

Session 0 Recap

Just outside of Daggarfall in the Dragon's Breath Tavern, our adventurers found themselves partaking in the warmth and ale on a foggy evening. IV, RonnY, Nameless, Faesys, and Eddie Swiftwhistle gathered together around two tables to share tales and stories around a couple of tables.

Suddenly, a hooded figure entered the bar and made his way to the tables and deliver a message from Burgomaster Kolyan Indirovich imploring for assistance to assist his daughter who has been stricken by the curse of a Vampyr. The hooded figure introduces himself as Arrigal as also offers to pay for drinks and lodging for the adventurers and 50 GP each if they accept the quest.

Arrigal informs them that if they travel west through the Svalich woods for 5 hours they will come upon the valley and town of Barovia where they can meet his master. After some cautious questioning, the party agreed to accept the quest.

The party departed early the next morning and after hours of travelling through an eerie and unusual fog, the forest and trees parted to reveal a small town below them in a valley. As they approached the town they were greeted by two children outside a house on the outskirts of town.

The children asked – “Can you help us? There is a monster in our house”



Session 1 Recap

The party made their way into the town of Barovia and saw that there were two children standing in front of a dark and foreboding house. The buildings on either side of the house were abandoned and the windows were all dark. The children introduced themselves as Rose and Thorne and asked for help to get rid of the monster in the house. Through questioning the party learned that the monster is in the cellar under the house and that

their brother Walter in also somewhere in the house. After some discussion the party decided to assist the children and entered the house.

The first floor seemed abandoned and the party discovered a dining room, hunter's den, kitchen and pantry that seemed stocked with fresh food. The party discovered a cloakroom with five black cloaks and a top hat. Eddie took the top hat and seemed more confident and persuasive while he was wearing it.

The party then took the large staircase up to the second floor. They soon discovered a servants room, music conservatory, and library. Eddie was able to find a secret room behind a bookcase and discovered chest with a skeleton laying on top of the chest, the victim of the poisoned darts from the trapped chest. The party was able to retrieve the treasure from the chest. More importantly, the party was able to retrieve a note from the skeleton's grasp:

"My most pathetic servant,

I am not a messiah sent to you by the Dark Powers of this land. I have not come to lead you on a path to immortality. However many souls you have bled on your hidden altar, however many visitors you have tortured in your dungeon, know that you are not the ones who brought me to this beautiful land. You are but worms writhing in my earth. You say that you are cursed, your fortunes spent. You abandoned love for madness, took solace in the bosom of another woman, and sired a stillborn son. Cursed by darkness? Of that, I have no doubt. Save you from your wretchedness? I think not. I much prefer you as you are.

Your dread lord and master,

Strahd von Zarovich"

The party continued up to the third floor and were greeted by a suit of armour in the landing from the staircase. The party was able to spot a secret door that led to a ladder that led up to the attic. IV came too close to the suit of armour and it attacked! The party was able to defeat the suit of armour and continued to explore. They also discovered an animated broom in a storage closet but were able to destroy it by snapping it in half. The party explored the master bedroom, bathroom, and nursemaid's bedroom. The party discovered a crib covered by a black shroud in the nursery off of the nursemaid's room, but when IV examined the crib it contained an empty blanket.

Undeterred, the party climbed up the ladder to the attic. They discovered a couple of empty bedrooms that appeared unused. They continued to explore a storage room with furniture and items covered in sheets. IV deftly used mage hand to remove the sheets and discovered a trunk. IV opened the trunk and found the body of a woman wrapped in the sheets. A spectre attacked when the woman's body was disturbed and Lorcan swiftly advanced and dealt with the spectre before it could injure anyone.

Upon further examination, it appeared that the woman died from multiple stab wounds. The party explored the last room and found that it appeared to be a children's bedroom with a toy chest and a doll house. They also discovered two children's remains in very familiar clothing. RonnY explored the toy chest and found some toys including Russian nesting dolls.

IV gathered the remains up to give them a proper burial and the ghost of Rose and Thorne re-appeared. They informed the party to look at the doll house again for a secret door. Eddie examined the doll house again and found where the secret door was to the staircase that descended into the cellar.

IV placed all the remains in the chest and the party made their way down the stairs after lighting torches. They entered the cellar, the party heard far off chanting in an unknown language....

What would you like to do next?



Session 2 Recap

The Angels entered the cellar and heard far off chanting in an unknown language. They bravely moved forward and soon discovered a series of crypts for the Durst family. The crypts were all open and empty. The Angels then moved on and explored a room to the north that appeared to be a gathering place. There were also open bedrooms surrounding the meeting table, but all the open bedrooms were empty with no items of note.

The Angels continued down stairs to the north that led to a larger room with a well in the centre. RonnY seemed infatuated with the well and used the pulley system to bring up multiple buckets of swampy, mouldy water. Eddie busied herself by examining the open bedrooms. These bedrooms seemed better appointed with a chest at the foot of each bed. Eddie checked for traps and opened each chest and found that they contained:

- 11gp and 60 sp in a pouch made of human skin
- Three moss agates worth 10 gp each
- Black leather eyepatch with a carnelian sewn into it worth 50 gp
- Ivory hairbrush with silver bristles worth 25 gp
- Silver shortsword worth 110 gp

The Angels exited this room and found a passage that led down. Lorcan was able to discern that the chanting seemed to get louder by following the passage that led down. The Angels decided to wisely clear this level before venturing down. The Angels discovered the remaining crypts and then found a larger dining room. Strangely enough, there was a darkened alcove to the south of the dining table.

Facys strode forward and sought to shine light on the shadowy alcove and suddenly A Grick attacked from the shadows! The Grick moved forward and injured Facys but the party came to his aid and the Grick was defeated. The Angels took a breath after the battle and continued to the west.

The Angels encountered a large chamber with skeletons chained to the walls and an ominous statue of a dark robed figure holding an orb with a wolf by his side. IV was entranced by the orb and used mage hand to pick up the orb and suddenly 5 shadows leapt from the skeletons and attacked the Angels one by one. Facys was able to cast faerie fire to illuminate the foes and eventually the shadows were defeated one by one with Lorcan and Eddie disposing of their shadows first.

After defeating the shadows, Eddie searched the room and was able to discovered a secret passage that led upstairs. Eddie propped the door open just in case they need a quick escape route.

The Angels continued to the north west and discovered a door that looked out of place. It was a new door in almost perfect condition. Eddie stepped forward and tried to detect traps and suddenly the door attacked! It was a Mimic! The Angels quickly regrouped and were able to defeat the Mimic – causing it to shatter into pieces.

The party continued on north and entered another dining room and saw a bedchamber leading off to the north. They entered the bedchamber and discovered a chest at the foot of the bed. After Eddie checked the chest for traps, they found the following items in the chest:

- A carefully finely folded black cloak 😊
- Four potions of healing
- Mess kit
- Bullseye lantern
- Set of a Thieves Tools
- Yellow leather spellbook with the following spells
 - 1st level – disguise self, identify, mage armour, magic missile, protection from evil
 - 2nd level – darkvision, hold person, invisibility, magic weapon

The Angels proceed to backtrack to the passage down now that this level has been fully explored. The Angels exited the passage into a large chamber and the chanting became louder. So much so, that they finally understand the chanting. They were able to discern a dozen or so voices saying:

“He is the ancient. He is the land”

The party noticed that 13 alcoves around the room contained the following relics:

- A small, mummified, yellow hand with sharp claws (a goblin's hand) on a loop of rope
- A knife carved from a human bone
- A dagger with a rat's skull set into the pommel
- An 8-inch-diameter varnished orb made from a nothic's eye
- An aspergillum carved from bone
- A folded cloak made from stitched ghoulish skin
- A desiccated frog lashed to a stick (could be mistaken for a wand of polymorph)
- A bag full of bat guano
- A hag's severed finger
- A 6-inch-tall wooden figurine of a mummy, its arms crossed over its chest
- An iron pendant adorned with a devil's face
- The shrunken, shriveled head of a halfling
- A small wooden coffer containing a dire wolf's withered tongue

The Angels discovered two passages leading west and first explored the northern passage discovering that it led to a series of prison cells. All of the cells were open and empty. Some of the cells still contained shackled skeletons.

The Angels explored the southern passage and discovered it led to an altar on a dais in the middle of a pool of water. Surrounding the pool were dry stone ledges some 5 feet above the level of the water. To the west there was a large pile of garbage and refuse in the pool of water. All party members entered the room and suddenly the chanting stopped and a portcullis slammed shut behind the party trapping them here.



Thirteen apparitions appeared on the dry stone ledges and demanded:

“One must die! One must die! One must die!”

After some time, the apparitions appeared impatient and pointed towards the refuse pile and chanted:

“Lorgoth the decayer, we awaken thee”

A Shambling Mound shambled forth as the apparitions disappeared. A fierce battle was engaged and the Shambling Mound was defeated but not before RonnY was struck down. RonnY was stabilized and the Angels gathered themselves. They all considered that this is the monster Rose and Thorne must have been talking about.

The Angels left the house but not before IV saw to placing the bones at rest, thereby earning an inspiration. Outside of the house, the party took a long rest before continuing on to explore the town of Barovia and to seek the Burgomeister.

Session 3 Recap

The Angels decided to explore the rest of the town of Barovia after resting and discussing their strategy. Strangely enough, Eddie was uncharacteristically quiet this entire session. The party headed west down the main road and came to the centre of the town with Bildrath's Mercantile on one side and Blood of the Vine Tavern on the other side. The Angels decided to check out Bildrath's Mercantile first.

The Angels were welcomed into Bildrath's Mercantile by Bildrath Cantemir and his son Parriwimple. The party was shocked to discover the elevated prices, but purchased some items and sold a few items as well. As they were leaving, Bildrath commented that the party did not ask about purchasing silver or holy water. Bildrath shared that those items are commonly purchased and recommended if you are travelling between towns. IV regretted spending all his money on other items as he didn't have enough left to purchase those items. Lorcan did have enough left purchased one vial of holy water. The party also inquired about where they could get directions to the Burgomeister's mansion and Bildrath recommended asking at the tavern across the street.



The Angels entered the tavern and were greeted by Arik the barkeep. There were three other hooded figures by a table and a lone blonde man drinking at a separate table. The party ask Arik about the three hooded individuals and he mentioned that their were of the wandering Vistani. Arik mentioned that the Vistani live a gypsy-like existence but know much about the history of Barovia. Arik also shared that the blonde-haired man at the table was Ismark and they could talk to him about the location of the Burgomeister's mansion.

The Angels introduced themselves to Ismark and he verified that the writing in the letter was indeed his father's. He then shared with the party some dire news. His father passed away recently after the mansion was attacked by wolves and other fell creatures for three nights. He recognized that the Angels were capable adventurers and requested that they take his sister, Ireena, to the town of Vallaki and away from the presence of Castle Ravenloft which looms above Barovia. Ismark also shared that Ireena has been bitten twice during the night and he very much wants to get her away before she is bitten a third time.



Ronny graciously gifted Ismark a bottle of wine which he appreciated very much. The Angels then continued on to the Burgomeister's Mansion and discovered the mansion was all boarded up and covered in claw marks and trampled grass all around. The Angels also discovered unholy symbols they could not identify painted on the boarded-up windows. The Angels entered the mansion with Ismark and they were introduced to Ireena and saw the body of the Burgomeister laying in state in a simple wooden coffin. Ireena agreed to travel with the party to Vallaki but only after the party helped to give her father last rites at the church. The party was concerned about the attacks and the fact that Ireena had been bitten two times but eventually were re-assured that she was not a threat and the request from Ismark was honourable.

The Angels helped to load the coffin into a wagon and made off towards the church. On the way to the church they heard a grief-stricken wail from inside a house. Ireena informed them that this was Mad Mary's house and that her daughter Gertruda has recently gone missing. Ireena opened the door to check on Mary and the party discovered that she was inside clutching a doll and wailing. After some discussion and seeing if they could be of assistance they left Mary and promised to assist her if they discovered Gertruda in their travels.

The party exited Mad Mary's house and just off in the distance they saw an old crone pushing what looked to be a cart selling items. They soon discovered the old woman was selling dream pastries to support her and her two sisters that lived at the Old Bonegrinder windmill. Facys bought 5 dream pastries and pocketed them to perhaps taste later. The party took their leave of the old woman, strangely not asking her questions of the land of Barovia. Given her many years and encounters over the years, she probably had much to share. 😊

As they made their way to the church Facys glanced back and was able to see the old woman knock on multiple doors and have quick hushed exchanges of silver and gold for dream pastries.

Undeterred, the party continued to the church. The party noticed the main door was covered in claw marks, but opened it regardless. The church seemed quiet except for prayers coming from the main chapel room up ahead. The Angels investigated several side rooms and didn't find anything of note except for a chained and padlocked trapdoor in the floor. Just then they heard from below the trapdoor screams of anguish.

The Angels continued to the main chapel and they found all of the pews smashed and a priest praying behind the altar. The party soon learned that the priest's son had made trip to the castle and came back changed. Fearing the worst, Priest Donavich chained him in the basement and has been praying for his soul ever since. Just then the anguished cry bellowed from below:

"Father, I'm starving"

The party tried to convince Father Donavich that this was no longer his son, but the priest could only respond by saying that he could not abandon his son. Father Donavich agreed to give the Burgomeister last rites and the party followed him around the back of the church for the internment. **Facys is granted an inspiration for the blessing of the Burgomeister.**

After the ceremony the party thanked the priest and asked if they could be of any further assistance. Father Donavich thanked them but said that he didn't think there was anything they could do.

The Angels took their leave and made their way west along the main road. They crossed the River Ivlis and came to a crossroads that indicated the western road continued on to Vallaki and Castle Ravenloft. The Angels continued to towards Vallaki and were attacked by three Dire Wolves. Facys was viciously bitten by a Dire Wolf, but the rest of the party was able to come to his aid. They were able to defeat the Dire Wolves but just then two Needle Blights came forward from the trees and attacked the party. The Angels were able to easily defeat the Needle Blights. The party followed the path into the trees and noticed that the path had recent wagon tracks. Up ahead they heard the noise of voices and noticed 12 Vistani around a campfire. They also noticed wagons, horses, four small tents, and a large lighted tent.

Ireena identified this as a Vistani camp and the party decided to carefully approach with RonnY eagerly offering a gift.

"I have socks! Would anyone like socks?"

Session 4 Recap

The angels entered the Tser Pool Vistani encampment and were greeted by several inebriated Vistani bandits who were singing around the fire.



They were directed to go to Madame Eva's tent as she was expecting them. The party cautiously entered Madame Eva's tent and she greeted each of them by name. This unnerved the party but they all agreed to have their fortunes read by Madame Eva when it was offered. The fortunes read were:

Ronny – drew the **Swashbuckler** card and Madame Eva foretold Ronny has an unexpected trial in her future.

Faesy – drew the **Merchant** card and Madame Eva foretold he has a great opportunity for fortune but that his faith will be betrayed.

Eddie – drew the **Tax Collector** card and Madame Eva foretold that Eddie is a great Rogue and 'taxes' people of precious items but to be careful she doesn't acquire a cursed item in her collecting of taxes.

Lorcan – drew the **Hooded One** card and Madame Eva foretold that Lorcan is a great executioner of enemies but that he needs to be careful that he does not execute a powerful Ally.

IV – drew the **Misty** card and Madame Eva mentioned that he appeared somewhat hidden. Madame Eva also foretold that something hidden and forgotten from his past will come back to haunt him.

The party then approached Ireena and asked if she would also like her fortune told. Ireena agreed and cut a card from the deck.

Ireena – drew the **Seer** card and Madame Eva foretold that Ireena is crucial to changing this world.

After having their fortunes told the angels asked Madame Eva questions and learned much about Barovia. They learned that only 1 out of 10 people in Barovia have souls and that all of the Vistani have souls. They learned that Strahd needs to feast on those with souls and

that the Vistani work with Strahd to protect their own and provide Strahd with other souls to quench his thirst. They also learned that Ireena does indeed have a soul as well and that Strahd is searching for an artifact to complete his domination of Barovia. The angels also heard a story of a mage that came last year and attempted to free Barovia from the clutches of Strahd. Madame Eva mentioned that the mage was struck down and defeated but that his body was never found.

Finally, the angels heard that Ireena bears a striking resemblance to Tatyana – a Vallaki commoner in a past life who was betrothed to Strahd and mysteriously disappeared.

The angels then left Madame Eva to return to the village but only after they purchased a horse from the Vistani. The party then backtracked to avoid being tracked to Vallaki.



The angels wandered up to the Old Bonegrinder windmill and saw a group of crows pecking at something on the top of monoliths behind the windmill. Remembering that they had heard the windmill was home to Morgantha and her two hag sisters, they wisely decided to continue on to Vallaki.

The angels came to a cross roads and saw a black carriage on the road towards Castle Ravenloft. They quickly continued on to Vallaki.

The angels arrived in Vallaki and stopped first at St Andral's church seeking sanctuary. After talking to Father Petrovich they learned that a chest of bones were recently stolen from under the altar and that the church no longer had protection from creatures and was not a safe sanctuary.

After hearing this the party decided to not leave Ireena at the church and to continue to the Blue Water Inn. They also told Father Petrovich that they would be on the look out for the bones and would return them to him if they found the Bones of St Andral. Before they left

Faesys asked if Father Petrovich would baptise Ireena. Ireena consented to the baptism and was baptised.

The angels made their way to the Blue Water Inn and met the owner Urwin Martikov. They rented two rooms on the upper floor. The angels met several patrons in the Blue Water Inn.

- Szoldar Szolarovich and Yevgeni Krushlkin – two hunters who hunt wolves in the area surrounding Vallaki and sell the wolf pelts.
- Rictavio – an half-elf bard who is staying at the Blue Water Inn by singing songs and telling tales. Rictavio shared that he is a carnival master who has a tiger at the stockyards and sold a monkey to Blinsky as he could not keep him at the Blue Water Inn.

The party also asked the owner about the two other men and Urwin told them that they were the sons of Fiona Wachter who greatly dislikes the Burgomeister and that flashes of purple lighting have been seen coming from the Wachterhaus. Urwin also told them of the Burgomeister's plans of having festivals every week and that people are punished for speaking ill or not attending the festivals. Urwin mentioned that the last festival they had was the Wolf's Head Jamboree. Finally, Urwin mentioned there is also a Vistani encampment to the southwest of Vallaki. The party had a long rest.

In the morning the angels continued onto the main courtyard and to peruse the shops. The party came to the courtyard and saw several men in a row of stocks with donkey head masks on them. They were informed that these men were not supportive of the last festival.

Just then a captain came and replaced the old festival announcement on the poster board with a new announcement for the **Festival of the Blazing Sun** in three days.

The party members continued on and visited various shops.

- **The Popular Shield** – not visited
- **The Honest Raven** – perused the store and potions and Eddie purchased a golden ring for a bargain price.
- **The Groping Grape** – RonnY bought four bottles of wine
- **The Bard's Bar** – RonnY purchased a tambourine, IV purchased a pan flute
- **The Generous Genie** – IV bought various used kits
- **Pho Real/Ramen Numerals** – not visited
- **The Pretty Tower** – Faesys bought some aging meat.
- **Fire Wings** – not visited

The angels then decided to go to visit the Burgomeister's Mansion.

Session 5 recap

The angels made their way to the Burgomeister's mansion and IV did a quick survey of the outside of the mansion. IV peered through a window and saw a well appointed but unoccupied parlour. The party then decided to knock on the front door. A maid came to the front door and the party asked to have an audience with the Baron. The party was escorted into the den and the maid, Katrina, asked them to make themselves comfortable while she went to get the Baron and Baroness. On the way to the den, the party noticed that there were many bundles of twigs strewn about the halls.

After a couple of minutes, Baron Vargas Vallakovich, his wife Baroness Lydia Petrovna, and Izek Strazni came to meet the party. The Baron welcomed them and immediately inquired if they would be coming to the Festival of the Blazing Sun in two days.



The party mentioned that they indeed were and the Baron and his Baroness were pleased to hear that and the Baron suddenly spoke his catchphrase "All will be well!". The party assumed that Izek Strazni appeared to be a guard of the Baron and Baroness. After exchanging pleasantries and asking a few questions, the Baron mentioned that he, the Baroness, and Izek needed to attend a festival meeting in town, but they were welcome to explore the mansion. The Baron just asked the party to be respectful and to not remove any

items that they find. The Baron also mentioned that as the mansion is a public place the staff is quite used to people touring the rooms.

Although the players thought this was odd, they thanked the Baron and Baroness for their hospitality and bid them farewell. The angels then explored the main floor of the mansion and first encountered eight Vallaki women in the dining room having tea and cake and planning the decorations for the festival. Although the women were surprised at the visual appearance of IV and RonnY, they quickly returned to their planning and were discussing how they were going to use the twigs and what flowers should be planted. Faesys was unusually quiet as RonnY sat down and listened to the discussions. Soon RonnY and the party lost interest and moved on from the dining room.

The angels continued to explore the rest of the main floor and encountered a chef prepping a boar in the kitchen, but did not encounter anything else of interest. They climbed the stairs up to the second floor and saw a gallery of paintings and a beautiful stained glass window. RonnY closely examined the stained glass window to verify that there were no hidden images.

The angels continued up and explored a library with a vast collection of books. They explored the books and moved on and found a locked room. Eddie was able to detect that it was not trapped and she was able to pick the lock. This room appeared to be a bedroom, but most unsettling was the fact that it contained dozens of Blinsky dolls that all had a eerie resemblance to Ireena. Ireena was definitely unnerved by this and mentioned that these must have been made by Gadof Blinsky as a custom creation as she has never seen these dolls before. The party took one doll with them and the party moved on from this strange shrine. The party assumed that this well appointed bedroom probably belonged to Izek Strazni.

The party then explored another bedroom that was well kept but had nothing of note. IV decided to uniquely call the maid Katrina to ask her whose bedroom this was. Katrina mentioned that this bedroom was that of Victor, the Baronet. The angels were very surprised as the Baron and Baroness mentioned that they had no children. Katrina mentioned that the Baron and Baroness seldom talk about Victor as he is a disappointment and seldom leaves the house. The party thanked Katrina for her information and she took her leave from them.

The party came upon another locked door and Eddie was able to open it as well. They found a bloodied man, Udo Lukovich who was in shackles. They soon learned that Udo was being punished for holding a sign saying that the Baron should be fed to the wolves at the Wolf's Head Festival. The angels gave Udo some food, water, and tended to his wounds. They also discussed freeing him but decided that they would have to leave Udo here for now as his absence and escape would be noticed. They apologized to Udo and promised to come back later and free him.

The angels continued to explore the second floor and found the Baroness's powder room where she kept her bridal gown on a mannequin beside her make-up table with a beautiful, ornate, and pristine mirror. Undeterred they moved on to the master bedroom and Eddie spotted a trapdoor in the ceiling and pulled the rope to draw down a folding ladder.

The angels all continued up into the attic and found themselves in a room with a lantern on a table. The door led eastward into a main storage area with all manner of furnishings and storage under sheets. The party was able to spot a well worn path through the storage area to a door on the other side with a skull carved into the door. Hanging on the doorknob is a sign that said:

“ALL IS NOT WELL”

From inside the door the angels were able to discern a male voice seemingly reading from a book. RonnY was able to look under the door and see the legs of a man sitting on a stool. The party was also able to perceive that a Glyph of Warding was carved into the skull on the door and that the door was locked.

After discussing ideas with the party, RonnY decided to shape shift into a mouse, sneak under the door, and open it from the other side. RonnY snuck under the door and saw a young man reading from a spell book while six skeletal cats prowled around the room. Three small children stood facing the northwest corner of the room.

RonnY changed her shape back and reached for the door knob on the inside and realized there was no door knob. The young man stood up, dropped the book, and commanded the skeletal cats to attack.

RonnY struck back and killed the first cat, its bones falling to the floor. The rest of the angels heard the commotion and IV first tried to break down the door with a crowbar. He was unsuccessful and Eddie then stepped forward to try and pick the lock. Eddie was able to pick the lock and the door swung open and immediately lightning bolts struck out from the carved skull in the door and struck Eddie. Eddie found herself singed but able to recover and she entered the room with IV, Lorcan, and Faesys.

While the angels entered the room, the young man raced over the teleportation circle and vanished! The angels, led by Lorcan, were able to defeat the rest of the skeletal cats easily. They soon discovered that the children in the corner were merely dolls.

The angels discovered that the book the young man was reading from was a spell book that contained the following spells:

- Animate Dead
- Blight
- Cloudkill
- Darkvision
- Glyph of Warding
- Levitate
- Remove Curse
- Thunderwave

The angels recovered the spell book and correctly assumed that this was the Baronet, Victor. The party explored the rest of the room and found that besides the spell book, Victor also had **The Symbol of Ravenkind** in a pine box wrapped carefully in silk cloth.

The angels then discussed their next steps and they all agreed to try to follow Victor through the teleportation portal. IV suggested to send his cannon through the portal first

and tie a rope to it. Unfortunately, the cannon disappeared leaving just a burned rope behind.

Undeterred, the angels all jumped in the teleportation portal and suddenly found themselves transported to the center of a lighted pentagram in a cellar with 5 cultists slowly moving forward to attack. In the distance, they saw a red robed woman with an imp on her shoulder and Victor by her side urging the cultists to attack. At their side, what remained of IV's cannon sat in a smoldering heap.

Session 6 recap

The angels emerged from the teleportation circle and immediately were surrounded by the cultists, Lady Wachter, and Victor. Lady Wachter immediately addressed the party and informed them that she would let them live if they swore allegiance to Strahd in a blood ceremony. She confessed that she was a loyal servant of Strahd and she was working with Victor to overthrow the Baron and Baroness. She also mentioned that plans were underway to overthrow the Baron at the Festival of the Blazing Sun but refused to divulge any more.



The party was obviously hesitant to swear allegiance to Strahd in a blood ceremony and try as IV might, they could not avoid a battle. Eddie smartly broke the salt pentagram on the floor before any violence started. **Eddie is granted an inspiration for preventing the summoning of great evil through the pentagram.**

A battle ensued and the angels were able to defeat the cultists, Lady Wachter, and Victor. IV tried to subdue the last cultist to ask questions and get information, but the cultist broke free of the hold and fought to the death. The angels were left with bodies all around them and a lot of unanswered questions.

The angels searched the bodies of the cultists, Lady Wachter, and Victor and only found the daggers they carried and 5 coins – four from Waterdeep that the cultists carried that were crescent shaped and one triangle coin that with a dragon emblazoned on it that Lady Wachter carried. The angels gave one coin to each member of the party feeling that the coins were important and likely would be needed.

Eddie and Lorcan explored the adjacent room and discovered it had a gravel floor and four beds. Undeterred, Eddie proceeded to the centre of the room. Suddenly, eight skeletons erupted from the floor and attacked! The rest of the angels rushed to their aid and together they were able to defeat all of the skeletons.

The angels then proceeded to explore the upper floors of the Wachterhaus. They found that the main floor of the house was deserted. They explored the dining room and Faesys helped himself to some silverware that was set out on the dining room table. The angels continued to explore the rest of the main floor and didn't find anything of interest as they explored the kitchen, storage, and pantry. The angels continued to explore the main floor and found a den and found it empty as well. The party did find a gold Goblet and crystal decanter in the den that they then took with them.

The angels continued to the upper floor of the Wachterhaus and found that it was also vacant. They found a couple of vacant bedrooms that they assumed belonged to Lady Wachter's sons. They continued on and found an abandoned library with mainly empty shelves that was overrun with cats. Finding nothing of value they continued on to the last room which seemed to be the master bedroom.

In the master bedroom they discovered an elderly man laying in repose on the bed with copper pieces on his eyes. The angels noticed that the man appeared very similar to the man in portraits standing beside Lady Wachter. The party corrected assumed this was Lady Wachter's deceased husband, Nikolai. Perhaps this was related to the ceremony that the angels interrupted in the cellar. Faesys removed the copper pieces from Nikolai's eyes and the body quickly decomposed in front of them. The party agreed to leave and Eddie decided to also return back to the Burgomeister's mansion to free Udo.

As they left the Wachterhaus, the angels heard the sound of a festival from the center of Vallaki. They made their way to the sounds and heard and saw that the Festival of the Blazing Sun was underway. How long were they in the cellar? How long were they in the portal? The passage of time seemed to have gone awry.

The angels soon saw a parade coming down the main street with the following participants:

- Several Marching Bands
- Blinsky Toys in a horse-drawn wagon handing out little toys
- Wizard of Wines in a horse-drawn wagon handing out wine samples to the adults
- Finally, the Baron and Baroness in a horse-drawn wagon waving to the crowd

The angels then saw that food vendors were set up on one side of the main street and saw the following vendors:

- Pho Real/Ramen Numerals
- Fire Wings
- Dream Pastries
- The Groping Grape
- What Ales you!
- Red and Black - Cotton Candy and Corn Dogs

On the other side of the main street the angels saw the following games and competitions were set up:

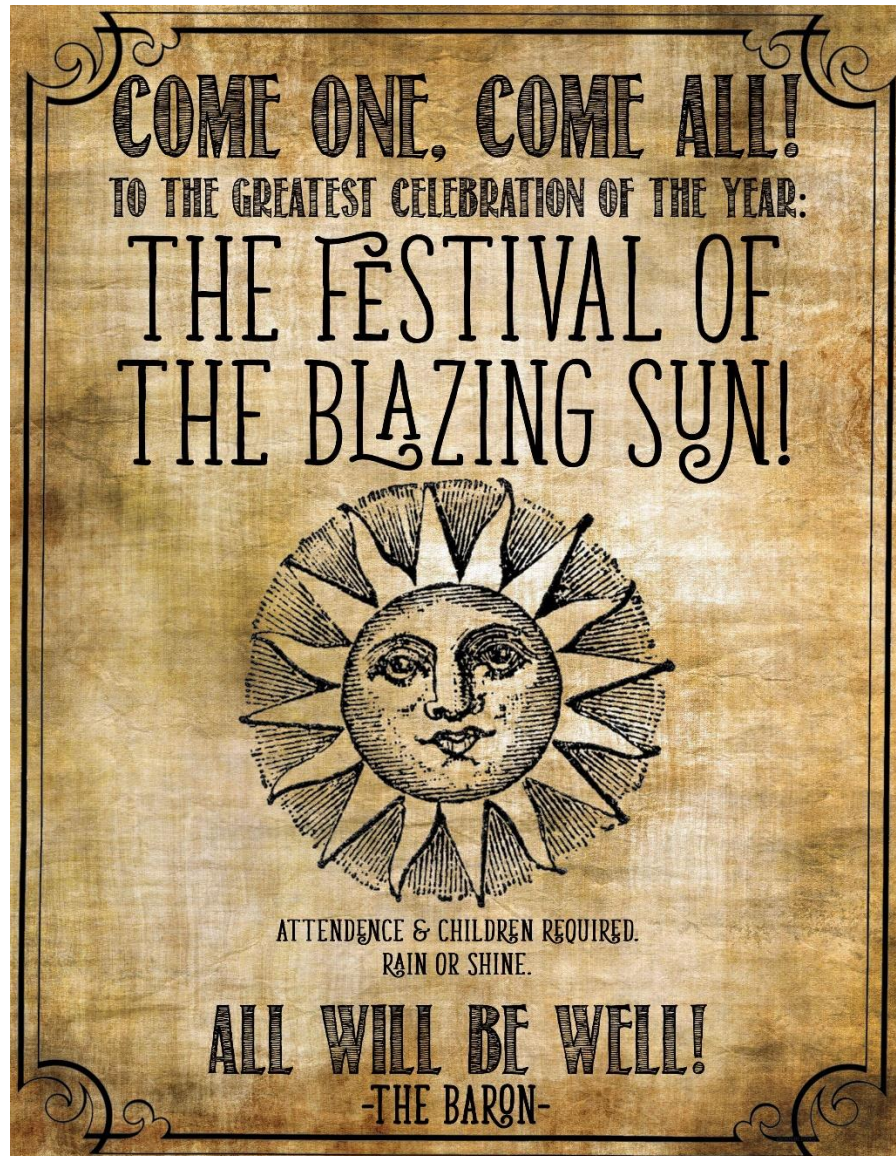
- Pie eating contest
- Call to arms - arm wrestling
- Riddles and Rhymes
- Poker Dice
- Vistani Duel
- Hunt the wolf

Finally, the party saw a poster that advertised the following festival attractions in colourful tents in the middle of the road:

- Rictavio and Sabretooth Tiger
- The amazing dog people!!!
- Shocking WereRavens
- Staked Vampire

The party then discussed where they should go first. Food, contests, and attractions oh my!

Session 7 recap



The angels decided to experience the Festival of the Blazing Sun and first chose to explore the games the festival had to offer. The angels were winners in the Poker Dice and Arm Wrestling games with Lorcan padding his pockets extremely well. The angels then continued on to play the Whack the Wolf game with Ronny failing before Eddie and Faesys were able to win. Faesys struck the wolf so hard it was split apart and he won three trinkets for his excellent effort. The angels won the following trinkets:

- **Eddie** – small mirror that shows a much older version of the viewer
- **Faesys** – Little wooden doll missing a hand and a foot
- **Faesys** – a box filled with dead moths with skull-like patterns on their wings
- **Faesys** – lantern with a black candle with a green flame that is always lit

IV offered to mend the broken wolf's head and the barker was very grateful and gifted IV with a trinket as well – leather gloves with ivory fingernails.

IV then spied the Vistani Duel game and wanted to try it. IV was very good and made it to the final round before suffering a loss. Faesys also tried his luck but unfortunately lost in the first round. The Vistani Gustav recognized the fine effort by IV and offered that the party could visit the Vistani encampment outside Vallaki for food and drink.

The angels then decided to try the pie-eating content but unfortunately some of the party was unsuccessful with less than graceful results. RonnY however was able to power through the meat pies to be victorious! Finally, the angels moved on to the Riddles and Rhymes game and tried the first riddle of a sealed box with four different metal keys. Unfortunately, Eddie selected the gold and copper keys which were incorrect and received two shocks and failed the riddle.

The barker showed appreciation of the effort and offered that the party could select cards from a special deck of cards he had. He mentioned that some of the cards could be good and some could have unintended consequences. All the angels chose to select a card:

- **Eddie** – Gains the ability to summon a Djinn once
- **Lorcan** – Loses memories from greater than a year ago.
- **IV** – Will face a trial from a deity in the future
- **Faesys** – receives a loyalty of a magical hound
- **RonnY** – opportunity to trade something precious to the Fae queen, Titania

The angels moved on from the games of the festival and tried some soup, cotton candy, and ale before moving on to the attractions. First the angels saw the shocking wereravens and moved on to see the amazing dog-people and then paid to see Rictavio with his amazing Sabretooth Tiger. Upon talking to the dog-people RonnY learned they were from the Abbey and if they wanted to visit them they can come to the Abbey and ask for the Abbot.

While the angels were seeing these attractions, Eddie decided to make her way back to the Burgomeister's Mansion to free Udo. Eddie successfully entered the mansion but found that Udo was gone. Upon her return, the angels realized that one of the dog-people did somewhat resemble Udo. Upon further investigation, all the dog-people were gone.

Finally, they moved on to see the staked vampire and discovered the vampire was nothing more than a dummy when they paid extra to remove the stake and nothing happened. Disgruntled, the angels confronted the barker and got all of their money back.

The angels then continued on to Blinsky Toys and met Gadoff Blinsky and his monkey, Piccolo. They perused the strange toys in the store and asked about another doll that was made to look like Ireena. They attempted to purchase the Ireena doll but Blinsky mentioned that it was commissioned by an individual and was not for sale. Blinky repeatedly refused to divulge the identity of the individual who commissioned the doll. Faesys eventually purchased an odd ventriloquist dummy that was in the image of Strahd.

The angels then returned to the Blue Water Inn to rest before continuing. During the rest, Faesys cast remove curse on Eddie's ring and also prayed to the Raven Queen. During the night Faesys had a dream of a sunlit sword contained in an Amber Temple. Upon waking Faesys asked Ireena if she knew of an Amber Temple. Ireena mentioned that she did not know of the exact location but was aware of a legend of an Amber Temple in the mountains to the south. The Angels then set off for the Coffin Makers shop...

Session 8 recap



The angels set out for the Coffin Makers shop. On their way, they saw the remnants of the previous festival being cleaned up. The party reached the Coffin Makers shop only to find it locked. The angels knocked on the door only to be answered by repeated calls of "We are closed, go away!" The party was undeterred and simultaneously found an open side door and opened the front door with a crowbar. IV conscientiously mended the broken front door after they had entered. The angels found that the main floor of the Coffin Makers shop was unremarkable and continued to move up to the second floor.

Eventually the angels opened a door on the second floor and found the Coffin Maker, Henrik van Der Voort, seated on his bed. Henrik informed the angels that there was an evil that has infested his storage room. Henrik also confessed that he was the one that stole the **Bones of St. Andral** in the hopes it would dispel the evil. Henrik confessed that the bones had no effect and offered the bones, 100 GP, and a special magic item if they rid the storage room of the evil. The angels requested the bones and 100gp in advance to which Henrik agreed to.

The angels left Henrik and moved onto the storage room. Eddie put on her ring of invisibility and moved forward into the storage room and saw three crates in the centre of the room. Eddie moved forward to open one of the crates and suddenly three female Vampire Spawn leapt out and attacked!

The battle was a long a difficult one with all three of the Vampire Spawn eventually being defeated. The angels returned to Henrik and he gratefully gifted RonnY with a red and golden horn that was later found to be the legendary **Horn of Leeroy**.

The angels dusted themselves off and headed for the Vistani camp located south-west of Vallaki. Within 20 minutes they came upon the Vistani encampment and proceeded to march to large tent in the centre of the camp. The angels proceeded past a circle of

temporary hovels that seem to be guarded by dark-skinned elves that were different from the Drow.

Faesys noticed this immediately and was perplexed, 'Were these elves or something else?'. The angels were ushered to the main tent and escorted inside where they were introduced to the leader of the Vistani camp, Luvash. Luvash was sitting around the fire with another dark-skinned elf that introduced himself as Kasimir Velikov, the leader of the Dusk Elves. Luvash shared that his brother, Arrigal, was the Vistani that the angels had dueled with in Vallaki.

Luvash and Kasimir welcomed the angels to the camp and shared how the Dusk Elves and this band of the Vistani were unique in Barovia. This band of Vistani were opposed to Strahd unlike all other Vistani. These Vistani also were tasked to watch over the Dusk Elves who are depised by Strahd since one of their maidens, Patrina, rebuffed Strahd. In revenge, Strahd sought out and executed all female Dusk Elves he could find.

The angels inquired if Luvash or Kasimir knew anything about the Amber Temple and Kasimir indeed knew of the Amber Temple and its location. Kasimir shared that legend has it that Strahd made a bargain in the Amber Temple with an evil deity to acquire his evil power. Kasimir also offered to provide a guide, Jasnah, to the party to guide them to the Amber Temple. Kasimir also shared that Jasnah was hidden and escaped the execution of the female Dusk Elves.

The angels thanked him for offer and accepted Jasnah as part of the Stone Angels. Faesys requested and was granted a private audience with the Dusk Elves to share his mission and message from Faerun. The angels graciously accepted the generosity the Vistani offered and restocked their supplies and accepted two additional horses. After some discussion, the angels decided to continue on to Krezk before seeking out the Amber Temple.

The angels continued west and came upon multiple sign-posts that indicated the following sites:

- Ruins of Berez(South)
- Castle Aregnvostholdt(South)
- Lake Baratok and Van Richten's Tower(North-west)
- Tsolenka Pass(South)
- Wizard of Wines(South-west)
- Krezk(West)

The angels resisted temptation and continued west to Krezk. They came upon the main gates of Krezk and announced their intention to visit the Abbey. The guards called the Burgomeister of Krezk who escorted the party through the town of Krezk. The Burgomeister discussed the town of Krezk and the harsh life its citizens lived with wolves and werewolves prowling the woods. The Burgomeister also mentioned the goings on at the Abbey and the white-haired Abbot who has not aged a day in decades.

The angels continued on to the main gate of the Abbey and found two Mongrelfolk sleeping at their post. The angels swung open the rusty gate and awakened Otto and Zygfrek Belview. After introducing themselves and the Mongrelfolk they met in Vallaki, Otto thought it was best to take them first to the Abbot...

Session 9 recap



The angels agreed to meet the Abbot and were escorted into the Abbey of Saint Markovia by Otto and Zygfrek Belview. The angels made their way across the courtyard and explored a well and found that there was another Mongrelfolk residing in the depths of the well. Mishka Belview crawled up the well and the party discovered she seemed to be a horrible combination of a spider, frog, crow, and human. The angels were shocked at seeing her appearance and that she was chained to the well, but Mishka maintained that she preferred

the safety of the well. The angels reluctantly left her in the well and continued on to meet the Abbot.

The angels continued to the grand dining room where the Abbot was instructing a woman in a tattered red dress on the basics of grace and manners. They were introduced to the Abbot and noticed that the woman appeared to have stitches across her neck and bare arms. The angels soon learned that the Abbot had created Vasilka as a bride for Strahd in the hopes that Strahd would leave Barovia and return to the Shadowfell.

The Abbot also shared that he created his 'children' in an attempt to perfect the process for creating a bride for Strahd. The Abbot felt that this was the only way to rid Barovia of the scourge of Strahd. The Abbot shared that his children helped to 'acquire' body parts from the cemetery in Krezk and that the Burgomeister was complicit in this plan. The Abbot shared that the abbey was open to the angels and IV, Eddie, and Jasnah went upstairs to investigate the Abbot's operating room.

IV, Eddie, and Jasnah climbed the stairs and came upon a sleeping Clovin Belview in the bell tower. Clovin shared that his duty was to ring the bell twice a day to signal feeding time for the rest of the Mongrelfolk and shared that there were about 80 of the Abbot's 'children' in the Abbey. IV, Eddie, and Jasnah also noticed that Clovin seemed drunk and that there were many wine bottles at the foot of the bed.

IV, Eddie, and Jasnah asked where the hospital area was and Clovin instructed them to go walk across the parapet wall to the east. IV, Eddie, and Jasnah walked on the parapet wall past scarecrows and came upon a deserted office before continuing on to the hospital. There they saw signs above three doors labeled 'Operating Room', 'Nursery Room', and 'Morgue'. IV, Eddie, and Jasnah crossed the room and six shadows attacked! A pitched battle ensued and three of the shadows were quickly defeated.

Eventually Faesys, Lorcan, and Ronny heard the battle above and Faesys threatened Vasilka unless the Abbot stop the battle upstairs. The Abbot declined and conceded that Faesys must do as he must. Faesys struck at Vasilka and a second battle was engaged.

IV, Eddie, and Jasnah were able to defeat the remaining shadows and heard that another battle was occurring below. IV, Eddie, and Jasnah quickly ran back downstairs to assist their compatriots and came upon a battle between the rest of the angels and Vasilka and the Abbot. All the angels joined in and they eventually defeated the Abbot and Vasilka.

The angels then explored the cellar and discovered 33 bottles of cheap Purple Grapemash #3 and 24 bottles of fine Red Dragon Crush. The party took the bottles of Red Dragon Crush.

The angels explored the rest of the Abbey and came upon the rest of the Abbot's children in a series of cages awaiting the dinner bell. The angels also explored the garden and discerned that an aura of magic emanated from the lone scarecrow guarding the crops. The angels investigated the scarecrow and discovered that the 'Tome of Strahd' was hidden in the Scarecrow. They retrieved the Tome and decided to leave the Abbey.

As they were leaving the Abbey and making their way through Krezk, Ireena was drawn towards the blessed pool. Suddenly an image appeared from the pool and Ireena spoke and called the image her beloved Sergei. Strangely Sergei spoke to Ireena and called her Tatyana and beckoned her to take his hand. Ireena moved forward and grabbed Sergei's hand. The angels tried in vain to grab Ireena but were unsuccessful and Ireena was embraced by Sergei and dragged below the water.

Suddenly, Lightning struck the pool followed by a peal of thunder. From above a cry of anguish rang out:

"Noooo, she is mine!"

The sky turned darker, the air seemed heavier, and Barovia seemed even more dangerous now.

Session 10 recap



The angels gathered up their horses and returned to the blessed pool to rest and see if Ireena would re-appear from the pool. Faesys awoke before everyone else and meditated before the pool but Ireena never re-appeared, IV spent the time crafting while others rested.

The angels decided leave Krezck and make for Van Richten's tower on Lake Baratok. The journey took the better part of three hours. The angels heard the howls of wolves all during the journey. Jasnah sent her owl to fly and investigate where the howls were coming from, but the owl was unable to spot any wolves or unusual activity in the woods. The angels also took advantage of the journey and foraged for garlic, mushrooms, and flowers on their travels.

Eventually the angels arrived at the tower and discovered an abandoned wagon. The wagon appeared to be similar to a Vistani wagon but different. None of the angels recognized the wagon and when they checked the back door of the wagon they found it was locked with a 'keep out' sign. After investigating the wagon, Eddie slipped under the wagon to investigate and discovered a trapdoor. Eddie was able to unlock the trapdoor and peaked her head inside to see a couple of chests, a bed, a wardrobe closet, and a chicken in a cage.

Eddie reported back on what she saw and the angels approached the front door of the tower. There was no handle or way to enter the tower, just a metal plaque on the front of the tower.



The angels deduced that the symbols represented a password for the door. IV posed as each symbol but unfortunately started with the symbol on the right.

Suddenly a young blue dragon appeared behind them and attacked! The blue dragon viciously attacked with his lightning breath, but the angels were able to defeat the blue dragon and to their surprise the blue dragon just disappeared.

After the angels gathered themselves, IV tried posing as the symbols again but in the opposite direction. This time the door to the tower swung upon. Before entering the tower, Eddie and Ronny went under the wagon, entered, and ransacked the wagon of all the valuable items – even the chicken and eggs.

The angels proceeded to enter the tower and found that the bottom floor just contained empty crates and four statues holding on to chains at the corners of a platform. The angels deduced that this was a means to get to the upper floors and stood on the platform and said 'up'. The platform didn't move until the angels said 'fourth floor'. The statues were golems and moved to pull the chains and raise the platform to the fourth floor. The angels saw that the second and third floors were moldy and rotted away.

Finally the platform came to rest on the top floor. The angels found that this floor looked more lived in with a bed, desk, chest, and four telescopes set up in front of each of the windows.

On the desk they found the diary of Von Richten and learned that Rictavio and Von Richten were the same person. They read that Von Richten became a vampire hunter after his son was kidnapped and turned into a vampire before Von Richten could save him. The diary detailed Von Richten's observations of the various locations in Barovia and Von Richten's efforts to hunt Strahd and rid Barovia of his influence.

The angels then used the telescopes to look at the locations Von Richten had identified.

When they looked at the last location, a Werewolf den, they saw two female children being captured and carried into the den. The angels frantically finished exploring before leaving for the Werewolf den. Before the angels left they rifled through the chest and found wooden stakes, holy water, garlic, a Blood Spear, and a Gulthias staff that Von Richten described in his journal.

The angels made their way for the Werewolf den and saw that there were two werewolf guards at the mouth of the den. Eddie put on her ring of invisibility and snuck inside, Eddie saw that the two girls were surrounded by four werewolves and 10 dire wolves. Eddie continued to explore and started a small fire before coming out to report on what she had seen.

The angels talked about what they would do next....

Session 11 recap



After much discussion and planning, the Stone Angel Adventurers settled on their plan of entry to the werewolf den. Eddie and a mousy RonnY would stealthily go first, followed by the rest of the party. As Eddie and RonnY were approaching they heard someone yell fire and the two sentry werewolves rushed back into the cave.

The party continued inside and found that the cave was full of smoke. Eddie and RonnY continued ahead but unfortunately there were no signs of the two children, wolves, and werewolves on the ledge where Eddie had seen them before.

The angels decided to continue to explore and discovered an elder werewolf and ten wolves huddled in the corner of one chamber. The elder werewolf was trying to calm the wolves that seem to have been frightened by the smoke. The angels decided to leave the elder werewolf and wolves alone and proceed to the chamber where Eddie had previously set the fire. The party found all of the chambers empty and the fire had been extinguished.

The party then continued on to a chamber to the east. They discovered two sets of stairs that led down to a cave. The angels cautiously proceeded down and discovered a woman kneeling in front of a wooden statue that was surrounded by treasure. On each side of the statue were crates that held eight children. Eddie snuck forward and determined that the kneeling woman was indeed a werewolf. Faesys smartly cast a hold person spell on the female werewolf and she was immobilized. The angels freed the children and were about to quickly leave but first stopped to peruse the treasure.

The angels gathered up the treasure and were set to leave, but two werewolves suddenly appeared on the stairs. Eddie leveled her bow at the werewolves to see what they would do next but the rest of the angels and the werewolves attacked! The angels were able to defeat the werewolves quickly and found that the female werewolf was still immobilized. The angels thought quick and tied up the female werewolf before the spell wore off. The angels then gathered up all the children and ushered them outside of the cave.

Once outside the party was able to determine that the two children they saw being abducted through the telescope were not in the eight children they rescued.

Somewhat reluctantly the angels decided that they had to go back inside to look for the remaining two children. The party explored the rest of werewolf den that they hadn't yet seen. They discovered a chamber that housed a freshwater pool and an assortment of children's clothes on a ledge overlooking the pool.

The party continued to the north and found a curtain at the back of one cave. Lorcan noticed that the curtain seemed to be made from human skin. IV graciously opened the curtain with mage hand. The party climbed the tunnel and found themselves on a ledge and saw to their horror two children handcuffed inside a pentagram made of white pebbles surrounded by a stone circle. Surrounding the children were three werewolves discussing amongst themselves. Eddie moved forward and disturbed pebbles that broke the pentagram. Eddie also heard the werewolves saying that they needed to wait 'for him'.

The angels had heard enough and attacked the werewolves. During the battle the angels noticed that there were two tremors on the mountain ledge. The angels were able to defeat one werewolf and suddenly Strahd appeared and said in a booming voice:

"My My, you certainly have become quite the bother haven't you?"

Eddie attacked and found that her attacks just went through Strahd. The party correctly determined that this was just an illusion. Faesys attacked quickly and cast Turn Undead on the Strahd illusion and Strahd hissed and turned away as the illusion faded. Strahd cursed and stated "***We will meet again***".

Suddenly Strahd was gone but the children also disappeared, their empty handcuffs clinking on the ground. IV was able to grapple the second werewolf and the angels were able to finally cast a remove curse and all that remained was a Barovian man, Kellen. IV continued to hold onto him even though he was no longer a werewolf.

The party was shocked and Faesys smartly knocked the last werewolf of the ledge. After IV talked to Kellen, he became frustrated and was unsatisfied at Kellen's answers and whether he could be trusted and IV dropped Kellen off of the ledge.

The angels exited the den and escorted the remaining children back to Krezck. The Burgomeister was delighted to see the children and offered that the party could stay at his mansion for the night. During their rest, Eddie was plagued by horrific dreams of blood, death, and running away in terror. The rest of the party woke up refreshed.

What would you like to do next?

Session 12 recap



The angels awoke the next morning in Krezck and prepared themselves for the journey to the Wizard of Wines Winery. As they were readying the horses, they were joined by Faesys whose clothing was all turned black. Faesys explained that due to his actions recently, his god has abandoned him. The party supported Faesys and agreed to try to assist in his redemption any way they can. The angels discussed that perhaps this could have been the result of aggressive actions against those who were not truly evil anymore.

The party then started their journey and it was uneventful until they reached the winery. Once at the winery, they were beckoned over by a hooded figure by the woods. The figure introduced himself as Davian Martikov, the owner of the winery. Six more of Davian's family stepped out of the woods as Davian greeted the party. Davian asked for the party's help to take back the winery from the control of Druid's and the Blights under their control.

Davian was not sure why the Druids took over the winery, but promised that the party could have whatever treasure they find and all the wine they can carry if they rid the winery of the Druids and Blights. Davian also mentioned that there were three magic seeds that were in their possession and although two have been taken to Yester Hill and Berez, one may yet remain in the winery. If the party can find it, they can consider it their reward.

Davian mentioned that the magic seeds appear as pinecones and can resurrect a living being or animate an inanimate object. The party accepted the quest and took their leave and continued to approach the winery.

Before they entered the winery, the party scouted around the winery and explored a well, outhouse, and the loading dock. Finding nothing out of order, they decided to enter the winery. As they opened the door to the winery, dozens of Blights came alive from the vineyard and rushed to the winery. The party smartly entered the winery and barricaded the door behind them.

Trapped inside, the party explored the winery. They first came upon the fermentation vats that were being guarded by four Blights and a Druid. The Druid ordered the Blights to attack. The angels tried to persuade the Druid and Blights to surrender but eventually they resigned themselves to the fact that diplomacy was wasted. The angels easily defeated the Druid and Blights and continued to explore the main floor. The only other interesting room was the Glassblowers workshop which was well appointed with iron tools that IV took.

The party discovered that there was a staircase that led down from the Glassblowers workshop and they ventured down into the cellar. The party found themselves in a wine cellar with a large wine rack separating the room. The angels detected movement from behind the wine rack and without warning a loud wave of force lashed out from behind the wine rack, shattering the bottles and throwing them back against the wall.

Another Druid revealed himself and ordered four more Blights to attack. The Blights moved forward to attack, but the angels easily dispatched of the Druid and Blights once again. The angels explored the rest of the wine cellar and could only find three barrels of wine that were not shattered. Jasnah and RonnY broke one barrel open and drank from it, but immediately found that they felt ill. This wine had either gone bad or been poisoned. Lorcan quickly thought to check another bottle of wine they had in their possession and determine that wine was ok.

The party decided that they would continue upstairs to explore the rest of the winery. They found the upper floor seemed to be unoccupied. The first room they explored appeared to be a printing press for wine labels and had no other items of value. They found two other sleeping quarters and a dining room before locating what appeared to be the master bedroom.

The master bedroom was well appointed, but mainly without anything of interest except for a locked chest. IV deftly picked the lock and found an assortment of coins and a secret compartment that contained a gold locket and a pine cone. IV quickly gathered up the pine cone.

The angels gathered everything and were going to return downstairs when they suddenly heard scratching and rustling from outside. When they peered out the windows they saw that a druid and 30+ Blights had surrounded the winery and were trying to find a way inside. They also noticed that two of the Blights seemed larger than the others....

What would you like to do next?

Session 13 Recap



The angels discussed their plans and decided to fight their way out. After seeing that the winery was totally surrounded by blights, Jasnah and Faesys went upstairs to attack the blight army with fireballs through the second story windows while the rest of the angels went to the back door. Jasnah and Faesys saw that a druid was standing on the roof of the outhouse directing the blights,

Jasnah and Faesys launched multiple devastating fireball attacks that destroyed blights, the outhouse and the druid that was directing them. The rest of the angels exited out of the back door of the winery and defeated all of the blights led by a furious and enraged Lorcan.

The battle continued to the front and side of the winery as the angels moved to engage the remaining blights. The party continued to advance on the blights when suddenly the remaining blights joined together and creating two large blight monstrosities. When these Bitter Blights screamed mosquitoes, cockroaches, and other bugs flew out of their maw. The angels all moved forward and concentrated their attacks on the Bitter Blights. The angels defeated one Bitter Blight and concentrated their attack on the remaining Bitter Blight. Suddenly the remaining Bitter Blight turned and attacked Faesys with a vicious blow. At the last minute Lorcan leapt in front and took the strike that knocked him down. A bat flew out of the Bitter Blight towards Lorcan but IV smartly snagged the bat before it could reach Lorcan. The rest of the angels attacked and were able to finally defeat the last Bitter Blight. The angels paused and took status of the situation.

The angels returned to visit the winery owner in the thicket of trees and he thanked them for ridding the winery of the blights and druids. The angels noticed that there were six ravens in the trees and that his family was not there. When they enquired about his family he mentioned they were off searching for herbs and berries. The angels thought this was very odd and Jasnah also tried to intimidate Davian, but he cautioned her about her actions. Their concerns were somewhat allayed when Davian's family returned a short time later.

In the quiet time after, IV confessed to Faesys that in his past he had done terrible things and shared that he had killed his sister I or Prime and now wears her mask. Faesys shared an allegory about a chisel and how an instrument is not limited to its original purpose but can grow and change. IV appreciated the wisdom and thanked Faesys.

The angels regrouped and decided to continue on to Yester Hill to look for clues about what may have caused the blights to attack the winery. They made their way to Yester Hill and found a circle of stones at the top of the hill surrounded by black cairns. The stormy skies threw forth lightning that struck the hilltop randomly. There was a bank of thick fog to west of the hill.

RonnY walked around the circle of stones and found a copse of dead trees surrounding a large Gulthias tree with a battle axe embedded in the tree beside a skeleton on the ground. Ronny also noticed six spiny creatures kneeling around the tree.

The rest of angels continued to the top of the hill and found a wicker statue in the image of Strahd. IV set the statue on fire and the six creatures attacked! They revealed that their spiny appearance were just costumes and they were Berserkers that seemed to be engaged in a ritual. The battle ensued and the angels easily defeated the Berserkers. The statue of Strahd eventually burnt to the ground and a glowing pinecone fell out. IV quickly ran over and picked up the glowing pinecone once it cooled off.

After the battle, the angels looked toward the fog and noticed a vision of Castle Ravenloft and Strahd in the fog. Strahd glared at the angels and then the vision vanished. The angels spent some time investigating the fog and Jasnah even sent her Owl into the fog but it returned immediately even though it didn't seem to turn around at all. The angels also threw pebbles into the fog but they seemed to be unaffected and bounced off into the fog.

The angels were perplexed and discussed whether they should return to Vallaki to re-supply or continue to the Amber Temple.

What would you like to do next?

Session 14 recap



The Angels decided to return to Vallaki to re-supply and re-energize before starting the journey to the Amber Temple. They set out from Yester Hill and set up camp near to the bridge over the Raven River. After awakening IV was found staring at her image in the river, Eddie coughed up what looked to be blood, Lorcan found an iron crown covered in maggots, and Jasnah quickly covered her neck. Ronny and Faesys appeared quiet and somewhat shaken. Faesys then walked away for some solitude. During the night most members of the party seemed to have experienced dreams or visions. The Angels shared the following dreams they encountered:

Ronny – “Ronny awoke and found the angels all gathered around him. IV spoke with the other angels supporting - “Ronny, we have met and agree that you are an old wooden model riddled with fungus. We don't think you will be able to keep up with us and we will be leaving you in Vallaki when we leave for the Amber Temple. Goodbye”. Ronny awoke with a start and found everyone staring at him.”

IV – “IV found herself back in Eberron and was greeted by her three sisters. IV was shocked to see them alive and well. IV's sisters offered a box to IV and said it contained a new mask that was deserved due to IV's heroic efforts. IV opened the box and found it contained a mask in the visage of Strahd. IV was shocked and looked up to find the sister's had turned into vampires and leapt forward to attack. IV awoke with a startle and found that she was weeping.”

Lorcan – “Lorcan found himself in a village of Stone Giants. He was greeted as a hero by all the villagers. Lorcan was gifted with gold and silver. A Stone Giant chieftan placed crown on Lorcan's head and asked him if he would accept the blessing of Skoraeus Stonebones. Lorcan gladly accepted and found he was turned into stone! Lorcan awoke and found that the crown was gifted lay at his feet covered in maggots.”

Eddie – “Eddie found herself in a huge chamber filled with a treasure hoard. Eddie started to search through the treasure and picked up gold and jewels. Her attention was drawn to a majestic red diamond that was the size of her head! Eddie touched the diamond and found herself trapped inside the diamond which was slowly filling up with blood. Eddie awoke just as the blood reached her mouth. Eddie awoke and to her surprise, threw up a mouthful of blood.”

Jasnah – “Jasnah awoke and found herself in a stone sarcophagus, she looked above and a concrete lid was sealed. The only light came from a glowing crescent moon engraved in the concrete lid. She looked beside and saw the corpse of a dusk elf dressed in a bridal gown with puncture marks in her neck. Suddenly the concrete was removed and Strahd greeted her with an evil smile. Jasnah awoke and discovered she had two puncture wounds on her neck.”

Faesys shared that he did not experience any dreams but the party noticed that one of his hands was bandaged. The angels inquired about what happened but Faesys just shared that he had injured it last night.

The Angels decided to break camp early and complete the journey to Vallaki. They reached Vallaki in the early afternoon and were let in the town after sharing that they were here for the festival. A few members visited the Church of St. Andral and saw that it had again become hallowed ground and was in the process of being repaired.

The Angels continued on to the Blue Water Inn and saw that the taproom was fully packed with patrons. They were greeted by Urwin Martikov and learned that he was the twin brother of Davian Martikov, the owner of the Wizard of Wines winery. Urwin informed the party that the wine has resumed flowing from the winery and sent thanks from his brother again for their assistance in liberating the winery from the Blights.

The Angels noticed the Wachter brothers were at one table staring at that. The Angels approached them and the brothers accosted the Angels and said they have quite the nerve showing up in Vallaki again. The Angels asked what they were referring to and the brothers shared that the Angels were seen around the Wachterhouse shortly before their parents disappeared the house was now beset by devils. The brothers informed them that the house was now boarded up and no one dares enter anymore.

The Angels tried to ensure the brothers they did not know what they were talking about. The Angels took their leave and went to the market area to re-supply. All except Feasys, who requested a room and stayed behind. The Angels saw that many shops were closed as the stores had a kiosk at the festival of Bread and Wine. The party completed their shopping and made their way to the festival.

The Angels saw that there were two new stores at the festival – a tattoo parlour “Inked and Dangerous” and a bakery and cannabis shop “Baked and baked”. They entered the tattoo shop and some members choose to receive the following tattoos from the owner Barth:

- Lorcan – Tribal Tattoo
- IV – Skull
- RonnY – Tree
- Raven – Jasnah/Eddie

The angels continued next door to Baked and Baked and were welcomed by Dude Riversong – the elf owner who swears he is a ‘smoke’ elf. Lorcan and Eddie each purchased Edibles, Mushrooms, and smoke.

The party was then joined by Faesys and decided to seek our Madame Eva as they saw she was telling fortunes. All the Angels agreed to have their fortunes read and received the following fortunes:

Jasnah – Innocent card – You are a being great importance and your life is in danger.

Faesys – Broken one card – you have experienced the loss of something that makes you feel incomplete.

IV – Horseman card – Fortells death, defeat, and the end of a bloodline.

Lorcan – Executioner card – Fortells imminent death of one falsely accused.

Eddie – Artifact card – there is a physical object that need to be obtained or destroyed.

RonnY – Tempter card – you will be tempted and possibly led astray by temptation.

They thanked Madame Eva and sought out the Magic Wish tent but were unsuccessful in having their weapons improved by a show of their knowledge. Lastly they visited the Wizard of Lake Baratok who offered a game of Bavarian Roulette to earn scrolls from his collection. Several members were successful and chose scrolls three scrolls each.

As the angels left the Wizard of Lake Baratok, they saw the parade cross in front of them. First there was a marching band, followed by a cart from the winery throwing samples of wine to the crowd. To their surprise that was followed by a cart drawn by two white horses with the Abbot with a new potential bride. IV was shocked and confirmed that the Abbot was indeed real. That was followed by the Baron and Baroness in a golden cart drawn by horses. Lastly there was a black carriage drawn by two black horses. The carriage had red curtains that were parted and the occupant summoned an child over and handed them six envelopes and directed the child to deliver them to the Angels. The letter contained an invitation to dinner at Castle Ravenloft with Strahd von Zarovich – Count of Barovia and Lord of Castle Ravenloft.

The angels were a bit shaken and before they could react, the carriage had moved off in the distance.

With the festival winding down the Angels decided to investigate the goings on at the Wachterhouse. RonnY smartly turned the party into vapours and they entered through key holes and floated down to the basement. There the Angels found a Horned Devil pacing back and forth over the pentagram. The Angels once again became corporeal and banished the devil. The Angels recorded the symbols on the teleportation portal and then scratched over them. They explored the rest of the Wachterhouse but could find nothing else out of place.

The bodies from their previous encounter had strangely been removed, but by whom?

The Angels wanted to inform the Baron and Baroness that they had addressed the problem at the Wachterhouse. They were informed that they were not home by the guards and were likely still at the festival.

The Angels then paused – what would you like to do next?

Session 15 recap



The Angels gathered themselves and decided to return to the Blue Water Inn as the festival had wound down. The Angels asked the Wachterhouse guards if they would inform the Wachter sons of their findings but the guards declined to leave their post. Upon returning to the Blue Water Inn, the Angels found it empty except for the owner and his wife. They were cleaning up as it seemed the festival goers had all gone home to rest. IV and RonnY decided to retire to the stables to keep the animals company and to have some time to reflect. The rest of the Angels each reserved a room for the night and also retired. All that is except for Eddie – she rested in the taproom even though she also had a room. Faesys retired to his room and no sound was heard from him for the entire evening.

The night passed without incident. Eddie was awoken with a start in the morning and noticed there were two grey-cloaked figures at a table in the corner of the taproom sipping tea. IV and RonnY joined the party in the taproom and IV's armor looked decidedly different as RonnY followed behind swinging an Allan key. IV also had a different gait in her step as well – some would say some less sure and confident.

Eddie asked Lorcan to step in front of her so she could put her ring on and approach the grey-cloaked figures invisibly. She donned her ring and approached the grey-cloaked strangers. The grey-cloaked figures were able to detect her even though she was invisible and informed Eddie that they were here for Faesys. The grey-cloaked figures returned to sipping their tea.

Faesys eventually approached the grey-cloaked figures and they introduced themselves as Shadar-Kai and that they have been sent by the Queen. They removed their hoods and the Angels saw that they were elderly elves with very pale skin. They informed Faesys that the Queen has accepted his offer and that she provides a Bag of Holding to use for the collection of items desired by the Queen, 500 gold pieces, and a grey cloak. Faesys soon discovered that the Bag Of Holding is sentient as the Bag of Holding introduced himself as Bob and promised to serve Faesys to the best of his abilities. Bob also informed Faesys that other items can also be stored in him and he will retrieve them as best he can.

The Angels took their leave of the Shadar-Kai and Faesys stopped on the way out of Vallaki to acquire a bow, arrows, and a sword. Like IV, Faesys had a different air about him.

The Angels ventured west and then south on the road to Amber Temple. A few hours down the road they encountered a mist on the road in front of them. The Angels were unable to avoid the mist as there was a steep cliff down on one side and a steep cliff up on the other side. IV, Faesys, and Lorcan decided to proceed first through the mist and when they got to other side IV was noticeably weak and exhausted. The rest of the Angels made their way through the mist and emerged on the other side as well. All that is except for Bill the pony. When they looked back they saw that Bill had collapsed in the mist. IV returned into the mist and retrieved Bill and found that he had passed.

RonnY smartly cast animate dead on Bill so that Bill could continue to pull the cart on the mountain path for another day.

The Angels continued south and came upon a gate and tower that blocked the way in front of them. Above the gate there were two sculptures of demonic vultures facing each other. The gate was lowered and behind the portcullis shone a curtain of green flame. The Angels approached the portcullis and it raised making an unearthly screech of rust on metal. The Angels approached the curtain of green flame and Jasnah stuck her hand in the green flame. She screamed and quickly pulled her hand back after she experienced blinding pain. Jasnah examined her hand and though it was wracked with pain, it was not burned. Jasnah smartly cast dispel magic and the curtain of green flame disappeared.

The Angels quickly moved through the gate and approached the tower. RonnY tried to open the door but found it barred from the inside. Eddie suggested she would be able to climb the outside of the tower but saw that it was a long drop down into the cavern if she lost her grip. IV offered to Eddie that she could use a crafting of hers and attached an orb to Eddie that sprouted spider legs. With the spider legs Eddie was able to climb up to the second floor window and enter. Eddie climbed down and open the front door so all the Angels could enter.

Finding nothing of value in the tower the Angels climbed up and saw that there was a trapdoor to the roof. The Angels climbed through the trapdoor and saw that there were statues of female warriors that faced outward. RonnY was suspicious and struck the statues and the clanging sound confirmed they were indeed metal. IV saw that there was a pile of bones under the snow in the corner and went to investigate. As soon as IV touched the bones, four Spectres attacked! A battle was engaged and Lorcan threw the bones off of the tower in the hopes that it would stop the Spectres but it had no effect. After the first

Spectre was defeated, two more Spectres emerged. Finally, the Angels were able to defeat all of the Spectres!

Suddenly one of the bird sculptures came alive and flew forward to attack! It was a Vrock and swooped down to attack the Angels on the tower. The Angels were able to defeat the Vrock and it fell apart into stones. A second shriek followed and the second Vrock came alive but fell apart when it tried to fly.

The Angels returned to the lower floor of the tower and rested before continuing on. In the morning, the Angels felt refreshed and journeyed south over the bridge. The bridge was topped by two sculptures of knights jousting on horseback. Warily, the Angels crossed the bridge. At the other end of the bridge, Strahd appeared on horseback blocking the way.

The Angels readied themselves and continued forward. The vision of Strahd slowly faded and disappeared into the wind. The Angels crossed the rest of the bridge and continued south to the Amber Temple.

After two hours the Angels came upon a clearing and Luna Lake appeared to the right of the path. At that moment, 24 hours had passed and the animate dead spell ended on Bill and he collapsed. The Angels buried Bill by the side of the road, said a few somber words, and carried on towards the Amber Temple.

After a couple more hours the Angels came upon the town of Ravenhome. The Angels were greeted by two Shadar-Kai who informed them that they were expected. The Shadar-Kai guards directed the Angels to the tent of Aurelius who was the leader of the community. The Angels met Aurelius and he informed the Angels that this town was formed to support the search of the Amber Temple to find the Sunsword. The Shadar-Kai shared that they have been searching the Amber Temple for months but have been unable to locate the Sunsword. The Queen has directed the Shadar-Kai to find the Sunsword which has been foretold to be able to destroy Strahd.

Aurelius shared that the Shadowfell is the home of the Raven Queen and this was her realm before Strahd came to Barovia and will be her realm again when he is destroyed. The Queen seeks the Angels assistance to find the Sunsword and destroy Strahd once and for all. Aurelius then shared that legend has it Strahd made a pact with the Dark Powers within the Amber Temple as well. Aurelius went on to tell the tale of Strahd's history in Barovia:

- Strahd was a prince and after the death of his father King Barov, Strahd waged a long war to kill his family's enemies. He cornered the last of his enemies in a mountain valley and executed them. He named the valley Barovia after his father and decided to settle there.
- Queen Ravenovia lamented the loss of King Barov and was fearful that the war had made Strahd cold, violent, and arrogant. She kept her other son Sergei away from the battlefield and Strahd and lavished him with attention.
- Strahd built Castle Ravenloft as a tribute to his mother Queen Ravenovia and a place his family could live together. He invited his mother and brother Sergei to live in Barovia. Strahd was jealous of the attention his mother paid to Sergei but was hopeful he could regain his mother's love.
- Strahd was unwilling to accept his father's untimely fate so he studied magic and sought a pact with the Dark Powers in exchange for immortality.

- Queen Ravenovia and Sergei were travelling to Barovia when the queen died. Strahd was overcome with grief and buried her in the crypts under Castle Ravenloft.
- Strahd turned his attention to a Barovian girl Tatyana. Despite Strahd's efforts, Tatyana fell in love with younger, warmer Sergei. On their wedding night, Strahd in a jealous fit of rage murdered Sergei and drank his blood sealing the evil pact he had made with the Dark Powers. He then chased Tatyana through the gardens and Tatyana threw herself off the castle balcony to her death.
- Strahd was murdered by castle guards when they saw what he had done but Strahd did not die. The Dark Powers honoured their pact and the sky went black and Strahd was reborn as a vampire.
- After Strahd's rage subsided, he looked up in the clouds and saw his mother and father's disapproving visage. They looked down and judged him for destroying his family's bloodline and bringing shame on the family. The valley of Barovia was spirited away and locked in a demiplane surrounded by impenetrable fog from which there was no escape.
- Strahd has been master of Barovia for centuries now and seeks the re-incarnation of Tatyana.
- Strahd takes pleasure and gains power from generating fear and despair in Barovia. This takes away power that the Raven Queen feels is rightfully hers.

The Angels then took their leave of Aurelius and started their journey to the Amber Temple.

Session 16 Recap



The Angels set out for the two-day journey from Ravenhome to the Amber Temple. The pass through the mountains was narrow and difficult. The Angels could walk two or three abreast, but at a couple of spots they needed to go single file.

In the afternoon the Angels heard a rumbling from the hill above them. The Angels turned to see a huge avalanche bearing down on them. RonnY thought quickly and turned everyone into gaseous clouds and they floated up as the avalanche swept down towards them. All the Angels all floated above except the gaseous cloud that once was IV. The IV gaseous cloud was caught up in the snow of the avalanche and disappeared down the hill. Once the avalanche stopped, IV found herself trapped under the snow. IV gathered herself and started to dig out and yell for help. The rest of the Angels finally located IV and the wagon. Unfortunately, the wagon was destroyed by the avalanche and lay in pieces. IV was able to find all of her belongings and gathered everything up.

The Angels decided they would camp here and reclaimed wood from the wagon to build a quinzhee. Tragically, when the last board was lifted they found their chicken has been crushed. After some discussion, it was agreed that the chicken would be dinner for the night.

The Angels awoke to a bitterly cold and sunny day. They made their way across the mountain passes and the trip was difficult and tiring. Jasnah and Faesys were affected the most with Lorcan being the only party member unaffected.

Eventually the Angels came down out of the mountain pass and saw the Amber Temple in front of them. To their dismay they saw three Ice Trolls pacing back and forth in front of the main gate. After some discussion, the Angels decided to slowly approach and heard Grag, Nard, and Durd arguing about how they couldn't open the doors to the Amber Temple and that the Boss would not be happy if they couldn't get in. Eddie put on her ring of invisibility and snuck past the Ice Trolls to the front of the doors.

The doors to the Amber Temple slowly opened and Eddie tried to communicate with the Ice Trolls. The Ice Trolls moved forward to attack and the battle was engaged with the Ice Trolls and an exhausted, cold, and tired party of Stone Angels. The Angels eventually were able to dispose of two Ice Trolls but then from behind them they heard a feral roar and Wudge had transformed into a Crag Cat and joined the battle against the Angels. All the Angels heard was Faesys yelling out "I knew it".

The battle was renewed and the Angels were able to finally defeat the Ice Trolls and the Crag Cat. The Angels moved through the door of the Amber Temple to some warmth and a place to rest.

The Angels descended the stairs and cautiously moved down the passage and saw arrow slits on either side of them. The Angels looked through the arrow slits and saw that the west guard room was empty but that there was a robed skeleton in the eastern guard room holding a wand. The Angels tried to mage hand the wand through the arrow slits but it would not fit.

The Angels continued down the passage and saw that it opened up into a large chamber with a huge robed statue at the far end of the chamber. The Angels continued west and found an empty room where they decided to store the animals and take a rest. While the Angels rested, IV was drawn towards the robed statue and decided to explore.

IV descended the stairs into the main chamber and was exploring when she was struck with a blast in the back. IV noticed there was movement in the head of the statue and then there came repeated calls to 'Go Away'. No matter how many ways IV tried to communicate, the same repeated message of 'Go Away' came from the head of the statue. IV returned to the Angels resting and informed them of her experience.

Eddie decided to investigate. Eddie put on her ring of invisibility and was able to locate a door at the back of the statue and climbed the stairs to find an Arcanaloth's lair. The Arcanaloth was busy pouring over some papers. Eddie was able to sneak by the Arcanaloth and pilfer a bag which held 100 gold pieces and a couple of pink lenses. Eddie snuck back out and returned to the Angels to tell them what she found.

The Angels decided to give the Arcanaloth a wide berth and to explore the other areas of the Amber Temple. The Angels explored westward and opened a set of double doors and found that this was the lair of 5 Berserkers who immediately attacked! The Angels were able to defeat them long distance. The Angels then entered the room and found there was an adjoining room behind an amber door that appear to be a scroll library. Jasnah used misty step and was able to recover three scrolls – ***Chain Lightning, Finger of Death, and Dimension Door.***

The Angels continued to explore east and found another room with an amber door to the room where they saw the wand in the hand of the robed skeleton. Jasnah was able to Misty Step through the amber door and retrieve the **Wand of Secrets**. The Angels continued east and encountered a room that was empty except for a hole in the floor that led to the lower level. The Angels also found another scroll library but unfortunately this one was empty.

The Angels continued north into an empty hallway and opened a door on the eastern side and found a lecture hall. There they saw a scorched figure at the lectern with a Quasit on his shoulder. He introduced himself as Vilnius and told the party that he came here with his master, Jakarion, to find the secrets of the Amber Temple but they were ambushed by three Flameskulls and his master was killed. Vilnius is terrified and is holed up here until he can figure a way to get past the Flameskulls and retrieve his master's spell book. Vilnius wants nothing more to leave the Amber Temple once he retrieves the spell book. Eddie is intrigued by the amulet around Vilnius's neck and offers to retrieve the spell book if Vilnius will give her the amulet. Vilnius agrees and give the Amulet to Eddie. Vilnius informed the Angels that the Flameskulls are in the hallway to the north of the Berserker lair. The Angels took their leave and headed west following Vilnius's directions.

The Angels opened the door to the north of the Berserker lair and three Flameskulls attacked over a corpse of whom the Angels assumed was Jakarion. The Angels were able to defeat the Flameskulls and turned to the corpse of Jakarion. The Angels saw that the corpse held a wand and a spell book, but when they tried to pick up the spell book it crumbled to ash. Eddie was able to retrieve the wand and the Angels were able to determine it was a **Wand of Frost**.

The Angels found three doors to the west down the hallway. They opened the first door and found that the door led to a lab that looked like it was used to make potions, but unfortunately it was empty. The Angels also saw that there was an amber door that led to a passage that led west. They assumed this was the passage from the middle door. The Angels then explored the third door and found that it appeared to be an architect's room. On the desk in the room the Angels found detailed **maps of Castle Ravenloft**. Realizing their importance, IV made a copy before the Angel stored the maps in the sentient Bag of Holding, Bob.

The Angels then opened the middle door and saw that it led to a staircase down to the lower level. The Angels descended the stairs and saw that it appeared to lead to catacombs below. The Angels returned to the main floor before deciding to explore the catacombs.

The Angels returned to the hallways and continued north to a set of double doors. The Angels opened the doors and found that inside there was a luxurious banquet of food set out on a dining room table. RonnY rushed forward to touch the food and found that unfortunately it was an illusion. Frustrated, the Angels flipped the table over and the illusion disappeared.

The Angels continued through the eastern doors and crossed over a collapsed balcony and entered a shrine with a statue at the end of the room. Suddenly, IV Faesys, and Jasnah were frozen in a trance. Lorcan quickly realized that the shrine seemed to be causing the trance and dragged them out of the room. This ended the trance and the Angels returned into the room to destroy the statue.

The Angels explored north and found two amber doors that they were able to break and continue north. They found themselves in a lair of a Lich. The Lich turned around and asked who they were, if they knew his name, and what they were doing there. No matter what they asked, the Lich was unable to tell them anything of value or be any help. The Angel's patience soon wore out and they decided to continue on. The Angels broke through another amber door and found a scaly arm protruding from the floor holding a box made of bone. IV was able to free the box using Mage Hand and the Angels determined that this is the Lich's Phylactery. The Angels carefully stored the Phylactery in the Bag of Holding.

The Angels continued through the last amber door by breaking it with the battering ram and found themselves in an empty library. All the shelves and desks were totally empty. There was a spiral staircase that led downward.

The Angels slowly descended the staircase....

Session 17 recap



The Angels descended the gilded staircase and found themselves in a large room with a glorious amber relief carved into the walls. There were also three amber sarcophagi in alcoves in the room. In the centre of the room there were six rotting wooden crates. IV was drawn by the amber sarcophagi and stepped towards one as Eddie and Jasnah went to explore the wooden crates.

Suddenly, six Vampire Spawns exploded out of the crates and attacked. These Vampire Spawns were deadly and attacked with fury. The Vampire Spawns injured Eddie and Lorcan gravely before the Angels were able to reduce a couple to dust. After two Vampire Spawns were defeated, an image of Strahd appeared urging the Vampire Spawns to defeat the Angels and bite them. The Angels also noticed that the Vampire Spawns seemed to regenerate and so focused their attacks on the Vampire Spawns one at a time.

The Angels regrouped and were able to finally defeat the vampire spawn. IV gathered up some Vampire Spawn dust and the Angels approached the amber sarcophagi.

IV touched the east sarcophagus and heard in her mind that it offered the dark gift of **Zhudun**, the corpse star. IV did not answer and backed away. Ronny touched the south sarcophagus and heard in his mind that it offered the dark gift of **Tenebrous**. Ronny also did not answer and backed away. Finally,

Jasnah touched the west sarcophagus and heard in her mind that it offered the dark gift of the **Vampyr** – immortality. Jasnah accepted the gift and understood that she would need to slay someone she loves or loves her and drink his/her blood to fully receive the gift.

The Angels noticed a fissure in the south wall and proceeded to walk through the passage. Eddie watched the other Angels go first and did a last check of the Amber Vault before joining the rest of the Angels.

The Angels found themselves in a sealed treasury with six piles of treasure. There was a great assortment of treasure but the Angels also found that the treasure contained two **Scrolls of Greater Restoration**. The Angels gathered up all the treasure that had any value and moved towards the amber doors to the south.

As they touched the door the Angels were surprised that it asked for a password. After trying multiple passwords, the Angels discussed visiting the Lich to see if they could help the Lich regain his memories and ask the Lich for the password.

The Angels backtracked and made their way back to the lair of the Lich. The Lich again asked the party who they were and whether they knew his name. After some debate, the Angels cast **Greater Restoration** on the Lich and restored his memories. They asked the Lich if he knew the passwords to the amber doors and the Lich answered that it was his name, **Exethanter**. The party sought some guarantee that the Lich would not do them any harm, but **Exethanter** was notoriously unagreeable – as Liches are known to be. Ultimately **Exethanter** and the Angels agreed to leave each other alone. The Angels were set to leave when **Exethanter** demanded that the Angels return to him his Phylactery. After a few tense moments the Angel agreed and returned **Exethanter**'s phylactery and went on their way.

The Angels returned down to the amber door in the treasury to ensure the password worked and the amber doors opened upon speaking the password. The Angels moved to the eastern hall and found that to the south were three hags shouting words at an amber door. The Angels approached the hags and they screamed *'Find ye own door, this is ours!'* The Angels left the hags alone and explored a couple of bedchambers that were abandoned and had nothing of value.

The Angels left the hags alone and moved westward carefully past the statue lest Neferon, the Arcanoloath was in a foul mood.

The Angels explored west and found a plundered treasury room and continued westward. The Angels also found a couple of bedchambers that were again empty and contained nothing of value. The Angels ventured west to a hall and noticed one amber door to the south was ajar. The Angels entered the vault and found one sarcophagus was destroyed and two sarcophagi remained intact. The Angels touched the intact west sarcophagi and heard that they offered dark gift from **Delban**. No Angel accepted the dark gift of **Delban**. Eddie approached the west sarcophagus and was offered the dark gift of **Khirad** and she accepted. Eddie appeared unchanged by this dark gift.

Jasnah was interested in the shattered amber sarcophagus and touched the shards of amber with no effect. The Angels then left this vault.

The Angels decided to return to the vault where the hags were shouting words and they discovered that they were gone. They approached the amber door and spoke '**Exethanter**' when asked for a password and the door of the vault opened.

IV approached the east sarcophagus and was offered the dark gift of **Sykane** which he accepted. Immediately after accepting the gift IV took on a corpse-like appearance. Lorcan moved to the south sarcophagus and was offered the dark gift of **Zrin-Hala** which he accepted. After accepting the gift, half of Lorcan's face sagged like it was melted. Finally, RonnY approached the west sarcophagus and was offered the gift of **Fekre, Queen of Poxes**. RonnY stepped back and did not accept the gift.

The Angels then moved east and spoke the password '**Exethanter**' and entered the eastern vault. Jasnah touched the north sarcophagus and was offered the dark gift of **Savnok, the inscrutable**. Jasnah accepted and her eyes disappeared, replaced by dark empty sockets. IV touched the east sarcophagus and was offered the dark gift of **Tarakamedes, the grave wurm**. IV accepted and sprouted usable, bony wings. Finally, the Angels touched the south sarcophagus and offered the dark gift of **Shami-Amourae**. The Angels did not accept this gift.

The Angels then paused and look at each other after accepting the 'gifts'

- IV had sprouted bony wings and looked like a Warforged corpse – Charisma (-2), Constitution (-1)
- Lorcan had half of his face saggy and appeared melted – Charisma (-2)
- Jasnah's eyes disappeared leaving her with empty eye sockets – Charisma (-2)
- To her surprise when Eddie talked she found she could only speak in whispers...

Only Faesys and RonnY appeared unchanged...

Session 18 recap



The Angels took a pause and gathered themselves based on the shocking appearance of those that had accepted the dark gifts. The Angels first decided to visit the catacombs to the south and to their disappointment all the crypts in the catacombs looked like they had never been used. The Angels searched the three areas of the catacombs but found no evidence of any body or thing ever being there.

The Angels decided to visit all the rest of the sarcophagi to hear the other gifts that were offered. Although the gifts were tempting and many of the Angels hesitated, no more dark gifts were accepted. The Angels decided to return the Exethanter to ask questions and seek some answers. Exethanter was not overly helpful but did share that the Sunsword was taken from the Amber Temple by Baba Lysaga to protect her son, Strahd. Exethanter also shared that the Sunsword is likely to be found in the Ruins of Berez where Baba Lysaga resides. Eddie also asked in a very quiet voice about the amulet that she had acquired from Vilnius and Exethanter shared that the amulet was for a Shield Guardian but was useless without the command word.

In a quiet moment, RonnY asked for a discussion with Exethanter. RonnY and Exethanter discussed in hushed voices and had a discussion for 5-10 minutes before it ended with RonnY giving Exethanter a business card and requested to speak again. Exethanter agreed and the Angels took their leave.

The Angels explored the rest of the Amber Temple but found that Neferon the Arcanaloth and Vilnius the mage's apprentice seemed to both have disappeared and the rest of the Amber Temple seemed abandoned. The Angels went to retrieve their animals and set to make out for Ravenhome.

The Angels were welcomed at Ravenhome and offered a place to stay overnight. The Angels gladly took their hospitality and rested before heading out the next morning. During the night IV wanted to try and fly using her new bony wings. IV was delighted to discover that she could fly like a bird but to her horror she found that her arms had become bony after she landed and IV felt weaker again. **(Strength -1)**

The rest of the night passed without incident and the Angels departed the next morning.

The Angels made their way through the mountain pass and came upon the bridge over the Luna River. To their surprise they found a boat moored beside the bridge. The Angels debated whether they should take the boat, but a couple of Angels refused to board the boat. RonnY smartly offered that she could cast water walk and the Angels could walk on the river to the Ruins of Berez. The Angels all agreed and they set off down the river. **(RonnY gains an inspiration)**

The Angels came upon the Ruins of Berez and Jasnah detected that the entire site was awash in magic. The Angels saw there was an abandoned mansion with a pen of goats. Upon closer inspection the Angels saw that the goats were undead and that the pen posts were topped by human skulls. The Angels proceeded to the abandoned mansion and encountered the ghost of Ulrich. Ulrich asked why they disturbed his rest and told the tale of how he has been cursed to remain in torment for killing Marina to keep her from Strahd. Ulrich told the Angels that what they seek is 200 metres west of the mansion. The Angels headed west and found a monument to Marina. There was a statue of a kneeling girl with a rose on pedestal. Jasnah could detect that magic flowed out from below the pedestal. RonnY decided to walk around the statue clucking like a chicken. IV smartly shrunk the statue and it revealed a sarcophagus below. IV pried open the sarcophagus and it revealed the Sunsword below.

To their dismay, the Angels discovered that only Faesys and RonnY could hold the sword without experiencing excruciating pain. RonnY agreed to hold the Sunsword. The Angels deduced that none of the Angels that accepted dark gifts could hold the sword. In the Angels despair, they heard a screech and could see an elderly woman riding an open half skull coming towards them. 'Thieves!', 'Defilers!'

An enraged Baba Lysaga came towards them and attacked! She threw spell after spell at them! RonnY smartly entangled her but she kept casting spells – 'Finger of Death', 'Fireball', 'Cloudkill'. The battle ensued and Lorcan decided to also use his dark gift and to his dismay the other side of his face melted. **(Charisma -1)**

Eventually the Angels were able to defeat her and prevail as Lorcan took a knee almost collapsing. After the battle the Angels continued to her hut and were shocked to see there was a child wailing in a crib. Jasnah smartly casted dispel magic and the illusion of the child in the crib vanished. **(Jasnah gains an inspiration)** There still was a sickly glow coming from under the floorboards.

The Angels used mage hand to open the chest and were blown back as the chest was trapped! The Angels gathered themselves and carefully explored the rest of the hut. IV pried open the floorboards and discovered a star-shaped green gem similar to the ones the Angels found in Yester Hill. The Angels ransacked the rest of the hut and found 1,300 gold pieces, 5 gemstones, and scrolls of Mass Cure Wounds and Revivify.

The Angel then explored standing stones at the edge of the ruins and found eight stones each inscribed with an icon for a bear, elk, hawk, goat, owl, panther, raven, and wolf. RonnY entered the ring of standing stones and determined that this site was once blessed by the gods.

The Angels decided they would have a long rest to heal up before continuing on to Argynvostholt. During the night, Jasnah implored RonnY to allow her to be with the sword overnight to try something. RonnY was very unsure as Jasnah would not share what she was going to do. Eventually RonnY allowed

Jasnah to be with the sword. Overnight Jasnah cast remove curse in the hopes it would allow her to hold the sword but the Sunsword still caused her excruciating pain.

The Angels set out north to Argynvostholt after their rest. Before they left the Ruins of Berez they came upon a fog and saw a vision of a great battle. After the battle they saw a vision of a huge silver dragon flying above. The fog dissipated and the visions disappeared.

Eventually, they came upon the ruined castle with a large statue of a dragon out front. Faesys was able to determine that undead were nearby in the castle. **(Faesys gains an inspiration)** The Angels entered Argynvoltholt and found it abandoned. The Angels entered the main foyer and IV opened doors to the north and found it inhabited by nine giant spiders. IV quickly closed the door and informed the Angels.

The Angels continued to explore Argynvostholt and found the rooms abandoned. In a den the Angels approached a hearth and a smoke dragon arose from the ashes and flew up the chimney. IV looked up the chimney, but the smoke dragon was gone. The Angels continued onto the kitchen and it appeared ransacked except for a large pot. As they approached the pot, the Angels heard a sound coming from within. The Angels opened the pot and a bat flew out and up the hearth.

The Angels continued on and found a wine storage room. The Angels saw there was a dusk elf named Savid hiding behind the wine barrels. Savid was totally drunk. Savid told the story of how he was sent by a Vistani clan from Krezck to find Arabelle – the missing daughter of Stranek, chief of his clan. He informed the Angels that he has been unable to find her and can't return without her. He is ashamed of his failure and came to Argynvostholt because he knows the Vistani are afraid of the castle and will not come here looking for him. The Angels were confused as they thought Jasnah was the only female dusk elf. Then the Angels were disgusted at Savid at his failure and abandonment of his mission.

The Angels agreed to take the dusk elf with them. They continued to the east and entered a chapel and found three kneeling figures before the altar. The Angels spoke to the kneeling figures and the figures rose and turned around their eyes full of hate and anger. They were three Revenants in tattered armour and they attacked!

What would you like to do next?

Session 19 recap



The Angels moved forward and engaged the revenants in battle. The battle was long and arduous. During the battle, IV flew up to the balcony overlooking the chapel and was shocked to see that her legs had also turned to bone. The battle continued and eventually the Angels were finally able to defeat one of the revenants. RonnY smartly decided to raise the revenant to fight on the side of the Angels. Eventually the other revenants were defeated and raised to be on the side of the Angels.

The Angels explored outside the chapel and discovered a graveyard where three graves were disturbed. Even more troubling was the fact that whatever was buried seemed to have crawled out of the earth. Suddenly, the Angels felt like they were being watched and when Faesys looked backed to the castle, he saw the figure of a man in a third story window turn away and close the curtains.

IV decided to fly up and investigate and after she was aways above the ground, her bony wings disappeared and her arms and legs lost their bony appearance, and she returned to what she was before she accepted the dark gifts. IV slammed into the ground and stood up – shaken and diminished. The Angels decided they would re-enter Argynvostholt and try to find the figure they had seen.

The Angels first decided to investigate the mausoleum that was next to the graveyard and saw one word engraved above the door – “Argynvost”. Lorcan was finally able to open the stone door and the Angels found the mausoleum empty except for one alcove with bones piled under the following inscription:

“Here lies the bones and treasures of Argynvost, lord of Argynvostholt and founder of the order of the Silver Dragon”

The Angels noticed that the bones assembled here were missing the skull of the creature. The Angels used this opportunity to ask questions of the revenants and were able to discover answers to yes/no questions that included that Argynvost's skull was taken by Strahd and is being held in Castle Ravenloft.

The Angels returned to Argynvostholt and took the stair well past the second floor up to the third floor. The Angel saw that the roof had collapsed into the hallways and a bathroom. The Angels explored the rubble but found nothing of value. The Angels looked up and were able to see the cloudy sky through the hole in the roof. The Angels made their way through the rubble into a large audience hall.

In the audience hall, the Angels saw a seated figure facing away from them. As they approached, the figure introduced himself as Vladimar Horngard. Vladimir Horngard informed the Angels that he would not help them to defeat Strahd, rather that Strahd should be forced to live and suffer in the world he has created in Barovia. Vladimir Horngard told the story of a great battle against Strahd and how they are cursed by their defeat to suffer in this existence. Vladimir did not know who or what cursed them after their defeat – and only mentioned that he believes they are cursed by the gods.

The Angels took their leave and continued north and came upon a table with five skeletal figures slouched around the table. One figure introduced himself as Sir Godfrey the leader of the Order of the Silver Dragon and asked “Why do you disturb the dead?”

The Angels questioned Sir Godfrey and he told a similar story of being cursed after losing a great battle. Sir Godfrey also shared that his order had received visions from the gods to attack Strahd and that they envisioned a great victory. Sir Godfrey also felt they were abandoned by their gods and are now cursed by their defeat.

Sir Godfrey also shared that he fears if Strahd is defeated that **“Something worse will come”**.

The Angels took their leave of Sir Godfrey and explored the rest of the third floor. The Angels found an empty bedroom that Sir Godfrey explained was his bedroom when he still needed sleep. The Angels moved on to study and found it empty except for an overturned chair and a book beside the chair.

IV moved forward to retrieve the book and found that it was the journal of Argynvost:

“My knights have fallen, and this land is lost. The armies of my enemy will not be stopped by sword or spell, claw or fang. Today I will die, not for avenging those who have fallen, but defending that which I love- this valley, this home, and the ideals of the Order of the Silver Dragon.

The evil surrounds me. The times has come to throw off this guise and show these heathens my true fearsome form. Let it spark terror in their hearts! Let them tell their stories of dark triumph against the protector of the Balinok Mountains! Let Argynvost be remembered as a dragon of honor and valor. My one regret is that my remains will not lie in their rightful place, in the hallowed mausoleum of Argynvostholt. No doubt my bones will be scattered among my enemies like the coins of a plundered hoard, trophies of a hard-won victory. I do not fear death. Though my body will die, my spirit will live on. Let it serve as

a beacon of light against the darkness. Let it bring hope to a land wrought with despair. Now, to battle!

The Angels completed exploring the third floor only finding a large pillow in the middle of large circular room. Jasnah sliced the pillow but only found feathers inside.

The Angels continued up to the roof and found that the roof was in shambles with ruined balistas on every turret. It appeared that a great battle had taken place here. The Angels made their way around the roof and when they passed the statue of a gargoyle, they heard it whisper:

“When the dragon dreams its dream within its rightful tomb,

The light of Argynvost will beam and rid this land of gloom”

The Angels made their way to the last tower and found the door was impervious. Jasnah could detect that the door was magic but it could not be opened either by spell or magic. Suddenly, the image of a dragon appeared in the door and held out a cup and declared that:

“The door requires a soul”

IV stepped forward and offered his soul and life, but the blood offering from the blood spear was not her blood and it had no effect. IV also offered her Warforged fluid, but it also had no effect. Lorcan stepped forward and cut his hand and offered his blood. The cup slowly filled and when it was full Lorcan dropped and was dead.

The door swung open and Faesys could hear the Raven Queen in his mind:

“The sacrifice was required to defeat Strahd”

Faesys raced up the stairs and found at the top there was a pedestal that appeared to be made to receive a dragon skull. Across from the skull there sat a man in a chair. The man introduced himself as Issac and shared what he could from his failing memory.

When the Angels returned to Lorcan’s body they discovered that his face had returned to what it was before he accepted the dark gift. The Angels grieved their fallen friend and retrieved his body and left Argynvostholt. They journeyed away from the castle and set up camp and a pyre to send Lorcan to his gods. After they pyre had burned itself out, the Angels noticed that a large raven flew away from a tree and into the night.

The Angels rested overnight before deciding what to do next.

Session 20 Recap



The Angels awoke from their long rest at Argynvostholt and discussed their next steps and what to do with Savid. They agreed that they would bring Savid along with them when they travelled back to Vallaki. They spent some time talking to Isaac and questioning Savid and trying to understand why Jasnah did not know Savid if he was from the Vistani clan and a dusk elf. The Angels decided that they had enough of questioning Savid and decided to make their way to Vallaki – talking ‘Loose End’ Savid with them.

The Angels decided they would first stop at the Vallaki camp and were shocked to find that it was no longer there. They questioned Savid and found that he in fact did have some knowledge of the camp but wasn’t overly helpful. The Angels decided to continue on to Vallaki to get supplies.

The Angels encountered guards at the Vallaki west gate and after a few questions gained entry. Finally, the Angels asked the guards about what festival it was currently. They informed the Angels that it was of course the ‘Festival of the Fanes’. The guards seemed surprised that the Angels did not know what the ‘Festival of the Fanes’ was. The Angels asked the guards about the whereabouts of the Burgomeister and the Watcherhouse children and the guards informed the Angels that this festival was different and that the Burgomeisters and Watcherhouse family did not attend this somber festival. The guards went on to inform the Angels that unlike other festivals there were no parades, games, or revelry. The Angels took their leave and made their way to the marketplace.

The Angels found that unlike other festivals there were no vendor kiosks or tents set up - just three offering plates under a garland of branches and twigs. Off to the side, they did see

a familiar face in Madame Eva offering to read fortunes for 5 gp. Several Angels placed offerings in the plates and after each Madame Eva said 'The Fanes thank you for your gift'.

The Angels decided to have their fortunes read again by Madame Eva and received the following readings:

- **FaesyS** : Traitor Card : Someone you respect will betray you
- **RonnY** : Tax Collector Card : The Windmill has what you are seeking
- **Eddie** : Dictator Card: I see a vision of a throne with an elderly woman sitting in it

Before Madame Eva read Isaac's fortune she stopped and paused and asked Isaac if they had met before as he seemed familiar. Isaac was not aware of meeting her before and Madame Eva continued with the reading.

- **Isaac** : Dark Lord Card : I see a Dark Lord that exists in the darkness beyond
- **IV** : Evoker Card : You need to search the crypt for a dear treasure
- **Jasnah** : Transmuter Card : I see dizzying height where the stone is alive

They then asked Madame Eva who the Fanes were and Madame Eva provided the following legend:

"Long before Strahd came and civilized the valley, Barovia was once a wild land. The valley was largely populated by scattered familial villages, usually no larger than a couple dozen people living in three or four houses to a village. These people were used to the harsh landscape and were overall hearty, somewhat barbaric people.

In addition, there were also groups of forest folk (druids) that lived in the wilds and didn't settle. The settled people and the forest folk have had a famously tumultuous relationship over the centuries, with periods of hate and periods of peace scattered across history.

In a general sense, the land was separated into three Fanes, or environments: The Swamp Fane, the Forest Fane, and the Mountain Fane.

The original residents of the valley worshiped a trio that were magically connected to the three fanes of the land. They were:

- *The Weaver from the Swamp Fane*
- *The Huntress from the Mountain Fane*
- *The Seeker of the Forest Fane.*

The Ladies of the Wood almost never showed themselves to the people that worshiped them. Instead, they would appear in auguries, dreams, and omens, speaking through the mouths of animals and in the wind that mused the leaves on the trees.

The people of the valley used to worship the Ladies through a series of shrines scattered across the land, some small and some large. The three most prominent shrines were located inside large stone circles:

- *The swamp shrine is the circle of stones in Berez.*
- *The mountain shrine is the circle atop Yesterhill.*
- *And the forest shrine is the collection of monoliths behind Old Bonegrinder.*

The worship of the Ladies usually came in the form of minor religious practices and offerings. The offerings were usually things like, "The best fruits from the first harvest" or "the antlers of a buck we killed on hunt." Sometimes the people left small, carved statues or other bits of artistic labor.

The Ladies presided over the valley until Strahd conquered the land. Strahd, seeing the power of the fanes, desecrated the three main shrines to the ladies and reconsecrated them in his own image, giving him dominion over the valley. Now, Strahd is literally, "The Land."

Madame Eva shared that Strahd is powerful because of the connection he has to the land and that he would be weakened if the Fanes could be restored.

The Angels then asked Madame Eva if she knew Savid and she mentioned that she did in fact know him as he was from her clan and was sent to search for Arabelle. Savid apologized to Madame Eva for failing in his mission and drowning himself in wine. Madame Eva also shared that her clan did have a few dusk elves as well. It remained a mystery why Savid said he was from the Vallaki Vistani clan. The Angels left Savid with Madame Eva to take back to her clan.

The Angels took their leave of Madame Eva and purchased supplies. The Angels then decided to set out for the Old Bonegrinder windmill as it was the one location of the three Fanes that they had not journeyed to.

The journey to the windmill was uneventful that the Angels immediately saw there was a hill behind the windmill where three monoliths lay on the ground. The Angels investigated and found that the monoliths appeared to have been toppled. The Angels raised the monoliths and found on the underside of each there was an indentation for each of the green gems they had won – a star, a circle, and an octagon. The Angels raised each of the monoliths and placed the gem in the indentation. Suddenly the sky above the hill opened up to pure blue sky and off in the distance they saw some thing flying towards them.

Closer and closer it flew and as it flew closer they saw that it was a huge Black Dragon! It landed with a thud and screeched at the Angels! Eddie smartly cast a spell to communicate with the dragon and heard the dragon declare ***"My name is Jhett – prepare to die"***.

Jhett reared back and unleashed a devastating breath attack nearly knocking the Angels off of their feet. The Angels then heard in their mind the voice of Strahd – ***"Kill them! Kill them all!"***. Heroically, RonnY shaped-changed into a sabretooth tiger and ran at the dragon knocking Jhett prone. RonnY then lunged forward and with one vicious bite cleaved Jhett's head clean off destroying the dragon.

The Angels decided to harvest parts of the Dragon. They took scale, teeth, and IV dangerously harvested the acid bladder.

The Angels finally entered the windmill and found that main floor to be a deserted kitchen with empty boxes, chests, and a cart they recognized from Barovia that was used by a hag selling dream pastries. They slowly climbed the stairs up to the second floor and found bowls along the wall that contained herbs, flour, and what seemed to be ground bone. Further along the wall they found three vials:

- A golden liquid labelled “Youth”
- A red liquid labelled “Laughter”
- A greenish milky liquid labelled “Mother’s Milk”

The Angels took all three vials and continued up the stairs.

On the second floor the Angels found a Hag sweeping up bone dust in front of the millstone. Even more disturbingly they saw that there was a mixture of flour, bone dust, and blood on her apron. The Angels took advantage of not being noticed and while Eddie distracted the Hag, the rest of the Angels eviscerated her.

The Angels continued up to the third floor and found some children’s clothes in front of open wooden cages. Up to the attic the Angels went and all they found were two children scared and alone. The Angels found that the children were from Barovia and had been here for weeks. The Angels gathered the children and left the windmill.

Before leaving, RonnY animated the Hag and had her join them. Once outside, IV torched the windmill and RonnY ordered the Hag to walk into the fire ending her blight on the land.

Eddie and Faesys decided to return to Vallaki to purchase a wagon for the journey to Barovia to return the children and look upon Castle Ravenloft. During the night, the Angels crafted a weapon each from the dragon’s bone and teeth for the upcoming battle.

Session 21 recap



Before the Angels set out from the windmill, they strategized on next steps. The Angels also recounted the memory of Ronny taking a huge bite out of the Black Dragon's heart – wondering what the long-term effects might be. IV used this time to do more crafting and Faesys gratefully accepted a quiver of poisoned arrows that IV crafted.

The Angels remembered that they came across a Vistani encampment outside of the town of Barovia when they first arrived here. The Angels decided to return there and see if they could leave the children with the Vistani not knowing what awaited them in Barovia. The Angels set out for the two-day journey to Barovia. The Angels camped that night and noticed hundreds of crows circling above Barovia in the distance. Jasnah sent her owl to investigate and found that there were hundreds of crows flying over the town but found no activity in the town itself. The rest of the evening was uneventful, and the Angels continued the journey the next morning.

The Angels were happy to find that the Vistani camp was still there but without Madame Eva. The Angels were able to broker a deal for the Vistani to take care of the children for a mere six bottles of wine. In hindsight, the Vistani almost seemed a little too eager to take the children – almost happy.

These thoughts later occurred to the Angels as they travelled to Barovia. They arrived mid-afternoon and found the town unnaturally quiet and seemingly abandoned. Jasnah again sent her owl to investigate but no activity or movement was found. Unlike the previous night, not a single crow could be found. The Angels cautiously explored the town and found all houses abandoned with no sign of life or battle. Eventually the Angels made their way to the city centre.

The Angels continued exploring and found the Tavern abandoned. The Angels continued across the street to explore the Mercantile but found it also abandoned. Suddenly from outside, Eddie heard shuffling. The Angels looked outside and found that a horde of zombies were coming down the main streets surrounding them. If the Angels would have looked a bit closer, they would have noticed that the torn clothes on the zombies appeared to be that of the Barovian villagers.

The Angels quickly decided to race across to the Tavern and escape to the roof. Eddie led the way and all the Angels raced across to the Tavern. Eddie was first to the roof and found that two zombie beholders were hovering above the roof seemingly directing the zombies below.

Jasnah and RonnY cleverly set up a kill zone in the city centre by casting Sickening Radius and Fire Wall. IV backed them up by casting a web spell but no zombies ever made it to the web. The zombies shambled forward and were all torn apart in the city centre.

On the roof, after seeing the zombie beholders Eddie ducked back in to regroup. The Angels regrouped and attacked the zombie beholders. The zombie beholders unleashed multiple brutal eye attacks and staggered several Angels. The Angels were eventually successful but saw two large bird-like creatures flying toward them....

Two large bird-like creatures landed and looked at each other and said:

“She who flies is not going to be happy”

“no, she isn’t Nazur”

“no, she isn’t Kozul”

The Angels engaged the Nagpa and found that they had powerful magical attacks. A vicious battle ensued but eventually the Angels eviscerated one Nagpa and as he fell, he uttered one word – ***“Twelve”***

Several Angels were sorely wounded but they continued on and eventually defeated the second Nagpa and eviscerated him as well. When he fell, he also uttered one word – ***“Eleven”***.

The Angels regrouped and healed each other.

RonnY then resurrected one of the Nagpa and asked questions of the vile Nagpa. They asked many questions and were able to discern that they served ***“She who flies”*** – The Raven Queen. The Angels got vague answers as to the motive, location, alignment, or desires of the Raven Queen.

Frustrated, RonnY kicked the Nagpa off of the roof and Kozul died once again.

The Angels regrouped and decided what they would do next with Castle Ravenloft looming above them.

Session 22 Recap



The Angels rested outside what remained of the town of Barovia and decided to journey towards Castle Ravenloft to accept Strahd's invitation. The journey was mainly uneventful other than the advancing storm that seemed part of the castle itself.

The Angels arrived at Castle Ravenloft with lightning illuminating the castle and thunder shaking the ground. Two towers stood seemingly guarding the bridge to the castle. The Angels saw that the bridge crossed over a chasm that seemed to surround the entire castle. Eddie smartly checked the bridge for traps and found none. The Angels crossed the bridge and came to the courtyard gates. The gate was pushed open and emitted a metallic screech.

The Angels found the courtyard in front of them with the castle beyond. Fog billowed throughout the courtyard covering the ground. The doors to the castle were ajar with light pouring out from torches in the walls. The Angels explored the courtyard to the north and came to a stone wall with a portcullis. The impatient Angels decided to abandon the portcullis and return to the open castle doors.

The Angels cautiously entered the castle and once they were all inside the doors behind them slammed shut. Above them the Angels saw four Red Dragon statues peering down at them. Faesys threw a dart at one statue to see if they were indeed statues. The dart bounced off the statue and fell to the floor.

The Angels saw another set of double doors and proceeded to open them. There was a large foyer on the other side with webs between four pillars that stretched to the ceiling. As the Angels looked to the ceiling they saw statues of 8 gargoyles perched by the ceiling. A staircase lay to the north with exits to the south and east. As the angels looked around pondering their next move, a regal elf walked down the staircase and introduced himself as Rahadin. Rahadin welcomed them and said that his master has been expecting them. Rahadin bade them to follow and led them to an elegant dining room. Sorrowful notes emanated from the pipe organ played by a cloaked figure in the room. A lavish feast was served on the table in front of them.

The cloaked figure stopped playing and turned around and welcomed them, the figure was indeed Strahd. Strahd's demeanor confused the Angels as they tried to reconcile his welcoming words with what they had experienced. Rahadin excused himself and left the Angels alone with Strahd. The Angels asked various questions and finally the Angels grew impatient and a threw a fork at Strahd. The fork flew through Strahd and the illusion disappeared with a mocking, echoing laughter and the Angels were left alone.

IV noticed that there were grooves in the floor by the pipe organ. Eddie tried to find a lever or switch but was unsuccessful. RonnY eventually moved the pipe organ and revealed a secret room. It appeared to be an archer's post that overlooked the entrance to the castle. Quivers, arrows, and a bag lay on the ground before the arrow slits. Faesys grabbed the arrows and Eddie opened the bag and found the **Icon of Ravenloft**.

The Angels decided to ignore the feast and explore the castle. They returned north to the room where Rahadin descended and found the 8 gargoyles flew down and attacked them! The Angels fought back and suddenly the gargoyles all surrounded Jasnah like a pack of wolves. The Angels were able to defeat the gargoyles easily and decided to open the doors and move on to the east.

The door opened to a long hall full of statues of knights whose eyes seemed to follow them. Eddie moved forward and pushed the statues down and they fell harmlessly with a clatter. The Angels moved down the hall to another set of double doors.

The Angels opened the doors and found that the room was a chapel that was in shambles. Pews were strewn about and 6 Vampire Spawn were surrounding an object on the altar trying to touch it. Eddie decided to turn invisible to try and steal the object. Eddie moved forward and successfully grabbed the object, but as it floated away the Vampire Spawns clawed furiously at the object. Eddie found that the object was a thighbone that appeared to be decorated with some runes.

Time for investigation would have to wait as the rest of the Angels moved forward to help battle the Vampire Spawns. The battle ensued and the Angels fought brilliantly with several killing strikes that help to quickly defeat the Vampire Spawns even as they focused their attacks on Jasnah and then IV.

The Angels defeated the Vampire Spawn and IV cast identify and found that the thigh bone was the **Thigh Bone of Saint Markovia**. RonnY excitedly took the Thigh Bone and swung it about her like a frenetic pixie. Faesys took time to bless the altar before the Angels left.

The Angels found that two stairwells exited from the chapel. Unfortunately, the stairwell that led down was blocked so they decided to climb the other stairs up.

Session 23 Recap



The Angels climbed the stairs and saw that the stairway led to a hallway. Down the hallway the Angels saw three seated figures overlooking the chapel below. These figures were not there when RonnY has flew up previously. The Angels approached the figures and found out that they were three more Nagpas. The Nagpas introduced themselves as 8,9, and 10. The Nagpas also revealed that one of them always lies, one always tells the truth, and one can't be depended upon. The Angels asked a number of questions trying to determine pieces of information before they took their leave and continued to explore the castle.

The Angels continued down the hallway and entered the Audience Hall. They were shocked to see Strahd seated in the throne and they once again parleyed with Strahd until he once again disappeared revealing himself as an illusion once more. The Angels continued to explore the rest of the floor and encountered Strahd's accountant, Lief Lipsiege working diligently. The Angels decided to leave Lief alone after understanding that Lief did not want to leave and that he posed no threat.

The party then discovered a maid, Helga Ruvak, dusting furniture in another room. Once again the Angels decided to move on as it did not appear that she posed any danger. The Angels decided to climb the stairs and continue exploring.

The Angels found themselves in front of a long hallway of statues in alcoves. Eddie smartly laid the statues down and the Angels continued on. The Angels found a study on the other side of the hallway with a huge assortment of books worth 80,000 gp. The Angels decided to leave the books for now and to perhaps return later. Eddie discovered that there was a

secret door at the back of the fireplace. Eddie put out the fire and the Angels followed Eddie through the secret door. The party continued down the hallway and eventually came to a belfry with a rope hanging down that seemed to lead to a bell above. The Angels exited to a door to the left and found that there appeared to be a tower within the room. The tower turned out to be a treasure room and the Angels again decided to leave and perhaps come back later.

The Angels continued to explore and found the King's bedchamber in the centre of the floor. On the bed in the King's Bedchamber was Gertruda. The Angels thought that Gertruda's name sounded familiar but they couldn't remember from where. After some discussion, the Angels again thought Gertruda posed no danger and they continued on.

The Angels left Gertruda and entered the bathroom. They found the bathroom empty except for a bathtub full of blood. The Angels decided to use Mage Hand to pull the stopper out and empty the bathtub. As the blood slowly drained, an aberration leapt out of the blood and scampered out of the room on the ceiling. The Angels were shaken but decided to not pursue the aberration.

The Angels explored the room behind the bathtub and to their surprise they found two children playing with Blinsky toys. The Angels recognized the children as the ones Strahd had abducted from the Werewolf Den. The Angels determined that the children seemed happy and were in no hurry to leave. Once again the Angels left the children to continue to explore the castle.

The Angels explored to the east and came upon the Dining Hall of the Count. They found an old moldy wedding cake with only a bride figurine remaining on top. The Angels found the groom figurine on the ground broken in two. In the corner of the room, the Angels found a lute and a harp. IV grabbed the Lute and RonnY played the Harp.

Suddenly the ghost of Pidlwick, a short jester appeared asking them why do they wake him. Pidlwick informed RonnY that in the crypts under the castle they will find a treasure worthy of one so talented. Pidlwick then disappeared. The Angels continued east past two statues that disassembled into swarms of rats that ran up the stairs. The Angels followed the rats up the stairs.

The Angels found that at the top of the stairs there was a large imposing portrait of Strahd whose eyes seemed to follow them where ever they went. The Angels continued on through the door to the west and came upon a beautiful man lounging on a chaise lounge. The man introduced himself as Escher and informed the party that he was Strahd's consort. The Angels asked Escher a few questions and they moved on when they were sure he posed no danger.

The Angels exited to the south and found themselves in a guest room that contained a bed and a rug on the floor. The Angels moved the rug and found a trapdoor. The Angels opened the trapdoor and found a lever which they immediately pulled. A door opened up leading to a room that appeared to be an elevator. RonnY changed her shape so all the Angels could fit into the elevator. The elevator had but one button.

IV quickly pushed the one button and a panel opened that revealed three buttons labelled 'X', 'Y', and 'Z'. IV quickly pushed the 'Z' button and the elevator went into free fall and slammed down 4 floors below.

The Angels found they were under the castle. The air smelt moist, moldy, and with an overwhelming smell of decay. The Angels noticed there were two signs that provided directions to the catacombs or the dungeons. The Angels decided to go to the dungeons.

The Angels explored the north and south dungeons and found the cells mainly empty except for a +1 shortsword, corpse, and prisoner. RonnY animated the corpse but found the corpse didn't have any worthwhile information. Strangely enough, RonnY made the corpse plead to die again. The Angels then released the prisoner Emil Toranescu.

The Angels continued west into a large room with two thrones overlooking the chamber. Suddenly 25 zombies exploded out of the ground and surrounded the Angels.

If they had time to look up the Angels would have seen Strahd on one of the thrones smirking.

Session 24 recap



The Angels noticed that the zombies were not attacking them even though they had the Angels surrounded. The party soon turned their attention to Count Strahd sitting on the throne. The Angels asked various questions of Strahd with less than satisfying answers. Finally, Strahd accused the Angels of trying to supplant him. Strahd then accused the Angels of being sent by she who flies and that they have been sent to ruin his plans. Finally, the Angels ran short of patience and after Faesys missed with an arrow, the Angels attacked and the illusion of Strahd and the zombies disappeared leaving the Angels alone once again.

The Angels climbed up and continued past the thrones. IV smartly parted the red curtain using mage hand revealing a room with a large brazier in the center. The brazier was

surrounded by seven stones of various colours in goblets around the brazier and there was an inscription on the brazier itself.

***“Cast a stone into the fire
Violet leads to the mountain spire
Orange to the castle's peak
Red if lore is what you seek
Green to where the coffins hide
Indigo to the master's bride
Blue to ancient amber gate
Yellow to the master's tomb”***

The Angels decided to throw the stones into the fire one by one and saw the following locations in the flames:

Red: Study
Orange: North Tower Peak
Yellow : Strahd's tomb
Green: Coffin Maker's Shop
Blue: Amber Temple
Indigo: Abbey of Saint Markovia
Violet: Tsolenka Pass

After the Angels threw all the stones in once, they found that the stones reformed in the goblets. The Angels decided to throw a red stone in again and examined the image of the study. Faesys decided to shoot an arrow into the flame and saw that it re-appeared in the image of the study. The Angels tied a rope around Eddie and threw her into the flame. Eddie suddenly appeared in the den and the rope tied to her was burnt in two. Jasnah touched the flame after her and also found herself in the study. Eddie and Jasnah made their way back to the rest of the party.

The Angels decided to throw a yellow stone in the brazier and teleport to Strah's tomb. When they threw a yellow stone in previously they saw a dark coffin with three vampire brides fawning over a child's bassinet. The Angels threw another yellow stone in the brazier and all the Angels were transported to Strahd's tomb as they touched the flame one by one.

The Angels saw that the three vampire brides were surrounding the bassinet and had not noticed them yet. IV opened the casket and found that Strahd was laying in repose. The Angels attacked Strahd while the vampire brides protected the baby.

While the Angels attacked Strahd, Ronny unleashed an acid attack on the vampire brides and the baby. The vampire brides were all injured and the baby, Anatasia, was dissolved

before she could scream. Strahd unleashed an anguished scream and explained that the baby was his only salvation to end his isolation by being able to tell him he was forgiven.

The battle was engaged and while Strahd was being attacked, RonnY raised a curtain of fire around the vampire brides. RonnY also used the Horn of Leeroy but no help arrived. Finally, Strahd was finally defeated by Eddie after IV dropped down on Strahd from the ceiling.

Strahd disintegrated into dirt on the floor of the tomb. Rising slowly the dirt assembled into a cloaked woman that explained she was the one who brought them here to defeat Strahd. She who flies offered to send the Angels back now that Strahd had been defeated.

The Angels asked many questions from she who flies and Eddie took offence to the tone of her answers. A quick battle ensued and soon two Angels had been sorely wounded. Faesys offered himself in supplication to she he flies and IV soon joined him. Faesys asked she who flies to send him to the step in his quest. She who flies initially wasn't sure where that would be, but then offered to Faesys to send him to continue his quest.

The battle finally paused and much discussion ensued whether to accept she who flies's offer.

Eventually everyone but Issac agreed to accept her offer. Issac was transported back to his home village and the Angels soon found themselves beside the Darkwood in Aventyr.

They shivered... it was cold.