He is completely a different man however when he speaks about the Gundarakite freedom movement and his vision for his people. His listeners are struck by awe and his intensity when he speaks. He glows with a persuasive demeanor that exudes a presence which commands attention and respect towards the rebel cause.

Dramatis Personae

Ardonk mostly wears common clothes, and dons his fine studded leather armor when undertaking dangerous missions.

Background

Ardonk Szerieza was born in 730 BC to a poor family of farmers who worked the land on the outskirts of Zeidenburg. Growing up, life was not easy, as many felt the harsh and ruthless presence of their Lord, Duke Nharov Gundar.

The joyful memories that Ardonk did remember was when the news came of the Duke Nharov Gundar's assassination in 736 BC. One of his earliest memories was with his parents in the farming community running in the open fields of wheat.

Much of that life had changed in the summer before Ardonk had turned eighteen. After nearly twelve years of Barovian occupation, the unrealistic demands from the boyars had pressed his parents into deeper poverty and depression which led to their eventual suicide. Even after his parents' deaths, for more than a year he still worked in the fields, satisfying the demands of the boyars that he now hated with all the emotion he could muster. With gathered strength, Ardonk decided that someone needed to take a stand against these oppressors. He fled the farm in the night never to return. He rallied other disenchant-ed young men in a network of safe-houses and began to plant the seeds of rebellion with the Gundarakites of Barovia.

In late 748 BC many of the Gundarakites of Barovia came under his charismatic leadership believing in his separatist views. The young revolutionary began to agitate the peoples of Zeidenburg and Teufeldorf against the boyars. A master strategist and talented propagandist, Ardonk wove tales of an ancient, idealized Gundarak that never really existed. Ardonk went on claiming that the Gundarakites had more freedom under Duke Nharov Gundar and believing that they could return to that state if they support the rebels who seized Castle Hunadora.

Slowly, the Gundarakites of Barovia rallied to Ardonk's banner and the rebels of Invidia, seeing to Ardonk the leader they so desperately needed talked



of joining with him in a grand alliance for Gundarakite independence.

Ardonk arrived to Castle Hunadora, meeting the temptress Madame Gabrielle Aderre the leader of the Invidian rebels. He became enthralled by her beauty and charm, and quickly fell under the spell of her seduction. A few days later Ardonk openly endorsed her leadership of the united Invidian and Gundarakite rebel forces. Ardonk is now involved in a secret and passionate affair with his mistress, Madame Gabrielle Aderre.

Ardonk's people the Gundarakites have grown more confident about the Madame's leadership since Ardonk's seduction, or at least have kept their complaints to themselves.

In recent months, Ardonk has been supported by a patron from Curriculo, Kaspar Von Brausch. The nobleman has offered food, clothing and shelter in the forms of safe houses. The nobleman's political views are closely aligned with Ardonk's radical sense of independence for his people.

Dramatis Personae

Current Sketch

In his younger days, Ardonk's heart was once full of noble intentions; now his approach to success against tyrants like Malocchio has definitely changed. The price he is willing to pay for victory has grown at a cost to life of his men. He believes this be a worthy sacrifice for the good of the people, and perhaps a necessary one to drive towards independence and away from despotism.

When Ardonk is away from Castle Hunadora, what matters to him the most is his love for his four and half year old daughter Lucita and Gabrielle Aderre. The birth of Lucita, reassures Ardonk that Gabrielle's love for him is real, which binds them in a faithful commitment to the Invidian and Gundarakite rebel alliance.

Ardonk has been seduced by the sweet honeyed words of Madame Gabrielle and remains loyal to her. Ardonk supports whatever plans Gabrielle makes since he is awed by emotions and remains ignorant of Matton's involvement and the nature of his woodsmen allies.

Combat

Ardonk is not effective in direct combat. He prefers to watch his enemy from a distance in the depths of the woods. He attacks unsuspecting Invidian squads with small rebel groups using camouflage tactics and flanking positions. Ardonk is a strategist, preferring to manipulate events out of the limelight from a distance. When forced to enter combat, he uses a concealed weapon to bluff his opponent off guard.

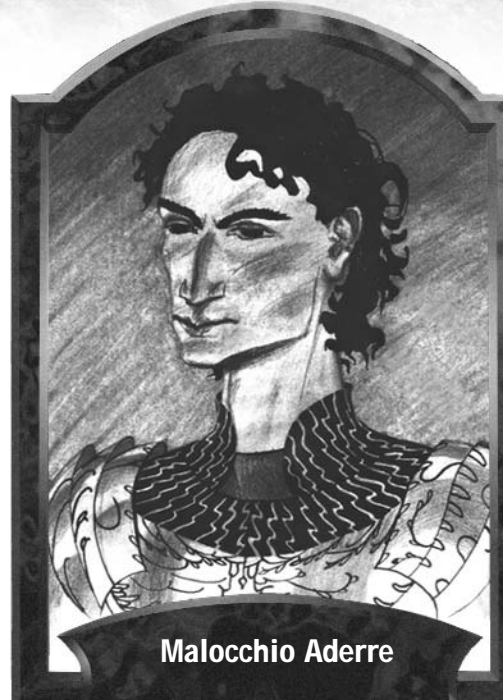
The Dukkar - Lord Malocchio Aderre

(for statistics see *RAVENLOFT GAZETTEER IV*)

Updated Background

In an effort to learn more about the circumstances outside his own prison realm, Lord Malocchio Aderre sent bard spies to neighboring lands in the year 752.

Learning of news that there were Vistani in



Malocchio Aderre

Sithicus, he wanted them captured, extracted and slain. Using the full force of his pogrom he led his mercenaries to the southern border of Invidia, there his measure and intent was thwarted by a confrontation with the Cursed Knight and his raunie companion.

The battle went against Malocchio's forces as many of his minions perished in the conflict. Left defeated with embarrassment and resentment, he retreated with the remainder of his troops vowing to gain vengeance against his adversaries.

The Dukkar vented in a tantrum rage at his powerlessness in the confines of Invidia, which reminded him why he hated the Vistani so much. He funneled his hatred in a new scheme to learn more about the Black Rose's history and his curse. He sought the knight's demise as he searched for his weakness, planning to put him to the sword.

Malocchio was approached by treacherous sentinel Azrael Dak, who also sought the downfall of his lord, the Cursed Knight. Intrigued by this proposition, he wondered how Azrael fell into the scorn duty of the Cursed Knight, and why he now sought to con-



Dramatis Personae

spire against him. Azrael explained that he had been drawn to the Cursed Knight's power and became his servant through his travels, nearly twenty years ago. One tale stood out to him as Azrael recalled their daring venture which breeched the walls of Castle Hunadora. Mere mention of the castle's name sparked a moment of deep fascination in Malocchio, because there his mother Gabrielle Aderre lays hidden behind the castle's impenetrable walls. It was in that very same castle, Azrael revealed to Malocchio that he and the Cursed Knight had confronted Duke Gundar and his sorcerer son, Medraut. In the resulting conflict, Azrael painfully recalled the smell of his own charred flesh from the lightening bolt spell which sprouted from the boy's direction. In his boiling rage Azrael slew the boy vampire, but the Duke escaped, eluding the Cursed Knight's grasp.

In the aftermath, the Cursed Knight had what he came for, as Azrael carried the body of the boy vampire into the great fall of Hunadora. The blood of Gundar's heir spilled all over the floor as an eerie portal opened. There the two traveled through the portal appearing in the alley of small fishing community, named Vallaki in the realm of Barovia.

That is when Malocchio interjected into Azrael's story. He heard enough, and it was all he needed and wanted to know. Familiar mischief filled his mind, as he began to put together a new scheme. Malocchio then gave the Novgor dagger as a gift to Azrael in exchange for his tale and his alliance.

For a time the two shared a common goal and had made an arrangement, Malocchio would send mercenaries to Sithicus to storm Nedragaard Keep, and once the Curse Knight would be overthrown, then Azrael Dak would assume control of the domain and deliver all of his master's captive Vistani to the Dukkar's tender mercies.

In the fall of 752 after the destruction of the Invidian forces at Nedragaard Keep and the disappearance of the Cursed Knight during Hour of the Screaming Shadows, the relations between Malocchio and Azrael collapsed, establishing the two former allies as bitter enemies.

Since their broken alliance, Malocchio continues searching the outer reaches of his realm for the Vistani and Nharov Gundar.

Current Sketch

Malocchio now sends his werewolves led by Jean Audric on a scented trail to hunt down Nharov Gundar, to bring him the blood he believes he needs.

Unwilling Entrapment

Trapped in Invidia Malocchio frustration grows daily as he furiously vents his irrational anger on the Vistani, his keepers. Despite his horrible powers and control over the land, the arrogant Dukkar finds himself forever pursuing an apparently unattainable goal: escape. Malocchio desperately desires to actualize the full prowess of his powers, but he cannot apparently do so, do to the Zarovan's sphere of binding.

In his arrogance, Malocchio struggles to impose his will in all matters through his limited mastery. Even through enthralling his militia force through his evil eye, his failure to seize the whole of Invidia infuriates him monstrously, filling him with agony of need. His Reality Wrinkle therefore is the only manifestation that demonstrates his transient power over the realm that ensnares him.

Malocchio is trapped, suspended between two poles of existence, unable to fully assimilate Invidia yet unable to escape it. The primary goal of the Dukkar has been and still is, to escape the bounds of his chains; and now to find Gundar. This impotence is perhaps the only thing that strikes horror in the cold heart of Malocchio.

Malocchio is a cunning and terrible foe, with goals often hidden within the murky, swirling depths of his schemes by varied measures of careful manipulation and brute force.

With his tanari qualities and his ability to teleport anywhere at will, means that Malocchio could be anywhere at any instance in Invidia. This makes him a great villain who can lurk in shadows of deceit and mind his own prison realm with his evil eye.

Dramatis Personae

Jean Audric

Male Human Werewolf Ftr2/Clr3 of the Wolf God:

CR 8; Medium (human shapechanger) (5 ft. 9 in. tall as human or hybrid, 5 ft. long as wolf); HD 2d10+4+3d8+6+2d8+4 (2d10+8+3d8+12+2d8+8 as wolf or hybrid), hp 55 (79 as wolf or hybrid); Init +6 (+8 as wolf or hybrid); Spd 30ft. (50ft as wolf or hybrid); AC 16 touch 13, flat-footed 14 (AC 20, touch 15, flat-footed 16 as wolf or hybrid); Base Atk +6; Grp +6 (+7 as wolf or hybrid); Atk +7 melee (1d4+2/19-20, masterwork cold iron dagger), or +7 melee (1d4+4, claw) or +8 melee (1d6+4) as hybrid, or +8 melee (1d6+4, bite) as wolf; Full Atk +7 melee (1d4+2/19-20, master work cold iron dagger), or +7 melee (1d4+4, 2 claws) and +3 melee (1d6+4, bite) as hybrid, or +8 melee (1d6+4, bite) as wolf; SA: progeny control, curse of lycanthropy, rebuke undead, spells, spontaneous casting, trip (as wolf or hybrid); SQ: alternative form, chemical bane (wolfsbane), the Hunger, low-light vision, scent, wolf empathy, damage reduction 15/silver as wolf or hybrid; AL CE; SV Fort +8, Ref +4, Will +7 (Fort +10, Ref +6, Will +7 as wolf or hybrid); Str14, Dex 14, Con 14, Int 10, Wis 16, Cha 14 (Str16, Dex 18, Con 18, Int 10, Wis 16, Cha 14 as wolf or hybrid).

Skills and Feats: Bluff +7, Concentration +7 (+9 as wolf or hybrid) Disguise +5, Diplomacy +4, Handle Animal +6, Heal +3, Hide +12 (+14 as wolf or hybrid), Knowledge (religion) +6, Listen +4, Move Silently +5 (+7 as wolf or hybrid), Spot +6, Survival +3, Sense Motive +3; Blind-Fight, Courage, Dodge, Improved Initiative, Iron Will, Stealthy, Track, Weapon Focus (bite).

Languages: Mordentish, Balok.

Typical Cleric Spells Prepared (4/4/4/3; save DC 13 + spell level) 0 - *detect magic* (x2), *guidance*, *mending*; 1st - *bless*, *cause fear*, *obscuring mist*; 2nd - *cure moderate wounds*, *resist energy*.

Typical Domain Spells Prepared (Slaughter*, Trickery): 1st- *disguise self*, 2nd *invisibility*.

Signature Possessions: Masterwork cold iron dagger, *amulet of protection* +1, *bracers of armor* +1, *cloak of resistance* +1, *potion of blur*, *scroll of dispel magic* (5th level caster). (*see RAVENLOFT GAZETTEER IV) (see *Monster Manual* WotC).



Description

A muscular man in his early thirties with coarse features, Jean resembles a young clean shaven man. His long black hair hangs wildly; his blue eyes bare a cold deceptive glaze, but turn to true a darker green in his transfigured wolf form. He has a robust posture and his choice of simple huntsman clothes exposes his scared and callused arms. Around his neck he wears an amulet of red amethyst that serves as a focus to his progeny control. When willing to speak, his voice transposes to a coarse rumble in his hybrid form.

In his animal form, Jean is a grey wolf of distinct grace and strength. In this form he is agile and quick, running with his wolf disciples. Although he is strongest in his hybrid form, he prefers to gain the trust of his prey in his human form.

Background

In the spring of 725 BC Jean is born in Mordent to a young woman named Arabella. From a time that he could remember, he never knew his father and looked to his older half brother as a father figure. Arabella



brought him to know a dual life of wolf and man. She taught him how to behave among humans, how wear the sheep skin among the sheep, how to portray their prey in their everydayness.

His memories of childhood were etched with changing landscapes, traveling by boat, along vast river complexes. He remembers moving from place to place, never spending a night twice in the exact surroundings.

Jean grew quickly, and used his keen talents with cunning and guile. Such measures taught him how to survive since he and his mother traveled mostly alone. When he was nearly five years old, his older brother had disappeared from their lives, leaving them abandoned once more.

Reaching the age of maturity in the dockyards of Richemulot, stories told of unsuspecting merchant vessels that were stalked by a predator while men died in their sleep. That was the first time he had felt his hunger that is when he made his first sentient kill. He moved with haste but killed even quicker, his methods were bloody and unclean as he immersed himself in raw carnage. The dismembered bodies of sailors lay before him, he stood like figure cloaked in ebony, as the blood splattered remains turned black against the moonlight.

By day he was a young man who worked the dockyards, by night he stalked and hunted, growing ruthless with out care; pleasure and violence became indistinguishable. He killed recklessly leaving a bloody trail easily left to uncovered. Then one night, the hunt would turn against him. Jean was ambushed by a gang of the crew and sailors who descended on him with torches, silver swords and pitchforks. In the midst of the scuffle, a lantern fell, setting to whole cabin a blaze. He heard the screams of a woman, his mother. He escaped with his life, but that was the last time he had heard her voice.

Jean Audric would have his vengeance on the mob killers, one by one. He tracked down his victims and confront them, after which he would assume their names and identities to get close on the trail to his next victim. To this day, believing that he has claimed his vengeance, he has kept the name of his last victim ever since, Jean Audric

Current Sketch

Jean has lived close to humanity, known by other werewolf clans as an outcast or through vulgar words as a Sheep-skiner. Jean is polite and makes good conversation, but once he has a good idea who he is dealing with, he is a cunning and arrogant sociopath, especially delighting in trickery and violence of equal measure.

Jean is a religious man, believing that his natural shape-shifting ability is a divine blessing from the Wolf God. He believes that the divine wolf allows him to hunt and observe humans with closeness and ease.

He has forged an alliance with the Dukkar and his Darklings, and has sampled the few pleasures of civilization, or herds as he sees them, but has never fully been consumed by the ways of the humans he still preys upon.

Jean has made a pact with the Dukkar, as he to wants to change the balance of power in Curriculo. Jean's sheep skinner are to infect and infiltrated Raduz's independent militia. Jean's own motives lie in restoring the land and its prey to the primordial divine hunt.

Combat

Jean likes to get as close to his prey as he can, preferably in human form, gaining their trust. When faced with a number of enemies, he casts obscuring mist. Those who witness his transformation have met their end, for he easily navigates in the mist through his scent, and descends upon them.

Matton Blanchard

Male Werewolf Bard4: CR 7; Medium Shapechanger, HD 5d8+5+4d6+4, hp 54; Init +7 (+3 Dex, +4 Improved Initiative); Spd 40ft; AC 19 (+3 Dex, +6 natural), touch 13, flat-footed 16; Base Atk +6; Grp +8; Atk +8 melee (1d6+4, bite), +9 melee (1d6+4/18-20, silver rapier +1), or +9 ranged (1d6, composite shortbow); Full Atk +8 melee (1d6+3, 2 claws) and +3 melee (1d6+3, bite) or +9/+4 melee (1d6+4/18-20, silver rapier +1) or +9/+4 ranged (1d6,



Dramatis Personae

composite shortbow); SA: song of weariness, bardic music, bardic knowledge, countersong, fascinate, inspire courage +1, inspire competence, spells; SQ alternate form, damage reduction 15/cold iron, SR 13, darkvision 60 ft.; AL CE; Saves, Fort +6, Ref +11, Will +8; Abilities Str 15, Dex 16, Con 13, Int 14, Wis 11, Cha 18.

Skills and Feats: Bluff +11, Diplomacy +13, Disguise +13, Hide +10, Intimidate +6 Listen +7, Move Silently +10, Perform (ballad, harp, lute, storytelling) +11 (+13 Lute), Sleight of Hand +6, Spellcraft +2 (+4 vs scrolls), Spot +4, Use Magic Device +9; Combat Reflexes, Expertise, Improved Initiative, Multiattack, Smitten. (See *Van Richten's Arsenal and Denizens of Dread*).

Languages: Sylvan, Vaasi, Balok

Possessions: silver rapier +1, composite shortbow, 10 arrows, 10 silver arrows, masterwork lute.

Spells Per Day: (3/3/1) save DC 14 + spell level): 0 - *Detect Magic, Know Direction, Mage Hand, Message, Read Magic, Summon Instrument*; 1st - *Cure Light Wounds, Identify, Tasha's Hideous Laughter*; 2nd - *Enthrall, Heroism*.

Spells Known (6/3/2)

Description

Matton Blanchard is a tall, extraordinarily handsome man, in his early forties, with a long graying mustache and the trace of a scar down his right cheek. In Castle Hunadora's courtyard, he dresses in elegant, dark green velvet overcoat and matching breeches, with tall black leather riding boots and a plumed wide-brimmed brown hat.

Background

After the events in 747 BC, in which the Dukkar dethroned his mother Gabrielle Aderre from rule, Matton rescued his love Gabrielle with the help of a group of adventurers. Matton had found Gabrielle in a state of collapse with a broken mind; a victim of intense paranoia. She appeared trapped by her own grief, guilt and impotent rage.



Matton Blanchard

Matton retreated into the Invidian wilderness with Gabrielle. There he spent months in hiding, slowly nursing Gabrielle's mind and body back to health through his genuine love for her. He then settled with her in Castle Hunadora.

Matton journeyed to Kartakass, where he began to recruit woodsmen wolfweres to aid Gabrielle's campaign of violence and terror against her son's minions. Gabrielle rallied the Gundarakite rebels, and together the pair plotted Malocchio's downfall.

Current Sketch

Matton is weary of the Gundarakite rebels' support to Gabrielle's cause. He does not fully trust their leader Ardonk Szerieza, although his love assures him that he is merely a political ally and nothing more.

Matton travels in disguise, under the pseudonym Constantine. He and his woodsmen work in secret to support Gundarakite activities and warn them of forth coming danger.

Dramatis Personae

Matton believes that Gabrielle's love for him is real, and he rests assured to the commitment he has made to their child, Lucita.

Combat

Matton fights a gentlemen's dual, those who break the code, feel the full wrath of his true nature. Once his disguise is revealed he dispatches his opponents with his song of weariness and prefers to eliminate any spell caster first.

Shythe the Bonepyre

Male Human Nec3: CR 3; Medium humanoid (human) (5 ft. 3 in. tall); HD 3d4+3; hp 13; Init +3; Spd 30ft.; AC 12 (+1 Dex, +1 natural), touch 11, flat-footed 11; Base Atk +1; Grp +1; Atk +1 melee (1d6, quarterstaff) or +4 ranged (1d4/19-20, dagger); Full Atk +1 melee (1d6, quarterstaff) or +4 ranged (1d4/19-20, dagger); SA: spells, SQ: dread familiar, flame walk; AL NE; SV Fort +2, Ref +2, Will +5; Str 10, Dex 12, Con 12, Int 16, Wis 15, Cha 12.

Skills and Feats: Concentration +7, Craft (Alchemy- Greek Fire) +9, Knowledge (Arcana) +9, Hide +4, Spellcraft +9, Spot +5; Spell Focus (Necromancy), Portents (*See Van Richten's Arsenal*), Scribe Scroll, Brew Potion.

Wizard Spells Known (4/4/3; save DC 13, (DC 14 Necromancy) + spell level): 0 - all; 1st - *burning hands, cause fear, chill touch, detect undead, disguise self, endure elements, mage armor, protection from good*; 2nd - *scorching ray, command undead*.

Languages: Darkonese, Balok

Possessions: quarterstaff, dagger, amulet of natural armor class +1, *potion of endurance, potion of mage armor, potion of spider climb, wand of slow 12 charges* (5th level caster DC 14), *scroll of resist elements* (3rd level caster), 5 vials of Greek fire.

Flamewalk (Su): Estran may enter a flame no smaller than two feet in diameter, to reappear within another flame, as dimension door (caster level 8th), once per round as a free action. The ability only affects Estran. When using flamewalk, Estran is immune to the heat of the flame he enters when he teleports, but he does not know the exact point of arrival.



Description

Estran is a young man his early twenties. He has dark features, a long nose and sinister looking black eyes. He speaks with a slight lisp and slurs his words. Part of the left side of his body has been badly burned and he therefore uses necromancy to preserve some of his dying flesh.

Background

In his youth, Estran was fascinated by disaster, often arriving at fire scenes before any rescuers came; to watch the flames come to life in their full magnificence. He was a loner, a trouble maker who was fascinated by the animation of fire.

In his adulthood, Estran looked like any other citizen of Darkon. He was a successful merchant and attended the church of Ezra. He was a well-known by local militia and a friend to community leaders. Secretly however, he was living a life of deception.

One night Estran began his reign of terror. Corvia's militia responded to bursts of arson fires which began to develop with unnerving similarity. Angry mobs patrolled their street through the nights,



Dramatis Personae

fearful of becoming the next victim. Churches, homes, warehouse and inns alike, all exploded into flames with an eerie persistence.

The next night as Estran plotted his next victim, a rival merchant's warehouse, someone had uncovered his trail. Estran ran in panic and his Greek fire oil splashed onto the ground. In a weak attempt to escape, he soon was surrounded by a mob from his community. He was taken before a crowd in the town's square ready to be burned alive for his crimes.

The dark powers had not taken his actions unnoticed and had spoken to him, granting him the power to move from flame to flame, unhindered. In an act of desperation as the fire began to char his body, Estran embraced the pyre and simply disappeared into thin air.

Estran rarely used his gift, because he never knew his destination once he entered the flame. Unwilling he had found himself a guest aside a hearth in Castle Avernus. The sorcerer king himself knew of his deeds, but had spared his life for his gift could be proven of some use to the Lord of the land.

As an adopted servant of the sorcerer king he was sent southward venturing into Richemulot, under the guise of a merchant. There he learned the methods of the enlightened thinkers, mastering his skills to apply alchemical methods to sabotage Falkovnian trade routes and warehouses in the Invidian trade colony with maximum impact.

Estran's legacy of terror in Curriculo has earned him the name Shythe the Bonepyre.

Current Sketch

Estran leads a double life. By day he is a humble merchant, who claims to have fallen victim to arson. He deals in metals and assembled vessel goods, pulleys, anchors and so forth near the dockyards. By night he metamorphoses to an anger driven lunatic and pyromaniac stalking the night in the warehouse district.

The Bonepyre believes that the messages he receives for his next arson are revealed to him in the mists of his dreams by the sorcerer king himself. This is partly true, since Shythe has also been hired by a noble rival family in Karina to sabotage specific trade

goods in Curriculo. Acting as a double agent, his reign of terror is difficult to pattern where and why he might strike next.

When the Bone Pyre sabotages warehouses he brings several undead sea zombies (2 HD zombies) at his disposal to cover 'difficult' missions. Although he cannot create zombies, he nevertheless controls these hideous things (through spells) that surface from the depths of the Musarde.

The Bone pyre attacks shipments from Falkovnia and export shipments to Barovia. Whenever he strikes, a demonic laughter can be heard in the midst of the flames and chaos.

Combat

The Bonepyre rarely enters combat. He relies on six zombies to cover his retreat should his lair be discovered in the slums. If forced into combat, he uses his wand of slow or casts resist elements and then he uses his Greek fire as grenade weapons. If the situation gets desperate, he uses his flamewalk ability to enter the nearest flame to make his escape. He is wary of using this ability since he does not know his destination.

FIN



Sources

Sources

Story Background: adapted from *Champions of Darkness: The Light of the Silvery Moon* pg 102; *Children of Night: Werebeasts*, *Mother Fury* pg 69, William W. Connors.

Overview of Invidia: first and second paragraph: *Evil Eye* pg 71, Steve Miller.

Dukkar's Men: paraphrased from *Gazetteer IV* pg 39, Anthony Pryor.

The Hunt for Gundar: Duke Nharov Gundar's Description: paraphrased from *Knight of the Black Rose* pg 268, James Lowder.

Gundar the Mad: Story background of Duke Gundar from *Bleak House* pg 9-10, *Children of the Night: Werebeasts* pg 64-66, William W. Connors, *Kargatane: Book of Secrets*, Gundar pg 51, Pierre Gomez.

King's Chamber: paragraph one and four from *Gazetteer IV* pg 54, Anthony Pryor.

Curriculo: Descriptions of Tax Collectors and Lord's Men, Authority Figures and Important Characters names and classes, from *Gazetteer IV* pg 56, 60 Anthony Pryor.

Dread Secret: Story background of Beltis and Valetta, *Evil Eye* pg 72, Steve Miller.

Von Brausch Estate: Reality wrinkle description adapted from *Van Richten's Monster Hunter Compendium III*, fiends pg 46-48, Teeuwynn Woodruff and Steve Miller. Map layout inspired from *Darklords: ShadowBorn Manor* pg34-35, David C. Sutherland III, William W. Connors.

Ardonk Szerieza: *Domains of Dread* pg 60, William W. Connors and Steve Miller; *Kargatane: Book of Secrets*, Ardonk Szerieza pg 70, Stuart Turner, and *Secrets of the Dread Realms* pg 29-30, *Gazetteer I* pg 34, *Gazetteer IV* pg 48-49 Anthony Pryor.

Lair of the Wolf God: Description adapted from *Children of the Night: Werebeasts*, pg 71, William W. Connors.

The Dukkar: *Unwilling Entrapment* adapted from *Van Richten's Monster Hunter Compendium III*, fiends pg 49-50, Teeuwynn Woodruff and Steve Miller.

Jean Audric: *Current Sketch* adapted from *Gazetteer IV: Verbrek* pg 77, Andrew Wyatt

Matton Blanchard: *Evil Eye* (throughout), *Domains of Dread* pg 52,54, *Secrets of the Dread Realms* pg 28-30, *Gazetteer IV: Invidia* (throughout), Anthony Pryor.

Acknowledgement to Contributors

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I was born in 1981. In 2000 I graduated from the High school of Fine and Applied Art in Budapest. Since that I participated in numerous projects and also had some exhibitions. Among other things I enjoy drawing/painting and practicing pakua chang. Right now I'm studying German language and computer. Malárik's work has also appeared in the *Kargatane's Children of the Night: Demons*. Visit <http://www.deviantart.com> for his online portfolio.

Derek Floyd (Dark Soldier)
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I am the creator and webmaster of SteelFalcon.Net, which hosts my semi-famous d20 Modern Net Book of Famous Characters. My gaming interests include D&D, Ravenloft, Star Wars, and the World of Darkness, creations for which can be found at my website.

Derek's work has also appeared in the Ravenloft net-zine *Undead Sea Scrolls* - "The New Outcasts". Visit <http://www.elfwood.com> for his online portfolio.



Notes

Notes

Much of the difficulty in writing this adventure was the immense amount of research that had to be put into make the villains' and NPCs' actions seem believable, in character and in the backdrop of the setting. Digging into Ravenloft's past has also been a refreshing inspiration for new characters that I have introduced in this adventure, namely the Arabella -Timothy bloodline connection with Jean Audric.

I have used many sources for my material, mainly from these noted authors: William W. Connors, James Lowder and Steve Miller. The main theme that this adventure deals with is the Castle Hunadora - Skeleton of Gundar, Prof. Arcanus, Ardonk - Matton - Gabrielle triangle, Aderre Civil Feud, the Cult of the Wolf God and my original concept which I introduced from the adaptations of James Lowder's Black Rose Novels, Malocchio's Hunt for Nharov Gundar. The adventure hook mystery itself has been used and adapted from the RAVENLOFT Campaign supplement - Champions of Darkness, and the Cult of the Wolf God has been partly adapted from William W. Connor's Mother Fury from Children of the Night Werebeasts RAVENLOFT accessory. Also from the guidelines of RAVENLOFT Gazetteer IV, I have created Curriculo, a city in the domain of Invidia.

This adventure perhaps does one of the most important things that any Gazetteer adventure should, it pushes the plot of the Domain forward, by explaining the Dukkar's ambitions. I have moved Invidia's plot line forward so that Malocchio's prime motivation is to escape from his binding, and not to become a Darklord in Ravenloft. Part of Malocchio's current endeavor is to find Gundar or his relatives' for their blood and to escape to neighboring Barovia through a portal in Castle Hunadora. Unknown to him is the price of the Shadow Mistress' toll for those seeking passage.

I hope that his adventure will give you some inspiration in your gaming group for great storytelling. For comments or suggestions, you can reach me at ebonfold@hotmail.com or message me at The Fraternity of Shadows Ravenloft Forum: <http://www.fraternityofshadows.com>, my handle is Wiltrix.

Tomasz Kuczynski



: Character

Character Sheet

Player :

Abilities	Temporary	Initiative
STR		<div><div></div> + <div></div> = <div></div> Dex Modifier Misc Modifier Total</div>
DEX		
CON		
INT		
WIS		
CHA		

Saving Throws			
Fortitude	<div></div>	+	<div></div>
Reflex	<div></div>	+	<div></div>
Will	<div></div>	+	<div></div>
	Base	Ability	Misc Total
Innocence <div></div>			
Ravenloft Powers Level <div></div>			

Die Modifiers Record
+/- Condition**Horrors**

Scene	Effect	Date

Per Adventure F/H Save Adj.

F/H	Scene	Bonus

Shots Fired		Hit Points
Type	Used	HP <div></div>
	<div></div>	DR <div></div>
	<div></div>	Wounds
	<div></div>	Subdual

Armor Class

Armor Worn

Grapple	Base	Str	Size	Misc	Total	Armor Class	Armor	Shield	Dex	Natural	Size	Deflect.	Misc	Total
Modifiers	<div></div>	+	<div></div>	+	<div></div>	= <div></div>	<div></div>	+	<div></div>	+	<div></div>	+	<div></div>	= <div></div>

Feats

Weapons	Base Attack Bonus	Damage	Size	Critical	Range (-2 PER INCREMENT)	Weight	Type
	<div></div>	/ / / /					
	<div></div>	/ / / /					
	<div></div>	/ / / /					
	<div></div>	/ / / /					
	<div></div>	/ / / /					
	<div></div>	/ / / /					
	<div></div>	/ / / /					
	<div></div>	/ / / /					

Skill Name	Key Ability	Skill Modifier	Ability Modifier	Ranks	Misc Modifier	Skill Name	Key Ability	Skill Modifier	Ability Modifier	Ranks	Misc Modifier
Appraise	INT	=	+	+		Intimidate	CHA	=	+	+	
Balance	DEX ()	=	+	+		Jump	STR ()	=	+	+	
Bluff	CHA	=	+	+		Listen	WIS	=	+	+	
Climb	STR ()	=	+	+		Move Silently	DEX ()	=	+	+	
Concentration	CON	=	+	+		Perform	CHA	=	+	+	
Craft	INT	=	+	+		Ride	DEX	=	+	+	
Diplomacy	CHA	=	+	+		Scry	INT	=	+	+	
Disguise	CHA	=	+	+		Search	INT	=	+	+	
Escape Artist	DEX ()	=	+	+		Sense Motive	WIS	=	+	+	
Forgery	INT	=	+	+		Spot	WIS	=	+	+	
Gather Information	CHA	=	+	+		Survival	WIS	=	+	+	
Heal	WIS	=	+	+		Swim	STR ()	=	+	+	
Hide	DEX ()	=	+	+		Use Rope	DEX	=	+	+	
		=	+	+				=	+	+	
		=	+	+				=	+	+	
		=	+	+				=	+	+	
		=	+	+				=	+	+	

Appearance

Class

Sex

Ht.

Wt.

Hair

Eyes

Born

Age

Race

Size

Skin

Category

Yrs.

Natural

Unnatural

Total

Apparent

Next Category

Heritage

Siblings/Rank of

Homeland

Family/Clan/History

Level

Current XP

Next Level

Arcane Spell Failure

Spell Resistance

Alignment

Behaviour

Motives/Likes/Phobias

Deity

Domains

Religion

Notes

Outcast Rating

Standing

Social Class/Status

Equipment Inventory

Used #

Item/Location

Unit Cost/Wt

Used #

Item/Location

Unit Cost/Wt

Used #

Item/Location

Unit Cost/Wt

Speed

Total Weight

Light Load

Medium Load

Heavy Load

Lift Over Head

Lift Off Ground

Push or Drag

CARRYING CAPACITY (lbs.)

LIGHT

MEDIUM

HEAVY

-

-

Max Dex

Check Penalty

Speed

Run

-

-

+3

-3

ft.

x4

-

-

+1

-6

ft.

x5

Date

Benefactor(will)

Date Created

Notes

Spells

Save DC MOD

Sight

Low Light

Ft.

Darkvision

Ft.

0 level

1st level

2nd level

3rd level

4th level

5th level

6th level

7th level

8th level

9th level